

# Are There These In There?

## Preparation:

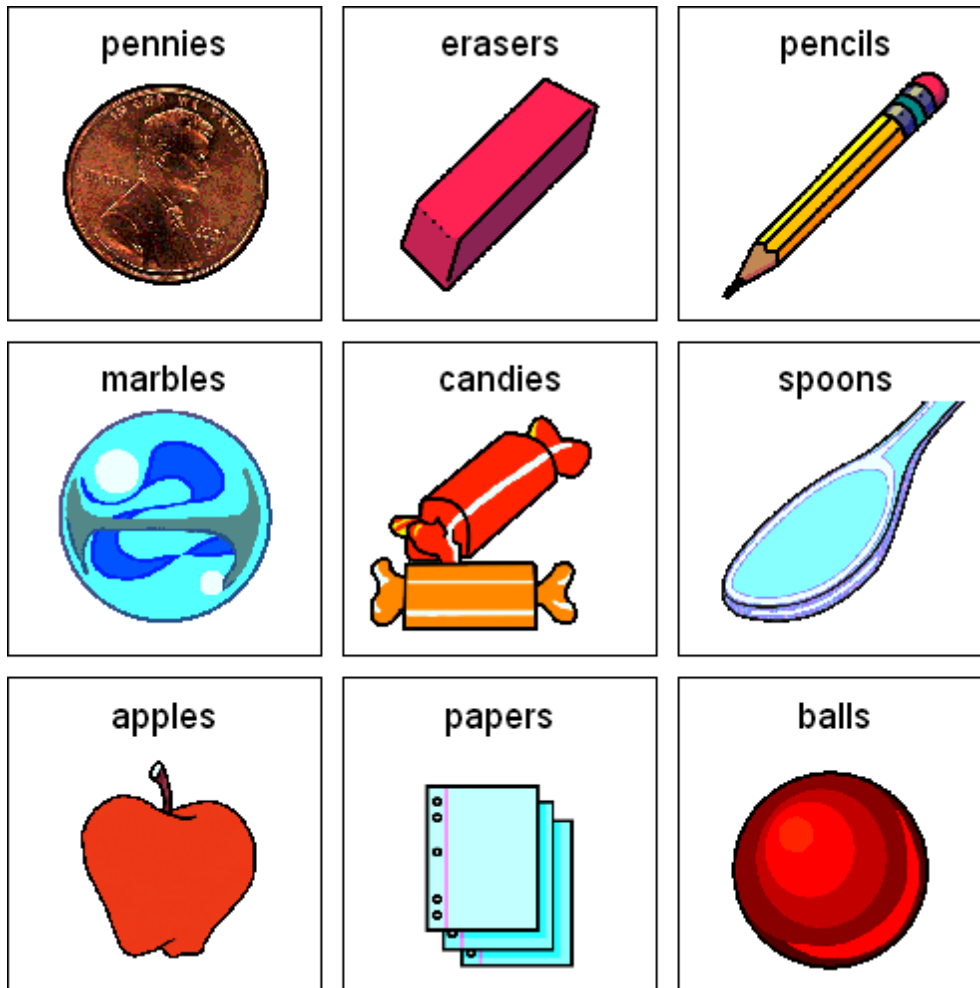
1. Collect 2 or more of each of the objects shown on the object display. If any of these objects are not available, replace the picture with a different object or develop your own object display.
2. Store the sets of objects in small paper bags or any other type of nontransparent bag.
3. Find a nontransparent box or bag into which you will hide specific sets of objects – the Barrier Container.
4. Double check that the visual support materials match the child's form of Unity. Add any missing words in the appropriate architecture.
5. Duplicate the appropriate visual support materials.
  - a. Pixons
  - b. Unity 45 Sequenced
  - c. Unity 60 Sequenced
  - d. Unity 84 Sequenced
  - e. Unity 144 Sequenced

## Activity:

1. Show the child the different sets of objects and have them match the objects to the picture on the Object Display.
2. Without the child seeing you, hide one set of the objects in your Barrier Container. The object of the game is for the child to guess the objects that are in Barrier Container based on how it sounds when they shake it, how heavy it is, or even what they feel like when you feel inside (without looking).
3. Give the child the opportunity to shake, hold, or feel inside the Barrier Container.
4. When the child thinks he/she knows what is inside, prompt him/her to ask "Are there these in there?" Allow them to point at the Object Display to guess the specific object. If necessary, cut the Object Display apart to allow for eye point or a different configuration for a direct selection display.

**NOTE:** This activity not only supports the use of a simple "are" question form, but promotes the concept of plurality ("these") and multiple meanings for the word "there."

## Object Display



### Pixons

<b>Are</b> 	<b>there</b> 	<b>these</b> 	<b>in</b> 	<b>there ?</b> 
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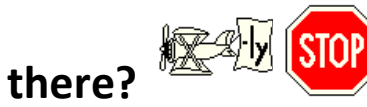
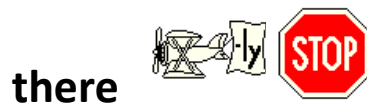
### Unity 45

<b>Are</b>	<b>there</b>	<b>these</b>
<b>in</b>	<b>there?</b>	

### Unity 60

<b>Are</b>	<b>there</b>	<b>these</b>
<b>in</b>	<b>there?</b>	

### Unity 84



### Unity 144

