

earlySTEM™ Coin Drop

Here's What You Get!

- 1 Drop Box
- 5 Coins
- 1 Teacher's Activity Guide

Introduction

Young children are inherently curious about the world around them – they make great scientists! By manipulating the Coins, inserting them into the Drop Box, and discovering what happened, young children develop their fine motor skills and engage in early problem solving strategies while having fun! The Drop Box and Coins are made of solid wood for years of durability and exploration.

Use the Coin Drop to address these Head Start Early Childhood Learning Outcomes:

PERCEPTUAL, MOTOR, & PHYSICAL
DEVELOPMENT - Fine Motor

- Goal IT-PMP 6: Child coordinates hand and eye movements to perform actions.
- Goal P-PMP 3: Child demonstrates increasing control, strength, and coordination of small muscles.

COGNITION - Reasoning

- Goal IT- 6: Child learns to use a variety of strategies in solving problems.
- Goal IT- 7: Child uses reasoning and planning ahead to solve problems.

Suggested Activities:

Where Did They Go?

Show the child the five Coins. Demonstrate how to insert a Coin into the slot on the top of the box. Continue until all five Coins are in the box. Where are the Coins? Open the drawer – there they are! Remove the Coins, and again drop them into the slot. This time, encourage the child to discover where the Coins are.

One At a Time

When the child has observed how to put the Coins in the slot, hand him one Coin and invite him to insert it into the slot. Ask the child to find where the Coin went. Will he find the Coin in the drawer? Encourage the child to practice several times so it becomes easier and easier to insert a Coin into the slot and find it in the drawer.

More Coins

Put all the Coins in a pile. Encourage the child to insert the Coins in the slot. You can also take turns inserting the Coins. When all the Coins have been inserted, encourage the child to open the drawer and take them out.

As you demonstrate and as the child practices these activities, use vocabulary to describe actions and spatial relations. For example, put the Coin *in* the box, *open* the drawer, take it *out*.