OPTION 7PRESCHOO	DLERSPHYSICAL		STUDENT
Name		Hour	
	PUPPET PROJECT		

Puppets are powerful learning tools for young children and a fabulous teaching aid for teachers, parents, and caregivers. Puppets offer children emotional release, sensory stimulation, large and small muscle development, problem-solving and decision-making opportunities, exploration, language development, creativity, and imagination.

There are many types of puppets: socks, gloves, stick, fabric, finger, etc. One type of puppet is not better than another type, just different. The activity or activities in which you will use the puppet should be the determining factor in choosing which type of puppet to make. However, whichever type of puppet you make, it should be durable and long lasting!!! Nothing is worse than a puppet that is falling apart! Therefore, puppets should not be put together with glue because they will not last.

Suggestions of materials for making puppets:

terry cloth, velvet, felt, fly swatters (new ones, of course), dishmops, pliers, broom, wooden spoons, velour, suede, gloves, socks, hats, tongue depressors, mittens, styrofoam packing, coat hangers, plastic packing materials, egg cartons, paper bags, paper plates, paper cups, drinking straws, paper towels or bathroom tissue tubes, plastic bottles, boxes, fake fur, quilted fabric, etc.

You will make a puppet of your own and present it to the class. This puppet can be any type, size, shape, etc. You will be graded for creativity, durability, effort, and intended use. "Intended use" means how you will use your puppet. Will it have a name? Will you use it as a transition object? Will it talk just to you or to all the children? Will you use it in a story? Which story? Will it be used primarily for physical activities, or will it be used for more quiet activities?

You must turn in this paper with your puppet. Make sure your first and last name are securely attached to your puppet before you turn it in.

		POINTS POSSIBLE	STUDENT GRADE	TEACHER GRADE
1.	Intended use(s)	15		
2.	Durability	15		
3.	Creativity	10		
4.	Effort involved	10		
5.	Total	50	***************************************	