

March is coming in like a lion! Here are some "windy" activities picked just for you!

Make windsocks: Let your child decorate a small cardboard tube by gluing on pieces of tissue paper or torn pieces of the pages of a magazine. Then, glue or tape long strips of crepe paper or ribbon to one end of the tube. At the other end, poke two holes near the rim and run a piece of string or yarn through them to make a hanger. Help your child find a place outside to hand their windsock where it will catch a breeze and blow! If you have any small bells, you can attach those to crepe paper or ribbon so they can ring when the wind blows!

Make your own wind: If there is no wind, make your own! Give your child a thin paper plate and have them decorate it with markers or crayons. Staple or glue a large craft stick to the back of the plate as a handle. Your child can wave the plate back and forth to make their own wind!

What blows?- Set out items of different weights on a table: cotton balls, small legos, small pieces of candy, a golf ball, a ping pong ball, a block, etc. Have your child blow on each object and see if they can keep blowing until the item falls off the table! They will see that the heavier objects are more difficult, if not impossible, to move. It is also fun to give your child a straw to blow through to see the difference between blowing with no barrier and blowing through a constricted space.

Full of hot air: Wind is moving air so teach your child how hot air rise. *This experiment is adult controlled! * Boil some water and pour into a large bowl. Take a balloon and fit the opening over a bottle of room temperature water. Note that the balloon just lays over the opening. Place the bottle into the bowl of hot water and watch the balloon inflate! Explain to your child that hot air rises and the movement of the air (much like wind) makes things move!!

Keep it simple- Some activities only involve you and your child! Blow bubbles! Fly a kite! Lay in the grass and watch the wind push them through the sky!