

# Summer Sun Sensory Bin

Create a fun sensory bin for your child to splash around in on a hot summer's day. This water-play activity is themed around the sun with different materials that will assist in your child's sensory development and exploration.



## 💡 Learning Outcomes

### Domain:

Physical

### Indicator:

Touching, rubbing, squeezing materials

### Skills:

Touch: Tactile Exploration



## Materials

- Large bin (or a bathtub depending if you want to do this indoors or outdoors)
- Water
- Cutting Board
- Lemon and/ or Orange
- Dandelions, sunflowers or any yellow non-toxic flowers
- Yellow or orange sponges
- Noodle water toy

**Step 1:** Wash and slice the lemon and orange up into rounds. Slice the noodle into rounds as well. Separate the flowers from their stems. (Make sure you do this at a high surface and away from your baby)

**Step 2:** Set the large bin up on a low table or the ground and fill it with cool water.

**Step 3:** Place the materials (sliced citrus, flowers and sponges) inside the bin.

**Step 4:** Invite your baby over to the bin and use the modelling method to engage with some of the materials. For example, lick a lemon slice and squeeze your eyes and lips together as you say "eeeeeee, sour". Lift a sponge out of the water and squish it as you make sounds (like "woooo" or "ooooh") and facial expressions of awe.

## 📋 Instructions

**Step 5:** Always supervise your child during water play. Be safe and have fun splashing!



## Age Adjustments

**For older preschoolers:** Include a second, empty bin and have them scoop materials from one bin to the other using a measuring cup or ladle.

**For younger toddlers:** Use a very large bin or your bathtub and fill it with just an inch or two of water. Have your child sit in the water! (Infants must be supervised at all times)

- The water is cool!
- What do you see in the water?
- How does it feel/taste/smell/look?
- The yellow lemon tastes sour.
- I like to squishhhh the sponge (model squishing a sponge)



## Playful Questions