

Run sheet, Watch and Wonder

Goal. Every girl looks at one thing closely, looks again later, and shows what changed.

Before you start

- One scrap of paper per girl, hand sized, used paper is fine. At each place: Sheet A, Sheet B, a pencil or one between two.
- **Crumple one yourself first and watch it for a minute. Soft or damp paper may not open.**

The clock, 30 minutes

- 0 to 4 min: squeeze it and put it down
- 4 to 12 min: the first look
- 12 to 18 min: hands behind your back
- 18 to 25 min: the second look
- 25 to 30 min: point and say what changed

Run 30 with a new group, 45 with mostly four-year-olds. Shorten the middle, never the close. In 45: 0 to 6, 6 to 17, 17 to 25, 25 to 36, 36 to 45. In 60: 0 to 8, 8 to 22, 22 to 32, 32 to 46, 46 to 60. Longer clocks add looking, not content.

What you do

1. Give each girl a scrap. Say: "Squeeze it into a ball. As tight as you can."
2. Say: "Put it down and let go. Hands behind your back." Wait ten seconds in silence. It opens on its own.
3. Ask: "Did anybody touch it? So who moved it?" Take answers, give none.
4. Hand out Sheet A: "Draw your ball in the box, just as it is now."
5. Go round. Each girl points at one small part, a corner, a line, a hole, then draws it too. One part drawn on purpose is the whole job.
6. Stand the room up, balls left behind. Play the looking game: "Look at the door. Tell me two things about it." Then the floor.
7. Sit them down. Say: "Look at your ball again, do not touch it." Hand out Sheet B: "Draw it again, just as it is now."
8. Read the two words aloud. Each girl marks one: DIFFERENT, SAME.
9. Go round. Each girl points at her drawing and says one word about her ball.
10. Hold one ball up: "What will this look like tomorrow?" Take guesses, answer none.

Watch for

1. A girl points at something in her own first drawing and then finds that same thing on the real ball.
2. A girl names a small part rather than the whole thing: a corner, a line, an edge, a hole.
3. A girl says one word about the change without being given the word: open, flat, wide, big.

What goes wrong most. A ball gets picked up and the change is gone. Tear her a fresh scrap, squeeze it with her, start again at the first look, and say nothing about the spoiled one.

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