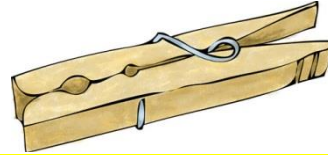
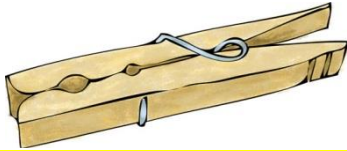


SPELETJIES MET WASGOEDPENNETHJES/GAMES WITH CLOTHES PEGS



Knip 20 wasgoedpennethjies aan jou kind se klere vas. Kyk hoe lank vat dit jou kind om al die wasgoedpennethjies van sy/haar klere af te haal.

- Gee elke kind/familielid vyf wasgoedpennethjies.
- Knip die vyf wasgoedpennethjies aan jou eie klere vas en neem posisie in iewers in die kamer (dit is belangrik om grense te hê).
- Op “gaan” moet elke speler probeer om die ander spelers se wasgoedpennethjies te kry sonder dat hul eie wasgoedpennethjies afgehaal word deur ‘n ander speler.

Elke speler ontvang vyf wasgoedpennethjies. Besluit op drie verbode woorde (bv. jou kind se naam, ‘n speeding of die woord “televisie”). Indien ‘n speler ‘n ander speler vang waar hy/sy ‘n verbode woord gebruik mag sy/hy een van die speler se wasgoedpennethjies kry.

Count out twenty clothes pegs. Clip them all over your child’s clothes. Time your child and see how long it takes him/her to pull all twenty pegs off their clothes.

- Give each child/family member five clothes pegs.
- Pin the five clothes pegs on your own clothes and assume a position in the room (make sure to have boundaries).
- On “go” have everybody try to take off the other players’ clothes pegs while still keeping theirs on.

Each player receives five clothes pegs. Decide on three forbidden words (e.g. your child’s name, a toy, “television” etc.). Pin the five pegs on a string necklace. If a player catches another player saying a “forbidden” word, s/he gets to take one of that player’s clothes pegs. Play can continue for as long as you wish.

Nommer pas:

- Nommer wasgoedpennethjies van 1-10.
- Gebruik die nommer-pas bordjie wat verskaf is en laat jou kind die genommerde wasgoedpennethjies pas by die nommer op die bordjie.
- Maak dit bietjie moeiliker deur vir jou kind optel en aftrek somme te gee. Plak kartonnetjies met somme met prestik op die wasgoedpennethjie (bv. $2 + 3$) en laat jou kind die wasgoedpennethjie pas by die nommer (5) op die bord.

Number match up:

- Number clothes pegs from 1-10.
- Use your clothes peg number match board (provided).
- Let your child match the numbered peg to the number on the board.
- Make this more difficult by introducing some addition and subtraction problems. Stick some problems (e.g. $2 + 3$ – you can print these on pieces of cardboard and stick it on the clothes pegs with prestik to change it up) on the clothes peg and let your child match it to the number (5) on the board (provided).

Alfabet pas:

- Nommer wasgoedpennethjies van A-Z.
- Laat jou kind die wasgoedpennethjies pas by die letter op die bordjie wat verskaf is.
- Nommer die ander kant van die wasgoedpennethjie van a-z.
- Laat jou kind die wasgoedpennethjies pas by die letter op die bord.
- Laat jou kind dan die grootletters by die kleinletters pas en omgekeerd.
- Maak dit moeiliker deur vir jou kind ‘n woord te gee en hy/sy moet die pennethjie wat dieselfde letter het as waarmee die woord begin op die letterbord pas.

Alphabet match up:

- Number the clothes pegs from A-Z.
- Let your child match the letters to the peg letter match board (provided).
- Number the clothes pegs from a-z.
- Let your child match the letters to the peg letter match board (provided).
- Let your child match the capital letters to the lower case and then the lower case to the capital letters.
- Make this more difficult by giving your child a word and s/he has to match the letter the word start with (or the letter the word end with, or the letter your child hears in the middle) to the clothes peg letter match board.

Wasgoedpennethjie-houer speletjie:

- Gooi ‘n paar klippies in ‘n houer om te keer dat dit omval.
- Blinddoek jou kind en knip vyf wasgoedpennethjies aan sy/haar klere vas.
- Gee vir jou kind leidrade om tot by die houer te beweeg en laat hom/haar die pennethjies in die houer val.

Clothespin jug game:

- Fill a jug with a layer of rocks to keep it from tipping over.
- Your child should be blindfolded with five clothes pegs pinned to his/her clothes.
- Direct your child to the jug and have him/her find the clothes pegs on his/her clothes and dropping them into the jug.

Na bogenoemde speletjie voltooi is. Span ‘n wasgoedlyn so hoog soos jou kind se kop. Laat hom/haar die

After completing the clothespin jug game. String a horizontal line as high as your child’s head. Let him/her pick up the pegs out of

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wasgoedpennetjies uit die houer haal en op die wasgoedlyn hang. Kyk hoe lank vat dit.

Wasgoedpennetje skiet:

- Gom 'n proppe op die punt van 'n roomysstokkie en plak dan die stokkie halfpad op die wasgoedpennetje vas.
- Plak die wasgoedpennetje met prestik styf op 'n tafel vas.
- Sit klein marshmallows of vrugte (bv. druive) in die proppe en laat jou kind die projektiel skiet.
- Probeer die marshmallow met jou mond vang.

the jug and stick them on the line. Time your child to see how fast s/he can get all the pegs on the line.

Clothespeg catapult:

- Glue a bottle cap to the tip of a craft stick and then glue the craft stick halfway onto the clothes peg.
- Stick the clothes peg with prestik firmly onto a table.
- Put some mini marshmallows/grapes/marbles into the bottle cap.
- Let your child push down on the bottle cap with his/her index finger and launch the projectile (for extra fun mon/dad can try to catch the projectile with their mouths!!).

Skoenlapper versnapperinge:

- Laat jou kind die een kant van die wasgoedpennetje versier met verf of blinkertjies.
- Wanneer die verf goed droog is, plak twee googly ogies naby die vashou kant van die pennetje vas.
- Maak 'n klein zip lock sakkie net bietjie meer as half vol met eetgoedjies.
- Seel die sakkie, knyp die middel bymekaar met jou vingers en knyp dit in die wasgoedpennetje vas.
- Vou/krul die punte van 'n 15cm pypskoonmaker om die voelhorings te vorm en knyp dit dan in die wasgoedpennetje vas.

Butterfly snacks:

- Let your child decorate one side of a clothes peg with paint, puffy paint or glitter glue and let the paint dry.
- Glue to small googly eyes near the gripping end of the clothes peg.
- Fill a snack size zip-lock bag with fruit (e.g. grapes), biltong, biscuits until it is a little over half full.
- Seal the bag, cinch it with your fingers and clip it with the clothespeg.
- Next, fold down/curl the tips of a 15cm length of pipe cleaner, then bend the entire piece in half. Clip the pipe cleaner in the clothespin.

Wasgoedpennetje blompot:

- Gee vir jou kind 'n leë tuna blikkie (maak seker die kante is glad en die blikkie is mooi skoon).
- Laat jou kind vasgoedpennetjies al om die rand van die blikkie vasknyp.
- Sit 'n klein plantjie binne in die tuna blikkie.
- Laat jou kind hartjies of ander vorms uit karton uitknip en dit tussen die wasgoedpennetjies insit.
- Jy kan ook 'n kersie in die houer sit.

Clothes peg planter:

- Give your child the bottom of an empty tuna tin (make sure it is cleaned and that there are no sharp edges).
- Let your child clip clothespins all around the rim of the can.
- Place a small plant inside the tuna tin.
- Let your child cut hearts or other shapes from construction paper and tuck it between the clothes pins.
- You can also drop a glass votive and tea light inside and use these as an interesting candle holder too.

Wasgoedpennetje vliegtuig:

- Jy gaan 'n wasgoedpennetje, 'n hout kraletjie, 2 klein roomysstokkies en twee groot stokkies nodig hê.
- Verf al die stokkies en laat dit goed droog word.
- Plak die twee groot stokkies bo en onder in die middel van die wasgoedpennetje vas vir vlerke.
- Plak die kraletjie in die middel van een van die klein stokkies en plak dit voor op die wasgoedpennetje vas as propeller.
- Plak die ander klein stokkie agter vas.

Clothespin airplanes:

- You will need a clothes peg, a wooden craft bead, 2 mini craft sticks and 2 large craft sticks.
- Paint the clothespin and crafting sticks (in colors of your choosing).
- Once everything has dried, use glue to glue the wings (use the two large craft sticks and glue one at the top and one at the bottom of the clothes peg), propeller (glue a mini craft stick on the tip of the clothes peg with the wood bead in the middle) and rudder (glue the second mini craft stick on the gripping side of the clothes peg).

Plaas 'n aantal 5 sente op die kant van 'n skoenboks of tafel. Laat jou kind die sente met 'n wasgoedpennetje optel en in 'n muntebussie gooi.

Place a number of 5 cent coins on the edge of a shoe box or table with about 3mm extending. Let your child pick up the five cents with a clothes peg and place them into a money box.

Diere magnete:

- Laat jou kind die dele van sy/haar diertjie uitknip en al die dele aanmekaar vasplak.
- Plak die diertjie op die wasgoedpennetje en plak die stukkie magnet aan die onderkant vas.

Animal magnets:

- Let your child cut out the pieces of craft foam and glue all the parts of the animal together.
- Glue the animal to the clothes peg and stick the piece of magnet to the other side.

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