

# Providing Two Ways

*Can you drop it in?*



Use a box with two holes to let your baby discover how to retrieve a toy that has gone out of reach.

Finding two ways to reach the toy gives her practice in solving problems with more than one solution.

*You found it!*





## Why this is important

Solving a problem usually involves choosing from several possible solutions. Although your baby may not want to drop the toy at first, she will learn that it is not gone when she can no longer reach it. Her attempts at problem solving help her discover many solutions to finding the disappearing toy. This simple game serves as a model for solving more complex problems later in life.

## What you do

- Cut a small hole in the top of a cardboard box and a larger hole low on the side of the box. Using one small object, show your child that it can be dropped through the hole in the top.
- Encourage her to look for the toy. *Can you see the toy? Where did it go?*
- Offer help if needed. If she tries to get the toy through the hole in the top, explain that the hole is too small for her hand and the toy is far away in the bottom of the box. If necessary, move the box slightly so she can see the toy through the side hole.
- Notice how she learns to look for the toy through the larger hole after playing the game several times. She may turn the box or crawl around it to find the larger hole.
- Limit the amount of help you offer each time you play. Give her a chance to drop the toy in and find it by herself.

## Another idea

Add variety to the game by using different objects to drop in the box. Talk about the name of each object, along with the color or texture:  
*You're dropping the orange block!*

### Let's read together!

*One Duck Stuck*  
by Phillis Root and Jane Chapman