

“Looking at Cool Stuff”

Games to extend curiosity and learning

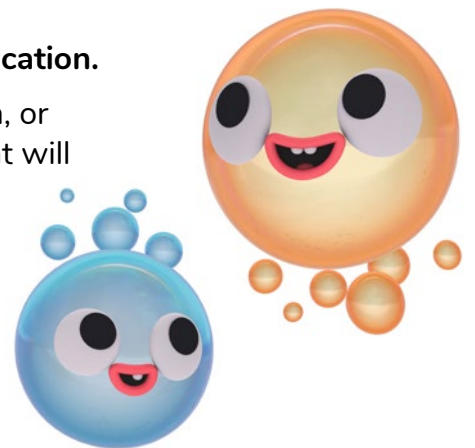
Inspired by the catchy intro song and curious spirit of *Fizzy and Suds*, these interactive experiences are designed to spark wonder, ignite curiosity, and extend children’s learning beyond the screen.

Built around the theme of “Looking at Cool Stuff,” these games help children to notice, describe, and delight in the small and fascinating details of their everyday environments; whether they’re at home, out walking, playing in the park, attending an early education and care setting, or off on a grand adventure.

Meaningful learning happens when children are actively engaged with their environment through multisensory experiences. This sequence of activities fosters curiosity-driven exploration and offers a simple, playful framework to support the development of language and thinking skills. Through observation, shared conversations, and imaginative play, children are invited to:

- **Build vocabulary and sentence structure**
- **Ask questions and make connections**
- **Think creatively and imaginatively**
- **Strengthen their attention, memory, and social communication.**

Each activity is suitable for parents to use at home with children, or for educators to include in their program. Children’s engagement will link to a range of EYLF Learning Outcomes including Outcome 4: Children are confident and involved learners, as they explore, experiment, and remain engaged with new ideas and challenges. These experiences also support Outcome 5: Children are effective communicators, encouraging them to express ideas, engage in conversations, and use a variety of communication tools to share their thinking and learning.

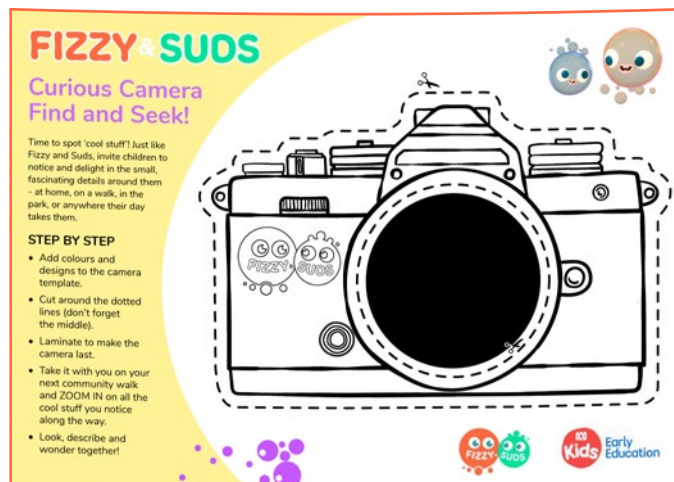


How to Play: Curious Camera Find and Seek!

Step 1: Make Your Camera

Start by making a Curious Camera using the printable template provided.

- Add colour! Make it your own with your favourite colours, designs, stickers, paints or stamps.
- Cut out the middle (the lens) to look through like a real camera. For younger children or children who may need fine motor support, adults can join in to assist.



Step 2: Go on a Cool Stuff Hunt

Choose any location;

your backyard, a preschool room, a walk to the park, even your kitchen. Look for anything interesting or surprising. Let your child follow their own interests, whether that's bugs, spinning things, shapes, shiny objects, or something completely unexpected.

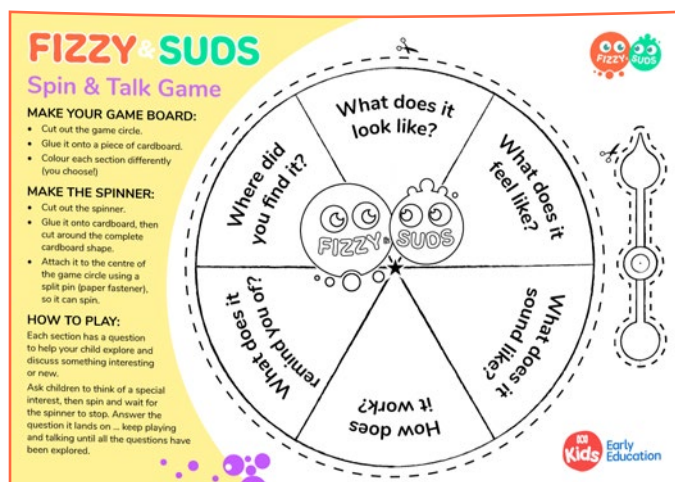
Encourage them to "zoom in" and pretend to take a photo of the cool stuff they find.

Example language to help children launch into the game could be "Now you're ready to be a scientist / explorer / or photographer, just like Fizzy and Suos ..."

Step 3: Spin & Talk

Once children have identified some interesting things with their Curious Camera, now it's time to take the game further. Make your 'Spin and Talk' game using the printable template provided.

Each colour has a special question. This part of the activity encourages different types of language and thinking. The questions are open-ended and can be answered in many ways; through words, gestures, drawing, or pretend play.





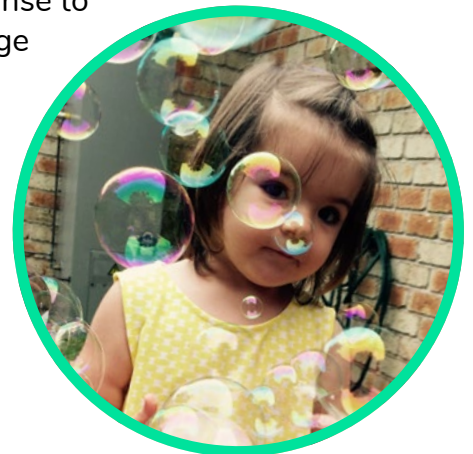
Here's a sample spinner prompt list:

- **Pink** – What does it look like? ("It looks shiny/smooth/like a star...")
- **Yellow** – What does it feel like? ("It feels bumpy/soft/sticky...")
- **Blue** – What does it sound like? (Try tapping or shaking it. "It sounds crunchy!")
- **Green** – How does it work? ("It spins because of the wind...")
- **Red** – It makes me think of... ("It reminds me of my toy umbrella...")
- **Purple** – Where did you find it? ("Under the table/on the slide/near the tree...")
- **Bonus Question** – If it could talk, what would it say? ("I'm going to swim all the way across the ocean").



If your child doesn't answer, no problem. Adults can model the response to keep the conversation going and support learning. Modelling language is how children learn and bridge their current ideas to new ideas. Fizzy does lots of modelling to Suds through each episode to extend Suds' understanding of each amazing topic.

This experience is all about helping children see the world through curious eyes, just like Fizzy and Suds. When we slow down and look closely, we discover that everyday life is full of wonder. And that's where language, learning, and imagination truly come to life.



Why It Matters

This experience supports key areas of development:

- **Language Growth** – Using adjectives, verbs, and question words
- **Cognitive Development** – Categorising, comparing, and noticing patterns
- **Social Connection** – Taking turns, sharing discoveries, and building joint attention
- **Sensory Awareness** – Using touch, sound, sight, and imagination
- **Creative Thinking** – Pretend play, storytelling, and flexible thinking





Ways to Extend

To keep the learning going, try one of these ideas. Each suggestion supports EYLF Outcome 4 and Outcome 5 by encouraging children to remain actively engaged, make meaning from their experiences, and share their thinking with others through various forms of expression.

- **Draw with chalk on the pavement to recreate what was found**

This creative activity supports **Outcome 5** as children use visual representations to express their ideas and recall experiences. It also encourages observation and memory skills, linking to **Outcome 4** as they revisit and make sense of what they discovered.

- **Represent your big interest with construction materials or loose parts**

Engaging in symbolic play and construction encourages problem-solving, creativity, and sustained focus, aligning with **Outcome 4**. As children explain or share their creations, they build language and communication skills, supporting **Outcome 5**.

- **Start a “Cool Stuff Book” – draw or paste photos into a journal to revisit and retell the experience**

Documenting learning promotes reflection and sequencing of ideas, which links to **Outcome 4**. Talking about the book or narrating entries enhances storytelling and early literacy, aligning with **Outcome 5**.

- **Create a board game map for older children, where each stop includes a “cool stuff” moment**

Designing a game builds critical thinking, planning, and spatial awareness (**Outcome 4**), while explaining rules or sharing the game with others nurtures collaborative communication and turn-taking skills (**Outcome 5**).

- **Add your findings to a “Cool Stuff Wall” at daycare or at home for others to enjoy and talk about**

Sharing discoveries fosters a sense of belonging and encourages children to communicate ideas and information visually and verbally (**Outcome 5**). Reflecting on shared content also supports engagement and persistence with learning tasks (**Outcome 4**).



Photographer: Matilda Lavis - Y&P

This resource was created by Meggan Tidyman and Emma McKillop from ‘Eat Talk Play’ for ABC Kids Early Education.

Design by Copybook Design and Print. © ABC KIDS EARLY EDUCATION, 2025.

