Button Game

Description

Inspired by "The Button Book" by Sally Nicholls, create your very button board and assign actions to your creation

Space Considerations

Any type of space where participants can be seated to work on a craft

Competencies

- Creative and imaginative thinking
- Following directions
- Memory
- Sensory motor skills

Materials

- Felt board, poster board or bristol board
- Cut outs of various shapes on construction paper in various colours
- Card stock
- Foam shapes or other tactile items (e.g. pompoms, pipe cleaners, playdough, etc.) (optional)
- Crayons, pencil crayons or markers
- Scissors (adult use only)
- Glue

Preparation

- If desired, create a large button board to display for children. Glue large shapes of various colours (i.e. buttons) onto a large poster board. It is recommended to have between 4 and 10 buttons total.

Implementation

This activity is ideal to combine with a storytime that includes reading *The Button Book* by Sally Nicholls.

1. Consider creating a large button board to demonstrate to participants. Include various shapes on the board. Explain that each button represents an action for participants to do, and we only know what that action is after we press the button.
2. Assign actions to each of the buttons as they are pressed. There are a lot of possibilities. Here are a few examples of actions:
    a. Clap your hands 5 times
    b. Spin around
    c. Do the head and shoulders actions as fast as you can
    d. Sing *Twinkle, Twinkle Little Star*
    e. Say your name five times fast
    f. Make an animal sound
    g. Bounce in place
    h. Invent your very own dance move
    i. Dance like a robot
    j. Freeze in a funny pose
    k. Pretend to fall asleep
3. As each button is pressed, announce the action and encourage participants to try it out (e.g. "Let's press the square red button. Oh, that's the singing button! We have to sing *Twinkle, Twinkle Little Star*."
4. After all buttons have been pressed, go back and press some buttons silently—can the participants remember what the actions were for that button? Depending on the age range of your group, you can assist and adapt this as necessary.

Craft component: Encourage children to create their own button boards

1. Distribute a sheet of card stock and a set of shape cut-outs or other tactile items to participants. It is recommended to distribute between 4 and 10 shapes to each participant.
2. Participants glue the shapes onto their board and decorate with crayons, pencil crayons or markers.
3. Participants should think about actions that each button represents and attempt to remember those actions. Participants can then get other children, parents, caregivers, or staff to test out their button boards—press each button and let the participant tell you what the action is!

Accessibility Considerations

- Storyboards and activities where kids can follow the sequence of what will happen next are ideal for sensory storytimes

- Use large shapes for the buttons if using construction paper cut-outs. There are many tactile alternatives for this activity, including material like pompoms, playdough, pipe cleaners, foam shapes, etc. Have a variety of material on hand for kids of different abilities to choose from.

- When assigning actions to the button board demonstrated by staff, select simple actions that are suitable for your age group and for all participants. If necessary, you can also have alternatives ready to adapt. Be considerate of kids who may not like to be in a setting with loud noises. For example, encourage clapping hands quietly if the group is very large, or suggest two-finger clapping instead.

- For participants who are deaf or hard of hearing, print out the text of each action and hold it up for all to see when the button is pressed.

- Pre-cut the shapes used for the buttons or offer easy-grip scissors to all participants.

Book Suggestions
The Button Book by Sally Nicholls
David Jumps In by Alan Woo
Peanut Goes for the Gold by Jonathan Van Ness

Templates and Images

Button shapes for cutting