

The Children's Cabinet

# Tips for Physical Development and Health

## Suggested Ages 3 - 5



# Vroom Tips make any moment a Brain Building Moment<sup>™</sup>!

Learn more at <a href="http://www.ChildrensCabinet.org/Vroom/">www.ChildrensCabinet.org/Vroom/</a>

## **Vroom Tip Collection**

by The Children's Cabinet



#### **Over, Under, Through Brainy Background** Invite your child to explore different ways Your child is learning how to focus and use to move over, under, and through. Outself-control by playing games where they side, they can jump over a rock, walk unlisten and follow directions, instead of doing der a tree, and run through the grass. Inwhat they might want to do-an important side, they can go over a pillow, crawl unskill in learning. They're also learning to der a table, and skip through a doorway. think flexibly as they come up with ideas for How many ways can they go over, under, new ways to move. and through? **Tip #** 982 **Suggested Age** 2.5–4 years **Balancing Feat Brainy Background** Take turns with your child standing on You and your child are having a conversaone foot and then the other, trying to baltion with actions as you take turns standing ance. You can say, "Your turn," and "My on one foot, then the other. When they turn." See if you can do it with your eyes practice doing this, they're learning about closed. What else can you do? balance—what it takes to stay steady and not fall down. **Tip #** 869 Suggested Age 3–4 years **Brainy Background Dance Moves** Turn your living room into an "Animal Ad- Back-and-forth conversations, whether venture." Make an animal noise. Can your they're with words, sounds or faces, help child guess the name of the animal? Can your child learn to pay attention, listen they copy the sound back? Now it's their carefully, and follow the rules rather than turn to make a sound for you to quess. go on autopilot. See how many times you can go back and forth: "Woofff! Hisssss! Rooarr!" **Tip #** 784 **Suggested Age** 2–4 years **Powered by** /r.om Visit www.ChildrensCabinet.org/Vroom/

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### Wacky Walk

Going on a walk doesn't have to be ordinary! Take a Wacky Walk with your child outside or around the house. Every five steps, take turns changing the way you walk. Try hopping, walking sideways, or jumping. Switch it up so if they hop, you walk sideways!

### **Brainy Background**

A Wacky Walk is a fun way to give your child a chance to practice paying attention and to exercise self-control, skills they need to do well in school and life. When you change the way you're walking, you're promoting this skill even more.

**Tip #** 643

**Suggested Age** 3–5 years

Finger Fitness	Brainy Background
tons, let them practice putting shoelaces in and out, Velcro on and off, or zipper up	concepts like "up," "down," "in," "out," "on," and "off" by letting them experience these with their hands. When you encourage them to try even hard things, they're learn-
<b>Tip #</b> 481	Suggested Age 2—4 years

Bath Buddies	Brainy Background
<b>Tip #</b> 352	Suggested Age 2–5 years
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