

Parents and carers can support and acknowledge children's emerging values and morals and individual ways of doing things. Parents can teach children the significance of rules and regulations and support them to develop their negotiation skills. Children enjoy sharing their options and using their skills. We have put together some daily activities to support social and emotional development through the arts, play and creativity. **Week Eleven**

Monday: Family bunting: For each member of your family, create a piece of bunting. You could draw them as Superheroes. What is their superpower?

Tuesday: **The world up close**: Take photos of everyday objects, things in nature and anything else you can find but take the photos really close up. Host a quiz to see if family can identify the item.

Wednesday: **Explore how to create a Stop animation film**. Download and explore a free stop animation app such as Stop Motion Studio or Stop Animator. https://www.youtube.com/watch?v=wVjMFU11hVA

Thursday: Tell a story: As a family, tell a group story where someone starts it off and then everyone adds to it. Is it a true story or an imagined one? Maybe a bit of both...!

Friday: Make a Mandala: The creation of Mandalas could help to reduce feelings of anxiety. Create your own Mandala using stones, sand, painted rocks, flower petals and share a picture with us.https://www.art-is-fun.com/how-to-draw-a-mandala

Saturday: Capture a colour:Choose one colour to focus on for a day or a week. Use a camera to capture this colour when it jumps out at you. Make a collage of your pictures and notice all the different hues and tones of your colour. How does this colour make you feel?

Sunday: PM for the Day: If you were Prime Minister for the day: what would you change immediately? What would you change in a month? What would you change in a year? Why would you make these changes?

Top Tips:

- Draw up a routine of what you are doing and when.
- Keep cardboard boxes or clean recycling objects to use for arts later.
- Don't worry if things go wrong play can be fun and endings can be difficult.