

Don't Burn Your Feet!

Overview

In this fun movement game, the floor is lava and your child will jump from shape to shape, so they don't burn their feet! Make large shapes on the ground. Tell your child to step only on a certain type of shape (e.g., triangles) or a shape with certain characteristics (e.g., 3 sides). Then, ask how they know they are on the right shape.

Materials

- Don't Burn Your Feet handout
- Chalk
(or to play inside, make your own shapes on the floor with colored tape or paper)

This handout provides information on what shapes to make while setting up the game and what rules to use during the game.

Setup:

	<p>The ground is lava! Jump on the safe shapes I tell you, so you don't burn your feet!</p>	<p>What is this shape called? How many sides does it have? How many angles?</p>
<p>1. Make at least 6-10 shapes on the floor or ground.</p>	<p>2. Tell your child the ground is lava and they have to jump on the safe shapes, so they don't burn their feet.</p>	<p>3. <i>(Optional, if needed)</i> Review the shapes. Talk about their name and characteristics.</p>

Play:

<p>Shapes with 4 sides are safe! Jump on a shape with 4 sides, so you don't burn your feet!</p>	<p>Now, freeze!</p>	<p>How do you know that shape has 4 sides?</p>	
1. Tell your child what shape to jump on using a rule from the Don't Burn Your Feet Rules handout.	2. After your child jumps on a shape, tell them to freeze.	3. Ask your child how they know. If your child is wrong, talk about why and let your child try again.	4. Repeat with other rules.

Make it easier

- Make easier example and non-example shapes (see the Don't Burn Your Feet handout).
- Use hand signals. Make a stop signal while you say the rule and your child thinks about (and maybe points to) the next shape, then hold up both arms in a go signal and tell your child to move.

Make it harder

- Make some more challenging example and non-example shapes in addition to easier ones (see the Don't Burn Your Feet handout).
- Use harder rules or a harder game version (see the Don't Burn Your Feet handout).
- In addition to giving a rule about what shape(s) to jump on, tell your child to move in a certain way (e.g., "Tiptoe to the circles..." or "Hop to the squares...").
- Have your child take turns at saying a rule and you jump on a shape.

Check out [LearningTrajectories.org](https://www.learningtrajectories.org) for information about your child's math skills, other math games to play with your child, and computer games!