



Psychological
Service Home
Visiting Teachers

Play Ideas

5 little ducks

5 Little Ducks

Children love rhymes. The predictable nature of the rhyme '5 Little Ducks' will support your child to know what is coming next and allow them to join in. This game promotes active involvement and problem solving with your child - and it's fun! You could watch this first: Mr Tumble's **3 Little Ducks**



What do you need?

- Bath ducks
- Basin/ shower base/ bath
- Hose/ jug/ watering can
- Guttering/ pipe/ 'loose parts'
- Paddling pool/ sledge/ bucket

How to play

This game can be played indoors or outside depending on the resources you have available.

Make a water slide for the ducks. Using something open for them to go down (guttering) will allow your child to watch the ducks run down the slope. You could try racing them or getting your child to copy you by each having a different coloured duck and counting in...ready, steady, swim!

Using something closed (pipe) will develop object permanence – the idea that something is still there even if you can't see it. Encourage your child to look out for the next duck and cheer or clap when it arrives at the bottom.

If you have a small paddling pool, sledge, large basin or bucket you could put it at the bottom to catch the ducks.

Adapting the game

This activity could be adapted for children with mobility and/or sensory difficulties. Some ideas could include:

- adding a gripper to the hose
- using hand over hand support
- putting on a table top to keep it visible and close
- adding a soapy water mixture to a spray bottle
- using high visibility duck colours on a contrasting background

Language development

Vocabulary:

- The rhyme!
- Ready, steady, go/swim!
- Water words – splash, drip, swim
- Animal words – duck, quack-quack
- Numbers – try counting the ducks as you go along

Try adding in natural gesture or **Makaton** to support their involvement and learning new vocabulary.

Use visual symbols to help cue in the next part of the rhyme, colour of the duck, etc.



Making choices - who goes first?



Experiment - can you make them go faster/slower?



Problem solving - can you make the ducks stop halfway down the sledge?