

# Old and New Early Concept

## Teaching and Learning Ideas Resource Pack



### Use language

Use simple words to give the developing concepts a name. Provide the children with the language they need to communicate their learning. Use the child's name, saying for example, "Logan, you have new shoes. Logan, you have an older brother."

### Family

Look at photographs of the children's families together. Look at the family members who are older and any baby photos. Talk about the older members of the family and what makes them special to the children.

### Growing up

Add different-aged people to a small world scene. These [Growing Up Stick Puppets](#) can be attached to blocks and placed in a scene. In the home corner, set it up to allow children to pretend to be a person of a different age. Use these [Family Role-Play Masks](#) to support the role play.

### Growing

Grow a plant from a seed. You could plant seeds in the garden or even try this [Grow a Bean in a Bag EYFS Science Experiment and Prompt Card Pack](#) inside, on the window.

### Visit a museum

Take a trip to a museum. Look at the artefacts together, following the children's interest. Talk with them about what that can see and stay for as long as they are interested. If you can't visit a museum, bring the museum to you, set up museum role play, this [Museum Role-Play Pack](#) may help.

### Out and about

When outside with the children, point out old buildings and new buildings, old cars and new cars. Describe in a few words the things that make it look new or old, e.g. "The old cottage has a thatched roof." Or "The new car is so shiny."

### Songs

Use songs with the children that involve the words new and old, such as 'This Old Man' and the 'There Was an Old Lady Who Swallowed a Fly' to get the children moving. [This Old and New Songs and Rhymes PowerPoint Pack](#) includes songs and music.

### Sensory play

Experiment with textures and smells in sensory play. This [Green and Ripe Banana Mixing Edible Sensory Recipe](#) is a safe way to encourage the children to get stuck in.