

Same and Different

Concepts are best learned with real objects and in the everyday setting. Learning the concepts together will be easier than one at a time as the child will be able to compare them.

Threading beads

- Get 2 pieces of string.
- Make two piles of beads – one with identical beads and one with different beads.
- Get the child to thread each pile of beads on the two pieces of string so they have one with beads that are the same and one with different beads.
- When they have finished, hold up each one and say 'These beads are all the same' 'These beads are all different' etc

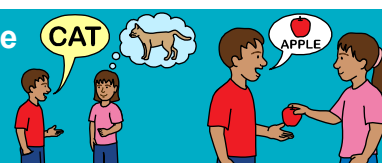
Next.....

'Same'

- Pick a bead.
- Ask the child to find one that is the *same*.
- Keep doing this with various beads until they can consistently match beads.

'Different'

- Do the same as above but get the child to find a *different* bead to the one you choose.



Pairs Games

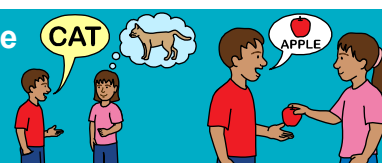
- Play with about 4 or 5 sets of picture pairs.
- Throughout the game, comment on whether the pairs of pictures turned over are the *same* or *different*.
- At the end of the game, select a picture and ask the child to find one that is the same or different to see if he has grasped the concepts. Repeat about 10 times.

Animal Feely Bag

- Find some identical pairs of toy animals.
- Put one set in a feely bag and stand the other set on the table.
- Select one of the animals on the table.
- Say, 'Shall we find an animal that's the *same*'
- Get the child to put their hand in the feely bag and pull animals out one at a time.
- At first, they are more likely to pull out a different animal, so comment that the animal is *different* (until they find the matching one).
- When all the matching pairs have been found, pick up a random animal and ask them if they can find another animal which is the *same* or *different*.

Dominoes

- Comment on pairs of pictures - whether they are the 'same' or 'different'.
- Later, point to a picture and then ask if they can find another one which



Fishing

- Put paper clips on pairs of pictures and put them all in a pretend pond.
- First get the child to catch 2 pictures at a time (any they choose).
- Comment on whether the pairs they catch are the same or different.
- Get them to catch 1 picture.
- Ask them to catch a picture which is either the same or a picture which is different.

All the games can be reversed to encourage the child to use the words same / different.

