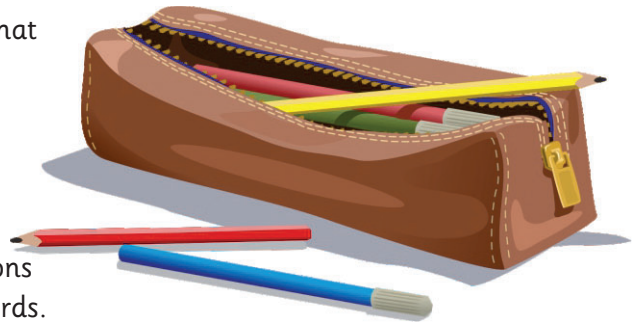


# Pencil Case

This activity helps your child to understand instructions that involve 'exclusion', leaving something out or 'inclusion', adding something in.

You will need your child's pencil case to play this game. Give your child a range of objects from their pencil case or any other objects available. Give them some instructions to follow using the following 'exclusion' and 'inclusion' words.



**Neither:** Explain that this means none,

e.g. "Pick up **neither** the pencil **nor** the rubber". "This means don't pick up the pencil or the rubber."

**Either:** Explain that this means one or the other but not both,

e.g. "Move **either** the ruler **or** the pen". "This means you can move the ruler or the pen but not both."

**All...Except:** Explain that this means everything but the...,

e.g. "Pick up **all** of the items **except** the pencil case." "This means pick up everything but don't pick up the pencil case."

**Instead of:** Explain that this means but not ...,

e.g. "Move the pen **instead of** the pencil." "This means you can move the pen but not the pencil"

**Both:** Explain this means two things, one and the other,

e.g. "Pick up **both** the ruler and rubber." "This means pick up the ruler and the rubber."

You may need to work on one set of words at a time until your child is able to understand the instructions well before moving on to the next set. Encourage your child to take turns at giving the instructions for you to follow.

Variations:

To make this game easier, model following the instruction for your child to copy explaining which action you did first and why,

e.g. "I couldn't pick up both the pen and ruler, as **either** means pick up the pen or the ruler."

To make this game harder, use longer instructions which include both exclusion and inclusion words,

e.g. "Pick up **either** the rubber **or** the paper clip and **both** of the pencils."