

VROOM TIPS™ FOR PRETEND PLAY



Home Museum

4-5 years

Invite your child to find some special things and put them out like in a museum or store. Have them lead you through their collection. Ask them to share with you why the items are meaningful. Take turns choosing favorite things to share with each other.

Brainy Background

In this activity your child is practicing important communication skills. Thinking about what to say and how to say it uses memory too. When you listen and value their words, feelings, and actions you're also building a safe place for learning.



Animal Parade

2-4 years

Ask your child to pretend to be an animal they know or have seen in a book or on TV. For example, a roaring lion or a flying bird. Invite them to imitate the sound and movement of that animal. Then, encourage them to choose another animal. If the first animal moved slow, can they think of one that moves fast? If it made a soft sound, can they think of one that is loud?

Brainy Background

In this game your child connects words, sounds, and movements to learn new words. They'll explore ideas like same and different, and fast and slow. When you ask them to change their actions, you're helping them learn flexibility and self-control.



What Would You Do

3-5 years

Invite your child to stretch their thinking by asking, "What would you do if you could...climb to the sky? Swim to the bottom of the sea? Run fast as the wind?" Invite them to take a turn asking you, "What would you do if..." questions.

Brainy Background

Playing the "What If" game lets your child call on what they already know about the world and adjust it to fit into new possibilities. This ability to remember and think flexibly will be useful for the rest of their life.



MS LIFT is a program of The Mississippi Department of Human Services.



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