

# MAY ACTIVITY GUIDE: BUG HOTEL

0 - 18 Months

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## 1 PREPARATION




### Safety First

- ✓ Ensure materials are too large to swallow.
- ✓ Check items for sharp edges or thorns.
- ✓ Constant supervision required.

### Mission Goals

- Sensory exploration of nature
- Practice grasping and dropping
- Listen to nature sounds

### Equipment Checklist

-  **Subject:** Nursery Garden
-  **Lab Bench:** Picnic Blanket
-  **Tools:** Pinecones, large leaves

## 2 NATURE'S TEXTURES

*Touching, Feeling & Dropping Natural Objects*

### STEP 1: HYPOTHESIZE & OBSERVE

#### Leafy Looks

Hold up a large crunchy leaf and a smooth pebble. Crush the leaf slightly and ask: "Listen to the crunch! Do you want to feel?"

### STEP 2: TEST IT

#### Texture Touch

Let them safely explore clean pinecones, thick twigs, and leaves during tummy time. Describe the textures: "Rough", "Smooth".

### STEP 3: CONCLUSION

#### Fill the Box

Guide their hand to drop the natural items into a small, sturdy cardboard box, creating a simple sensory mini bug hotel base.

## 3 EXTENSIONS

### ★ BONUS LEVEL: BUG SOUNDS

#### "Buzz & Click"

Imitate buzzing bees or clicking beetles while holding the natural items to engage their auditory senses and encourage smiling.

### Baby Mode: Indoor Tray

If the weather is poor, bring safe, washed natural materials inside and place them on a shallow sensory tray.

## 4 VIDEO REFERENCE

Safe and engaging sensory nature play ideas for infants.

▶ [Nature Sensory Exploration](#)

## EYFS DEVELOPMENT MATTERS GOALS

### Communication & Language

Listen to sounds and simple descriptive words like "Crunch", "Smooth", and "Rough".

### PSED

Building relationships through shared attention to nature and physical objects.

### Understanding the World

Explore the natural world around them using their hands, eyes, and ears.

# MAY ACTIVITY GUIDE: BUG HOTEL

18 - 36 Months

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## 1 PREPARATION




### Safety First

- ✓ Remind them not to touch stinging insects.
- ✓ Wash hands thoroughly after gathering.
- ✓ Set clear boundaries in the garden.

### Mission Goals

- Follow simple gathering instructions
- Sort materials by type
- Develop fine motor skills

### Equipment Checklist

-  **Tool:** Small Bucket or Basket
-  **Items:** Twigs, bark, dry grass
-  **Loc:** Nursery Garden

## 2 THE MATERIAL HUNT

*Collecting, Sorting & Building Foundations*

### STEP 1: HYPOTHESIZE & LOOK

#### What Do Bugs Like?

Ask: "Where do bugs like to sleep? Let's find some cozy sticks and leaves for them to hide under!"

### STEP 2: OBSERVE

#### Gather & Sort

Walk around the garden collecting fallen twigs, dry grass, and bark. Instruct: "Can you put all the sticks right here?"

### STEP 3: CONCLUSION

#### Stack Them Up

Help the children place their gathered materials into a designated crate or wooden frame to start the bug hotel foundation.

## 3 EXTENSIONS

### ★ BONUS LEVEL: WILL IT FIT?

#### "Sizing Things Up"

Challenge them to find a stick that perfectly fits the length of the hotel compartment, introducing early measuring concepts.

### Creativity Mode: Clay Bugs

Use playdough or clay to mold little "bugs" to place next to their newly built hotel.

## 4 VIDEO REFERENCE

Simple steps to build a toddler-friendly bug hotel together.

▶ [Toddler Bug Hotel Guide](#)

## EYFS DEVELOPMENT MATTERS GOALS

### Communication & Language

Understand simple requests like "Find a leaf" and learn new nature vocabulary.

### Physical Development

Practice bending, picking up small objects, and placing them precisely.

### Understanding the World

Notice detailed features of living things and what they need in their habitats.

# MAY ACTIVITY GUIDE: BUG HOTEL

36 - 60 Months

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## 1 PREPARATION




### Safety First

- ✓ Handle tools (like small trowels) safely.
- ✓ Respect living creatures and do not harm them.
- ✓ Wash hands well after building.

### Mission Goals

- Plan and construct a structured habitat
- Categorize different materials
- Hypothesize insect behavior

### Equipment Checklist

-  **Data:** Bug Identification Chart
-  **Tools:** Bamboo canes, wood blocks
-  **Tech:** Magnifying Glass

## 2 THE BUG ARCHITECT

*Designing, Engineering & Scientific Observation*

### STEP 1: HYPOTHESIZE & PLAN

#### Draft the Hotel

Look at the empty wooden frame. Ask: "Which section should have bamboo for the bees? Where do the beetles prefer to go?"

### STEP 2: TEST IT

#### Construct Habitats

Work together to firmly pack different materials (straw, hollow stems, pinecones) into specific zones of the hotel.

### STEP 3: CONCLUSION

#### The Waiting Game

Leave the hotel in a quiet, damp corner. Return a week later with magnifying glasses to observe and document any new guests.

## 3 EXTENSIONS

### ★ BONUS LEVEL: BUG LOGBOOK

#### "Data Collection"

Keep a simple daily tally or have the children draw pictures of what creatures have visited the hotel.

### Planting Project: Pollinator Patch

Plant bee-friendly flower seeds right next to the bug hotel to attract more beneficial guests.

## 4 VIDEO REFERENCE

A great educational guide on why bugs need hotels and how to build one.

 [DIY Insect Hotel](#)

## EYFS DEVELOPMENT MATTERS GOALS

### Communication & Language

Uses talk to connect ideas, explain what is happening and anticipate next steps.

### Characteristics of Learning

Thinking critically: Making predictions about which bugs will prefer which materials.

### Understanding the World

Talk about features of their immediate environment and the care of living things.