



Abstraction

Removing unnecessary detail

I Tell



Activity

Play the game, 'I Tell' with your child which is like 'I spy', but you use 3 adjectives to describe the item you're thinking of and see if the other person can guess it.

Learning

Abstraction is about simplifying things and focusing on important information. This game helps your child focus on the important adjectives which describe what they're thinking of.

Abstract Art



Activity

Create a piece of abstract art with your child. Choose an inspiration for your art (person, object, view) but rather than recreating this exactly, use simplified shapes to represent what you can see. E.g. triangles for trees, or an oval for a face.

Learning

Here your child is creating an abstraction within their artwork. They're not trying to reproduce what they see exactly, but are representing key features with simplified shapes.

Timetable



Activity

Ask your child to create a timetable for tomorrow set out as a table. What are the key activities they will do? How will the day be structured?

Learning

A timetable is an example of an abstraction as it contains key events but doesn't include unnecessary detail - like 'nipping to the toilet between English and Maths'!

5 Word Film Game



Activity

Ask your child to think of a film. Ask them to describe it using 5 key words or less. Can you guess the film they were thinking of?

For example: Princess, Prince, Snowman?

Learning

This game encourages your child to abstract as they think of the key features of the film to help someone guess.

My Magnificent Movie



Activity

Ask your child to create a storyboard for a movie they'd like to make which provides a summary of the main events in the plot.

Learning

The storyboard your child creates is an abstraction as it summarises their ideas for a movie, providing the key features and not all the detail.