

Mix & Match

AN INDOOR & OUTDOOR
HUNTING GAME.....
THE TROLL WAY



1. COLOUR & TEXTURE



Lay out your colour and texture cards. Try to find a **THING** that matches one colour and one texture.

THE MIX & MATCH CHALLENGE: Try not to use a card more than once. As you work through the colours, it will get harder to find a **THING** with the leftover textures.

>> **TROLL STYLE:** Trolls love natural treasure. Whilst on a family walk try to find fallen treasure such as leaves and flowers that match your colours and textures. Bring them home for your nature table.

2. LET'S MOVE



Shuffle your movement cards then lay them out in a row. Try to do a move for each card in order.

Repeat your moves getting faster and faster. Match your movement cards with **FAST, SLOW, BIG, SMALL**

THE MIX&MATCH CHALLENGE: Shuffle your movement cards then lay them out in a row.

Try to do a move for each card in order. Can you repeat your movement routine in the style of a **ROBOT**, a **TROLL**, a **MONKEY**? Can you do your movement sequence **BACKWARDS** or **SLOW MOTION**?

>> **TROLL STYLE:** Repeat your dance sequence in the style of a **TROLL**. The **Family Troll Line Dance** has many different moves in it. Use your movement cards to match your moves. Fancy making up your own Troll line dance? Use the movement cards to help you think of a sequence then try it to the Troll music. Visit [Tea Dance for Little People youtube channel](#) for music and video.

3. I'M HUNGRY!



Feeling peckish? Take your cards to the kitchen. Begin by placing your colour cards in a circle and finding food that matches. Add any other cards to help you describe what you have found?

THE MIX&MATCH CHALLENGE: Use Mix&Match at mealtimes to help you plan and eat a balanced, healthy meal. How many colours can you match on your plate? How many different coloured fruits and vegetables have you eaten today?

>> **TROLL STYLE:** Trolls eat anything! Why not use Mix&Match to plan a Troll tea party or picnic?

4. MAKE UP A STORY

- Use our story map to help you make up a story.
- Use Mix&Match cards to describe your characters, what happens and where.
- Use your **SENSES** cards to describe the world your story is set in.
- Use our simple map to guide you through telling a story.

A TROLL STORY



1. IN THE BEGINNING... CREATE YOUR STORY STARTER

One day there was a

What are they doing? Where are they?

Troll was out for a stroll one day when he saw...

Troll suddenly woke up in his den to a loud noise outside...



2. WHO? FIND SOMEONE OR SOMETHING FOR YOUR STORY STARTER TO MEET

Who will they meet today? What do they see? What are they doing? Where are they?

Troll froze. In front of him was a human, a child. The boy had on a green coat and red trousers and yellow wellies. He was kneeling down in the wet mud, hunting for treasure by the river. The boy was collecting stones and putting them in his pocket.



3. UH-OH

What happens next? What happens when they meet? What do they do together?
What goes wrong?

Suddenly the boy turned around and looked at the Troll. Troll tucked in his head and arms and rolled into a log as quickly as he could. He hoped the boy hadn't noticed his disguise. He waited and waited then slowly opened an eye. The boy was stood right in front of him.



4. AH HA!

How do they work together to fix the problem? How do they feel? How are they different?

Troll did not know what to do. The boy knelt down, reached in his pocket and took out a grey and blue smooth pebble. He put it in the palm of his hand and reached out to give it to the troll. Troll grunted. Grabbed it and ate it! The boy was surprised. Trolls really can eat anything.

TOP TIPS FOR STORYTELLING

- > Repetition helps children with rhythm, imagination and memory.
- > Use objects, characters from books or imagination or real people as strong story starters.
- > Bring your story alive with puppets. Basic objects, like balls, scarfs and wooden spoons can become your puppets and characters.
- > Involve your children in choosing story starters and storytelling. If you get stuck use *Uh-Oh* and *Ah-Ha* to move the story on.