

OBJECT AFFORDANCES

Object affordances are what things let you do with them. For example, a chair lets you sit, a button lets you push, and a handle lets you pull.



Toys that are Easy to Hold

These toys help kids learn about their body by exploring with their hands and feet. Using wrist and ankle rattles or small rattles are great for kids who are just learning to hold toys



Toys that Make Noise

Toys that make music or toys that can be banged together help kids learn how their movements make noise. They learn that their body and movements have an effect on the world.



Toys that Fit Together

Toys that have multiple parts that fit together, like stacking cups, rings, or shape sorters, teach kids about object shapes and sizes and how things fit together.

OBJECT PERMANENCE

Object permanence is the idea that things keep existing even when you can't see them. For example, if you hide a toy under a blanket, you know the toy is still there, even though you can't see it.

Playing Peek-a-Boo

Playing peek-a-boo is a fun way to socialize and teach kids about object permanence at the same time. Watch for your child to notice you are "gone" and anticipate your "return".

As your child learns how to play peek-a-boo, let them try to uncover your face. Also try covering their face to see if they shake their head or try to grab the cloth with one or both hands.



Hiding Toys

Another fun way to teach your child about object permanence is to hide a toy and let them find it. You can hide it under a blanket, in a container or inside another toy.

If your child has trouble finding the toy you can help them by only covering part of the toy, using a thin blanket so they can see the outline of the toy, or using a see-through container.



CAUSE AND EFFECT

Cause-and-effect toys teach kids that when they do something to a toy, it makes something else happen. These toys help kids understand that their actions can change the world around them.



Teaching kids that their actions impact the world around them is an important life skill. Cause and effect toys are great for this! For example, pushing a button on a pop-up toy makes a lion appear, while turning another button brings out a panda. Pushing down on a car makes it drive away. Hitting a ball with a hammer makes it roll across the floor. Pressing a button on a musical toy starts the music.