

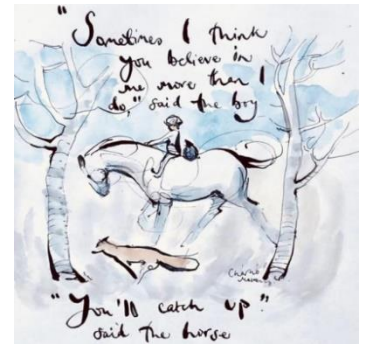
"What do you want to be when you grow up?"



"Kind," said the boy

Parents and carers can support and acknowledge children's emerging values and morals and individual ways of doing things. Parents can teach children the significance of rules and regulations and support them to develop their negotiation skills. Children enjoy sharing their options and using their skills.

## Celebrate your child for who they are!



Monday	<p><b>Salt dancing</b> Discover how music creates vibrations and makes <a href="#">salt dance</a>! Try experimenting with different music to see which what happens with fast and slow songs.</p>
Tuesday	<p><b>Invent a secret code</b> Invent a secret code and write a message to members of family. See if they can crack the code! See if they can make a code and write a coded note to you too.</p>
Wednesday	<p><b>Friendship bracelet</b> Learn how to make <a href="#">friendship bracelets</a> . Who will you make a bracelet for? Maybe you could make one for someone at home and one for yourself. You can wear one each when you aren't together.</p>
Thursday	<p><b>Yes or no game</b> Play the yes / no game. Someone asks questions, and someone answers them. The aim of the game is for the asker to get the other person to say yes or no. The answerer however should avoid using these words at all costs. How long can you last without saying yes or no?</p>
Friday	<p><b>Playing tricks</b> Learn <a href="#">card tricks</a> in less than 5 minutes!</p>
Saturday	<p><b>Stretch and relax</b> Do an online <a href="#">yoga class</a> together</p>
Sunday	<p><b>Start a business</b> Could you start a business in your house or with your family? What would the business be? Pet sitting? Doing odd jobs such as weeding flower beds or washing windows? Think of your business idea and try and sell it to your family. Write a business plan and make a poster to advertise.</p>

- Draw up a routine of what you are doing and when.
- Keep cardboard boxes or clean recycling objects to use for arts later.
- Don't worry if things go wrong - play can be fun and endings can be difficult.

