

# PLAY

## PERSONALITY ACTIVITY CARDS



### THE COLLECTOR

*The excitement for a 'collector' is to obtain and maintain a collection of objects or experiences that interest them as well as engaging with others who either have similar collections or interests. In addition to this they also take joy from showcasing their collections to others as well as methodically organising them.*



## BRICK RUBBINGS

### RESOURCES:

BRICKS EITHER LOOSE OR OUTSIDE  
PAPER  
PENCILS  
CRAYONS  
A3 PAPER  
GLUE  
SCISSORS

### INSTRUCTIONS:

1. PLACE THE PAPER AGAINST THE BRICK OR WALL AND COLOUR THE PAPER PRESSING AGAINST THE WALL BUT NOT TOO HARD AS YOU DO NOT WANT THE CRAYONS TO BRAKE.
2. CONTINUE THIS PROCESS ON DIFFERENT SURFACES UNTIL THE CHILDREN HAVE THEIR DESIRED COLLECTION.
3. CUT THE PAPER INTO SMALL BRICK SHAPES AND GLUE ONTO A A3 PAPER TO CREATE A WALL OF DIFFERENT TEXTURES AND COLOURS (ADULT ASSISTANCE MAY BE NEED WITH THIS STEP).

### EXTENSION IDEAS:

- TAKE THE CHILDREN TO VISIT HOW BRICKS ARE MADE.
- COLLECT BRICKS OR RUBBINGS THAT ARE MADE IN THE SAME WAY.
- TEST THE STRENGTHS OF DIFFERENT TYPES OF BRICKS.
- MAKE YOUR OWN BRICKS AT HOME.

### TALKING POINTS

DESCRIBE THE TEXTURE OF THE BRICKS THAT YOU HAVE FOUND - SMOOTH OR ROUGH?  
WHICH RUBBINGS LOOK SIMILAR? DO THE BRICKS LOOK SIMILAR?  
DO YOU THINK ANY OF THE BRICKS WERE MADE BY HAND? WHY?



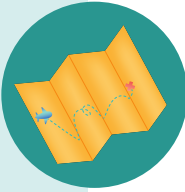
# PLAY

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### THE EXPLORER

The 'explorer' personality can present itself in three different forms. These forms are exploring the physical environment such as going to new places, mental exploration through expanding knowledge or learning something new and exploring emotions through art, music or movement. At the centre of all of these is the drive to discover new things or experiences.



## ANIMAL DIG

### RESOURCES:

VARIETY OF PLASTIC ANIMALS  
PAINT BRUSH  
SAND  
TRAY

### INSTRUCTIONS:

1. HIDE THE ANIMALS IN THE SAND ON THE TRAY SO THAT THEY ARE AT DIFFERENT DEPTHS AND LEVELS.
2. USE THE PAINT BRUSH TO EXPLORE AND BRUSH AWAY AND THE SAND TO FIND THE ANIMALS.

### EXTENSION IDEAS:

- TAKE THE CHILDREN TO VISIT THE ZOO TO EXPLORE THE DIFFERENCE BETWEEN HABITS.
- FREEZE THE ANIMALS IN WATER AND USE PIPETTES OF WARM WATER TO DIG THEM OUT.
- MAKE A HABIT FOR ONE OF THE ANIMALS TO LIVE IN.

TALKING POINTS

DESCRIBE THE ANIMALS THAT YOU HAVE FOUND - CAN YOU NAME THEM ALL?  
WHERE DO YOU THINK THESE ANIMALS MAY LIVE AND WHY?  
DO ANY OF THE ANIMALS HAVE SIMILAR FEATURES?



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### THE DIRECTOR

The 'director' strives to take a lead role in organising, planning and executing events such as plays, parties or group games. They love to host and create enjoyable and sociable occasions and most of the time they enjoy the power that comes with the role.



## DESCRIBE MY PICTURE

### RESOURCES:

PAPER  
PENS

### INSTRUCTIONS:

1. DRAW A PICTURE, IT CAN BE ANYTHING YOU LIKE, BUT ENSURE IT IS EASY TO DESCRIBE.
2. HOLD YOUR PICTURE SO THE OTHER PERSON CANNOT SEE IT AND DESCRIBE TO THEM WHAT YOU HAVE DRAWN. FOR EXAMPLE A SUN YOU WOULD SAY "IN THE TOP CORNER A CIRCLE WITH STRAIGHT LINES COMING OF IT".
3. ONCE YOU HAVE FINISHED DESCRIBING YOUR PICTURE AND THEY HAVE FINISHED DRAWING COMPARE YOUR PICTURES. ARE THEY SIMILAR?
4. TAKE TURNS TO DRAW AND DESCRIBE EACH OTHERS PICTURES.

### EXTENSION IDEAS:

ADD COLOUR TO YOUR PICTURE.

CREATE A 3D PICTURE.

CHOOSE A THEME FOR YOUR PICTURE AND THEN REMOVE CERTAIN WORDS THAT YOU CAN USE TO DESCRIBE IT.

TALKING  
POINTS

CAN YOU DESCRIBE YOUR PICTURE WITHOUT USING SHAPES?  
WHAT DIRECTIONAL WORDS CAN YOU THINK OF?  
DID THE PICTURES COME OUT THE SAME? IF NOT, WHY?



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### THE JOKER

The 'joker' personality is innately driven to make people laugh and smile through telling jokes, funny impressions and engaging in a nonsensical style of play. They are skilled at taking on different characters depending on their audience with practical jokes and sometimes being outrageous part of their play.



## SURPRISE FUNNY FACES

### RESOURCES:

KITCHEN ROLL  
PENS  
WATER  
PLATE

### INSTRUCTIONS:

1. FOLD A SQUARE OF KITCHEN ROLL IN HALF AND ON THE FRONT DRAW A CIRCLE AND A SIMPLE FACE WITH NO COLOUR.
2. ON THE INSIDE OF THE KITCHEN ROLL DRAW THE SAME FACE BUT ADD EXTRAS TO MAKE IT A FUNNY FACE.
3. PUT SOME WATER ON A PLATE DEEP ENOUGH TO COVER THE KITCHEN ROLL.
4. ADD THE PAPER TOWEL INTO THE WATER AND WATCH AS THE IMAGE ON THE INSIDE APPEARS.

### EXTENSION IDEAS:

- CAN YOU WRITE A JOKE WITH THE ENDING AS THE SURPRISE.
- LOOK AT DIFFERENT EMOJIS AND RECREATE THEM.
- THINK OF DIFFERENT WAYS OF MAKING THE FACES FUNNY.

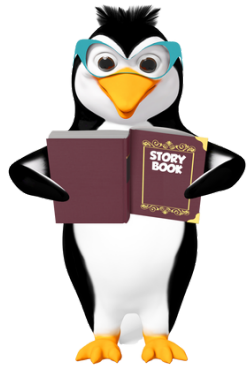
TALKING  
POINTS

WHAT DO YOU THINK HAPPENS FOR THE SURPRISE TO APPEAR?  
WHY DO THE ADDITIONAL FEATURES MAKE THE FACE FUNNY?  
HOW CAN YOU MAKE THE FACE WITH YOUR OWN FACE?



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### THE STORYTELLER

*Creating an imaginative world out of almost any activity or context is a key feature of a 'storyteller' personality. They also love to read, write or perform stories, create cartoons and comics and watch movies and films. They seek out or create opportunities in which they can go on an adventure through imagination.*



## COMIC BOOK

### RESOURCES:

PAPER  
STAPLER  
PENS

### INSTRUCTIONS:

1. BRAINSTORM YOUR STORY. THINK OF TWO CHARACTERS BUT MAKE THEM DIFFERENT.
2. ON THE SAME PAPER THINK OF PLACES YOUR STORY COULD HAPPEN.
3. ON A NEW SHEET DESIGN YOUR FRONT COVER USING THE PLACES FROM YOUR LIST AND YOUR CHARACTERS ON THE FRONT.
4. ON ANOTHER SHEET OF PAPER DRAW SIX SQUARES ON THE PAGE AND DRAW YOUR TWO CHARACTERS IN THE TOP TWO BOXES.
5. IN THE NEXT BOX DECIDE WHERE YOU WANT THEIR STORY TO START.
6. IN THE LAST BOX DECIDE HOW YOU WANT THE STORY TO END.
7. DRAW YOUR STORY OUT, IMAGINE EACH BOX IS A NEW PAGE.
8. STAPLE YOUR STORY TO THE FRONT PAGE TO MAKE IT LIKE A COMIC BOOK.

### EXTENSION IDEAS:

WRITE A BACK STORY FOR YOUR MAIN CHARACTERS.

ADD PICTURES AND ILLUSTRATIONS TO YOUR COMIC.

WRITE A SHORT PARAGRAPH THAT INTRODUCES YOUR COMIC.

TALKING POINTS

WHY DID YOU PICK THE CHARACTERS?  
WHAT IS THE STORYLINE OF YOUR COMIC?  
DO YOUR CHARACTERS HAVE ANY SUPER POWERS?



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### THE KINESTHETE

A 'kinesthete' is someone who loves to be engaged in activities involving movement. They are constantly on the move and actively seek opportunities to add movement in to their play for example through running, walking, or dancing. For them, the focus is not on winning but on the physical activity within their play.



## ACTIVE DICE

### RESOURCES:

CARDBOARD BOX  
PENS  
SCISSORS  
TAPE

### INSTRUCTIONS:

1. USE THE TAPE TO SEAL THE CARDBOARD BOX SO THAT NO PARTS ARE OPEN.
2. DRAW AN ACTION ON EACH SIDE OF THE CARDBOARD BOX SUCH AS 4 STAR JUMPS OR 5 HOPS.
3. TAKE TURNS TO ROLL YOUR ACTIVE DICE AND COMPLETE THE ACTION IT LANDS ON.

### EXTENSION IDEAS:

- MAKE MORE THAN ONE ACTIVE DICE TO COMPLETE A SERIES OF ACTIONS.
- THINK OF LARGER ACTIONS AND THEN TAKE YOUR ACTIVE DICE TO THE PARK.
- ROLL THE DICE MORE THAN ONCE AND SEE IF YOU CAN REMEMBER THE ORDER.

TALKING  
POINTS

WHY IS KEEPING ACTIVE GOOD FOR US?  
WHAT OTHER THINGS CAN WE DO TO BE ACTIVE?  
WHAT DOES OUR BODY NEED TO SUPPORT US WITH BEING ACTIVE?



# PLAY

## PERSONALITY ACTIVITY CARDS



### THE CREATOR

*A key objective for the 'competitor' is to win however this should not overshadow their engagement in play and having fun. They also like to keep score, count points and can engage in competitive activities both physically and virtually.*



## EGG CARTON MARACAS

### RESOURCES:

EGG CARTONS  
SCISSORS  
PAINT  
PAINTBRUSH  
CRAFT STICKS  
PVA GLUE  
TAPE, DECORATIVE TAPE, RIBBON,  
GLITTER, SEQUINS, OR ANY  
EMBELLISHMENTS

### INSTRUCTIONS:

1. PROVIDE YOUR CHILDREN WITH AN EGG CARTON SO THEY CAN CUT FOUR SECTIONS FROM IT.
2. FILL TWO OF THE EGG CUPS WITH DRIED FOOD. YOU COULD FILL THEM WITH DIFFERENT TYPES THIS WAY CHILDREN CAN DISTINGUISH THEM.
3. PLACE PVA GLUE OR HOT GLUE ON THE RIM IN THE PLACE YOU WOULD LIKE THE HANDLE TO BE.
4. DECORATE WITH GLITTER, STICKERS, PAINT, GEMS AND SEQUINS.

### EXTENSION IDEAS:

USING YOUR MARACAS, PUT ON SOME MUSIC AND CREATE A DANCE ROUTINE.

CREATE A RHYTHMIC PATTERN AND SEE IF SOMEONE CAN COPY IT.

SEE IF YOU CAN MAKE ANY OTHER MUSICAL INSTRUMENTS USING ITEMS AT HOME.

TALKING  
POINTS

HOW DO THE MARACAS MAKE A SOUND?  
WHAT OTHER FOODS DO YOU THINK YOU COULD PUT IN THE MARACAS?  
WHAT KIND OF SOUNDS CAN YOU MAKE WITH THEM?



# PLAY

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### THE COMPETITOR

*A key objective for the 'competitor' is to win however this should not overshadow their engagement in play and having fun. They also like to keep score, count points and can engage in competitive activities both physically and virtually.*



## MISSION IMPOSSIBLE

### RESOURCES:

MUSIC  
PEN  
PAPER

ITEMS TO CREATE COURSE  
ITEMS TO FIND

### INSTRUCTIONS:

1. CHOOSE AN AREA (INDOORS OR OUTDOORS) TO CREATE AN OBSTACLE COURSE.
2. USE EVERYDAY ITEMS TO CREATE YOUR OBSTACLE COURSE SUCH AS CRAWLING UNDER BLANKETS AND STEPPING OVER CUSHIONS.
3. PLAY THE THEME SONG "MISSION IMPOSSIBLE" AND SEE WHO CAN COMPLETE THE COURSE THE QUICKEST!

### EXTENSION IDEAS:

ADD IN ITEMS TO SEARCH FOR WHILE COMPLETING THE COURSE.

MAKE A SPY KIT TO HELP YOU SEARCH.

ADD DIFFERENT THINGS TO MAKE YOUR COURSE MORE CHALLENGING SUCH AS DIFFERENT LEVELS.

TALKING  
POINTS

WHAT CAN YOU ADD TO THE COURSE TO MAKE IT MORE CHALLENGING?  
COULD YOU CREATE A SCORE SHEET FOR ITEMS COLLECTED OR TIMES?  
WHAT DO YOU THINK MAKES A GOOD SPY?

