

EXPLORE AND PLAY WITH TUFF TRAYS

Age group- 3-5



Why use tuff trays?



Tuff trays are a versatile space in which adults can create hand on, open-ended and engaging activities that supports sensory exploration, fine motor skills, problem solving and social interactions.



Tuff trays allow for a messy and creative activity in a contained space.



Children learn the rules when exploring the tuff trays and resources are used only at this location.



When using food-based resources within the tuff tray you are removing any barriers to the activity and creating a completely inclusive activity.

Learning objectives

Engage

Engage children in a sensory play using edible resources.

Develop

Develop fine motor skills through hand on activities.

Encourage

Encourage problem-solving and social interactions.

Support

Support language development using story-related vocabulary.

Introduction

Introduce the children to the Gruffalo to the children by reading the story, learning key words and characters, using props from the story or adding Makaton signs for children

Discuss the characters and foods mentioned in the story. Explain that today's activity we will be explore the story using different foods that represent the story line.

Adult introduced the Gruffalo song which describes the Gruffalo characteristics 'terrible tusks' terrible claws' orange eyes' this played in the background off each activity.

Use your professional judgement if you do these activities over the week or in one day.



Oh help!



Oh no!



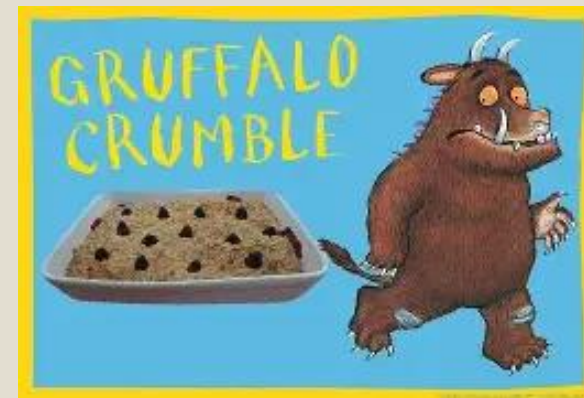
It's a gruffalo!



Gruffalo crumble!

What we used:

- Porridge oats and raisins
- Bowls
- Spoons
- Whisks
- Tuff tray
- Cleaning equipment
- Cut out characters.



Children copied adults' actions and repeating words such as
"stir"

"Mix"

"pour"

"Oh help!"

"Oh no!"

"it's the Gruffalo"

SEND or EAL

This is a time a great time to secure language they have learnt from core vocabulary such as no and help. Having the words in front of them and using the Makaton sign to support really imbedding the language.

Help

No

Scrambled snake!

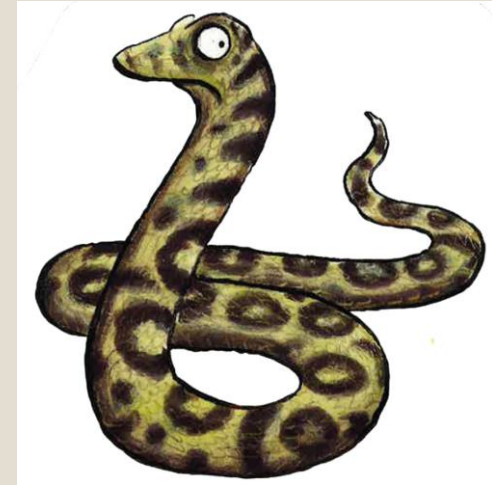


What we used:

- Tuff tray.
- Cooked spaghetti which had previously been dyed green.
- Tongs variety of plastic and metal.
- Cut out characters.

Adult supported language by using singular words such as:

“Pinch”
“Green”
“Long”
“Short”
“up”



SEND OR EAL **Core vocabulary**
Show the sign, Makaton and action
for the word up

Up

Roasted Fox



Whilst children took part in the scrambled snake activity staff noticed that many children could not squeeze the tongs together, we revisited the tongs with roasted fox giving children the opportunity to recall on prior learning and were able to use tongs a lot better

What we used:

- Cold beans
- Red lentils
- Metal and plastic tongs
- Cut out characters.

Adult language used to support activity:

- "Pinch"
- "Red"
- "Cold"
- "Mix"
- "Squeeze"
- "Ready steady GO" Adult demonstrated squeezing a bean between finger and thumb or in their fist.

SEND AND EAL

Core
vocabulary
Show the sign,
Makaton and
action for the
word "GO"

Owl ice cream



What we used:

- Various flavours of angel delight pre-made
- Ice cream cones
- A selection of spoons and scoops
- Toppings such as fruit or sprinkles .

Adult language used to support activity

- "Crunch"
- "Scoop"
- "1...2...3...4...5" Counting the scoops into the cone.
- "Cold"

Plenary

- Combine all the materials into a large tuff tray for collaborative play. Reflect on what the children enjoyed and what they discovered. Reinforce vocabulary and link back to the Gruffalo story.

“oh no”

“Mmmm ice cream”

“Squeeze”

“Nom
nom
nom”



Assessment opportunities.

There are lots of opportunities during the activity to capture some observations, here are some examples of observations you could gather:

-Observe children engagement and interactions.

-Note use of descriptive language and story related vocabulary

- Explore different textures and sensory experiences.

- Imaginative storytelling and problem-solving.

- Mathematical concepts, such as counting or sorting.

- Promoting creativity and fine motor skills.

- Curriculum goals, providing a hands-on learning environment.