

# SPOT SEARCH!

GAME TO PLAY AT HOME



## ***FIND SPOTS IN THE ROOM THAT MATCH PROPERTIES OF OBJECTS.***

What do you notice about the properties of different objects?

**TIME** 20 minutes

### **MATERIALS**

- Spot Pictures
- Clue List
- Tape (optional)

**NUMBER OF PLAYERS:** 2 or more, plus an adult or older child to read the clues

### **DIRECTIONS**

**1**

#### **SET UP**

Find a room to play in. Make sure there's lots of room to move around. Cut out the Spot Pictures, and place them around the room.

**2**

#### **GOAL**

Your child will **observe** objects. They will **compare** the objects' properties.

**3**

#### **PLAY**

For round 1, players start in the middle of the room. Read clue 1 from the Clue List for round 1. Players move to a Spot that fits the clue. Each player must **explain** how the Spot fits the clue.

Do the same thing for clue 2 and clue 3.

**4**

#### **PLAY**

For round 2, make two teams: red and yellow. Teams start in the middle of the room. Read clue 1 from the Clue List for round 2. Players move to the Spot that fits their team's clue. Each player must **explain** how the Spot fits the team's clue. Ask players, *What do you **notice** about where the different teams are standing?*

Do the same thing for clue 2 and clue 3.



# 5

## PLAY

For round 3, each clue gives two properties! Players start in the middle of the room. Read clue 1 from the Clue List for round 3. Players move to a Spot that fits both parts of the clue. Each player must **explain** how the Spot fits the clue.

Do the same thing for clue 2 and clue 3.

# 6

## SHARE

Encourage children to **share what they found out** about the properties of the objects. Which objects share properties? Which objects do not share properties?

# 7

## MORE WAYS TO PLAY

- Try this instead of using the Spot Pictures! Before playing, each player chooses a real object to be a Spot in the game. Have the player introduce their Spot and describe some properties to use in the game. For example, *This is my teddy bear. It is brown and soft.* Then place these objects around the room to use as Spots during the game. Change the clues to match the properties of your new Spots.
- Play the “different” game! Players must stand near a Spot that is **not** the given property. For example, *Stand near a Spot that is not soft.* The Spot Pictures that are not soft are rubber band, rock, and tool.



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# **SPOT SEARCH CLUE LIST**

## **ROUND 1**

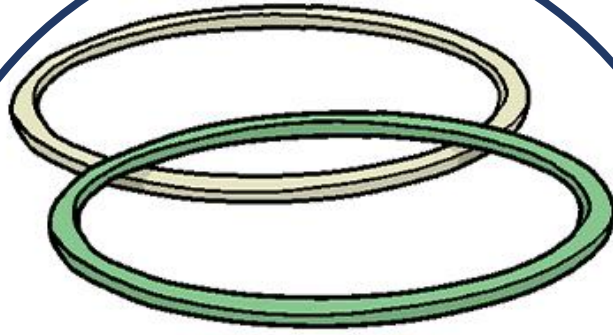
1. **Stand near a Spot with something blue.**
  - Players must stand near modeling clay, sock, or yarn.
2. **Stand near a Spot with something hard.**
  - Players must stand near rock or tool.
3. **Stand near a Spot with something stretchy.**
  - Players must stand near rubber band or sock.

## **ROUND 2**

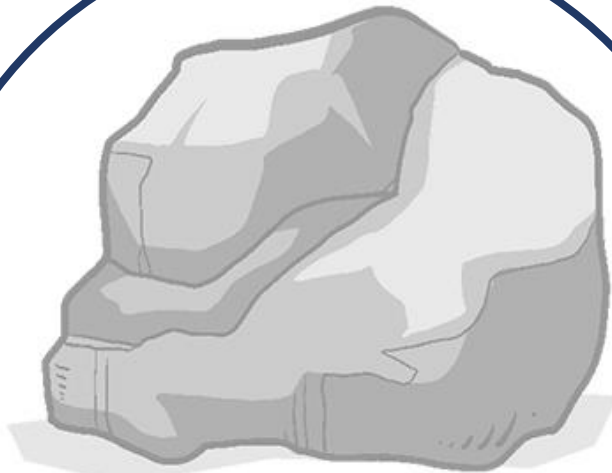
1. **If you're on the red team, stand near something blue.**  
**If you're on the yellow team, stand near something squishy.**
  - Red team members may stand near sock, modeling clay, or yarn.
  - Yellow team members must stand near modeling clay.
2. **If you're on the red team, stand near something hard.**  
**If you're on the yellow team, stand near something shiny.**
  - Red team members may stand near rock or tool.
  - Yellow team members must stand near tool.
3. **If you're on the red team, stand near something soft.**  
**If you're on the yellow team, stand near something stretchy.**
  - Red team members may stand near sock, yarn, or modeling clay.
  - Yellow team members may stand near rubber band or sock.

## **ROUND 3**

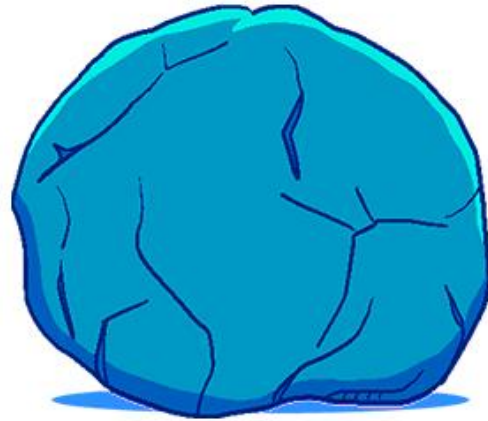
1. **Stand near something fuzzy and blue.**
  - Players must stand near sock or yarn.
2. **Stand near something hard and shiny.**
  - Players must stand near tool.
3. **Stand near something soft and stretchy.**
  - Players must stand near sock or modeling clay.



**RUBBER  
BANDS**



**ROCK**



**CLAY**



**TOOL**



**SOCK**



**YARN**