



## Creative uses for a Stacking Cups

- Stack and nest the cups
- Match and identify colors
- Identify the pictures
- Hide an object such a sticker under the cup
- Basic math-count the cups
- Balance the cup on a body part such as head
- Stuff with dough or other texture
- Line up cups and throw balls into cups
- Put play people into cups and pretend cups are boats
- Compare sizes
- Make a story with the pictures
- Bang together to make sound
- Have a race with a cup tucked under your chin or arm
- Jump over cups
- Play “hot potato” with cups
- Fill with water, paper, cotton balls, etc. to feel different weights



## CREATIVE USES OF A SINGLE SWITCH PLUSH ANIMAL

- Attach a backpack to toy, fill with treats. Push switch and have toy deliver treats to parents and family members.
- Put out pretend food and have the child make the animal go eat his food
- Use a box and have the animal go into his house so he can go to sleep.
- Have the toy knock over a pile of blocks. The child can tell you to build the blocks back up.
- Use two switch activated animals and have a race
- Play music and have child press switch until music stops
- Have the animal move towards a person, whoever it reaches, they have to imitate the sound and/or action of the animal
- Name a body part and the child has to use that body part to activate the switch
- Count how long you can hold down the switch
- Hide something under the animal and when it moves, the surprise is revealed





### CREATIVE USES FOR A PLASTIC SLINKY

- Dangle overhead to bat and grasp.
- Grab at both ends for two-handed play.
- Drive toy car through the tunnel.
- Drop ball through the extended tunnel.
- Lay slinky on side, stick playing cards in it and take them out.
- Play telephone: Put one end to your ear and have the child talk into the other end.
- Open and close rapidly, using two hands, to make "snappy" sound.
- Use as a roll toy and roll back and forth.
- Make a telescope for looking through or for peek-a-boo.
- Open into circle, tape ends and put on as a crown.
- Make a bridge by stretching out the slinky between two people for the child to walk under. See if you can fit under if the child holds one end.
- Hold in center and let two ends drop down. Pretend they are dancing legs and dance them on the table or floor.
- Stretch out and wiggle on the floor, making a wiggly worm for the child to jump over.
- Sit it upright on the floor and it can be a candlestick that Jack-Be-Nimble children can jump over.
- Use as an elephant trunk.
- Standing, let slinky bounce up and down; try to reach the end that's down.
- Take slinky into the bathtub and pretend it's a water snake.
- Put an end on each foot; bring together, then pull apart. No hands!
- Play game with one person on each end. Come close and go far away.
- Wear it on your arm as a bracelet or sleeve.
- Use it to measure your arm or foot
- Play limbo using the slinky as a limbo stick



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