1. Sound Guessing Game

Kids take turns dropping pebbles and guessing:

- Was it loud or soft?
- Fast or slow?
- High-pitched or low-pitched?
- Did it bounce many times or just a few?

Skills: auditory discrimination, attention, fine motor skills

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2. Pebble Drop Patterns

Kids create a sequence by dropping pebbles in a rhythm.

Examples:

- Drop… drop-drop… drop
- Slow drop → fast drop → slow drop
- Count to 3 between each drop

Partners try to copy the pattern.

Skills: rhythm, patterning, imitation, fine motor skills

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3. Describe the Sound

Kids drop a pebble and describe it using sensory words:

- "That sounded like rain."
- "It sounded bouncy."
- "It was smooth and quiet."

You can offer cards with adjectives or pictures for support.

Skills: expressive language, sensory vocabulary, fine motor skills

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4. Color Pebble Challenge

If you use **colored pebbles**, assign each color a rule.

Example:

- Red = drop slowly
- Brown = drop fast
- Gray = drop three in a row
- Yellow = drop and then clap

Kids pull a random pebble and follow the rule.

Skills: cognitive flexibility, motor control

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5. Make a Song

Kids drop pebbles in a sequence to create a “song.”

They can:

- Draw the pattern
- Use cards to plan it
- Or teach the sequence to a partner

Variation: Add small percussion instruments to play along.

Skills: sequencing, creativity, fine motor skills

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6. Partner Relay

Child A drops a pebble.
Child B has to perform an action based on the sound.

Examples:

- Big bounce = jump
- Quiet slide = tiptoe
- Fast rattling = spin in place

Switch roles.

Skills: listening, movement integration

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7. Pebble Science Test

Kids conduct *sound experiments*:

- Drop a large pebble vs. a small pebble
- Drop two pebbles together
- Drop one pebble from higher/closer
- Drop pebbles at different speeds

They predict → test → describe results.

Skills: cause-and-effect, scientific thinking, fine motor skills

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8. Pebble Detective

Adult gives "mystery clues":

- "Find a sound that is very quiet."
- "Find a sound that is long."
- "Find a sound that is bumpy."
- "Find a sound that makes you think of rain."

Kids drop pebbles until they solve the clue.

Skills: problem solving, auditory scanning

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9. Emotion Music Match

Kids drop pebbles and match the sound to an emotion:

- Happy
- Calm
- Excited
- Sleepy
- Silly

Can add emotion cards or faces.

Skills: emotional awareness, sensory interpretation

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10. Build-a-Story

The pebble harp sound starts a story.

Example:
“The pebble sounded like raindrops. Once upon a time…”
“The pebble sounded like a bouncing ball. One day at the park…”

Each child adds a sentence after each pebble drop.

Skills: narrative building, creativity