

## Ideas and Inspiration for the TTS Remote Control Light Up Vehicle (EL47459, EL47586)

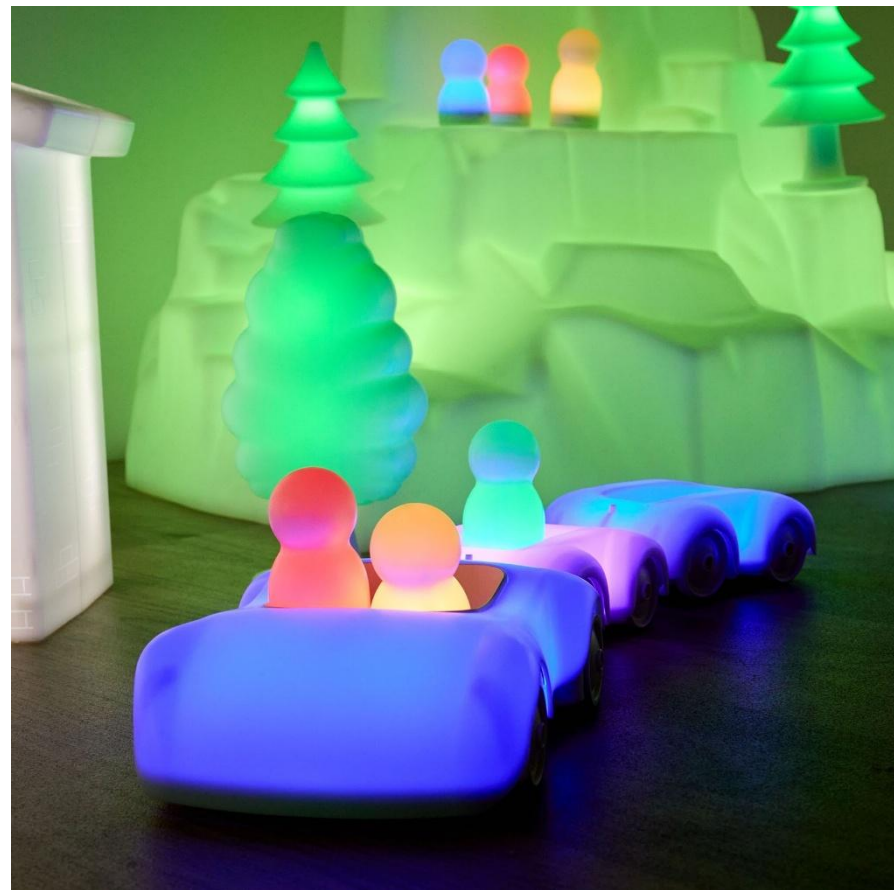


### TTS Remote Control Light Up vehicle – Supporting Learning in the Early Years and Beyond

In this download, you will find a collection of fun, simple and engaging ideas to use in your setting.

The Remote Control Light Up Vehicle can be used to support many areas of learning in the Early Years and beyond. The combination of movement, colour, light and the simple remote control makes it suitable for children from 10 months upwards.

Using the Remote Control Light Up Vehicle can develop shared attention, understanding of cause effect and exploration whilst adding a sprinkle of awe and wonder to their learning and play.



## Early Computing and Cause & Effect

**The Remote Control Light Up Vehicle offers a gentle introduction to early computing skills through play and without the use of screens. Here are a few things you could try to get you started:**

- Give children time to explore the remote control. Help them to understand that pressing a button/or moving the joystick leads to an outcome (cause and effect).
- Encourage them to predict what will happen before moving the joystick? What do they think will happen? Does the car react differently if moved in different directions? Which direction do they think the car will move in? Were their predictions correct?
- Explore the different modes – can they work out what the different modes do? Explore mode 2 to show how selecting a setting affects the colour of the car.
- Support problem-solving and early debugging skills when the vehicle doesn't go where they expected by asking, 'What could we try next?'
- Using a range of resources and everyday materials, children can have lots of fun creating their own course to navigate their vehicle around. Encourage the children to add instructions to their course e.g. change vehicle colour to red to go under the bridge, use colour scrolling mode to go round the cones.

## Language and Communication

**The immediate response between pressing the joystick and seeing the vehicle move and light up makes this an ideal resource for developing early language. Here a few ideas to try:**

- Model simple directional words as the car moves in different directions. These could include words such as go, stop, forward, backward, left and right.
- Pause before moving the vehicle to encourage children to explain what they think is going to happen, either in words, gestures or action cards (depending on age and needs of children).
- Use colour language naturally as the vehicle changes colour – red car, blue forwards, pink, green backwards.
- Encourage turn-taking language when used in small groups or pairs – my turn, your turn, ready, steady, go.
- Can the children give each other instructions to follow, for example, go forwards (blue car), turn left and change colour of vehicle to red etc. How well did they listen and follow the instructions?

## Mathematical Thinking

**The Remote Control Light Up Vehicle supports early mathematical concepts through movement, colour and comparison.**

- If you have more than one vehicle, why not bring maths to life as children have races and talk about finishing places.
- Children will experience mathematical concepts such as distance when discussing who is the closest or the furthest away from an object.
- Why not place shapes, numbers and coloured objects around the room as a fun and interactive way to acquire new maths knowledge? Can the children drive to number\_\_? Can they drive to all objects that are the same colour as their vehicle? Can they drive to the numbers in order, changing the colour of their car before driving to the next number? Can they give \_\_ Glow People a lift to the shop?
- Create simple challenges linked to propositions – can you drive your vehicle between, around, behind, in front of, over, under, through or next to.... They could have further instructions to follow relating to the colour of the car, eg. only purple cars can pass over the magical bridge, yellow cars can take the route between the trees etc.

## Sensory and Exploratory Play

**The lights and movement make the vehicle particularly effective for sensory exploration.**

- Use the Vehicle in a low light space to highlight the glow and different colours. Why not add mirrors, metallics or reflective surfaces to the play area to add extra sensory and visual interest?
- Allow children to simply watch and track the vehicle moving and changing colour. This might be good for children who benefit from calm, repetitive experiences.
- Use Mode 3 to create a slow, soothing colour scrolling experience.
- Some children may enjoy connecting different coloured Glow Wagons and adding Glow People to the car and wagons to see how many they can pull, or to simply create a colourful moving stream of colour.
- Others may enjoy moving the vehicle backwards and forwards in Mode 1 while watching the colour change from blue to green.



## Physical Development

**Using the Remote Control Light Up Vehicle supports both fine and gross motor development.**

- Playing with the Remote Control Light Up Vehicle gets children up and active as they excitedly follow the cars on different journeys.
- Children's motor skills are honed through hands-on activities like constructing obstacle courses and tracks using materials such as blocks, bricks, and masking tape.
- They get to practise their fine motor skills by operating the car and its remote control. Children will develop dexterity in their hands and fingers, supporting future academic tasks such as handwriting. Following the direction of the car will also support tracking skills and hand-eye coordination.
- Support bilateral coordination as they stabilise the remote with one hand and control movement with the other.
- Create pathways or tracks that encourage children to move alongside the vehicle as it travels. Can they take their friend on a journey to find something by following the car?

## Personal, Social and Emotional Development

### Shared control of the vehicle naturally supports social interaction.

- Use the vehicle in pairs or small groups to practise waiting and turn-taking.
- Support confidence as children master the controls and see immediate success.
- Encourage collaborative play by attaching Glow Wagons and deciding together where the vehicle will travel to.
- Celebrate small achievements, such as successful pairing, moving backwards and forwards, or choosing a colour.



## Small World and Imaginative Play

**The design of the vehicle allows it to be easily incorporated into small world play.**

- Seat Glow People inside the vehicle and talk about who is travelling and where they are going. Children may change the colour of the car or people to represent different characters or people in their lives.
- Use roads, blocks or loose parts and other resources such as Glow Trees, Glow Houses and Glow People to create simple small world environments. Build villages, cities or settings from stories for the Remote Control Light Up Vehicle to drive around.
- Attach Glow Wagons to the Glow Vehicle so that objects, people or materials can be transported from one place to another.
- Follow children's interests by linking the vehicle to familiar experiences such as journeys, deliveries, visits or stories. Children can change the colour of the car to match, for example, they may wish to change the colour of their vehicle to red to represent Lightning McQueen or blue so it's just like Mummy's car.

