

## Core Skills Analysis

### Physical Education

- Enhanced gross motor skills through jumping and climbing over 'lava' obstacles.
- Improved balance and coordination while trying to avoid touching the 'lava'.
- Increased cardiovascular endurance by continuously moving and jumping from one safe spot to another.
- Developed spatial awareness and agility by navigating through imaginary obstacles.

### Science

- Learned about heat transfer and conduction by associating 'lava' with hot surfaces.
- Explored the concept of states of matter by pretending the 'lava' solidifies once touched.
- Understood cause and effect by observing consequences of 'falling into lava'.
- Developed problem-solving skills by strategizing ways to cross the 'lava' without falling.

### Imagination

- Enhanced creativity by envisioning the 'lava' and creating scenarios to overcome it.
- Improved storytelling abilities by incorporating the 'floor is lava' concept into imaginary adventures.
- Fostered pretend play skills by acting out different roles in the lava-avoidance scenario.
- Strengthened cognitive flexibility by adapting to changing imaginary landscapes and situations.

### Tips

Encourage children to create new variations of the game by adding different rules or obstacles. Incorporate learning elements such as counting or color recognition into the game. Use the activity as an opportunity to discuss safety measures when playing and navigating around obstacles. Provide positive reinforcement and praise to boost confidence and encourage participation.

### Book Recommendations

- [The Floor is Lava](#) by Julie Merberg: A fun and interactive book that brings the 'floor is lava' game to life with vibrant illustrations and engaging storytelling.
- [Lava Lava](#) by Lucas Bfray: A colorful picture book that sparks imagination with a lava-themed adventure full of surprises and wonder.
- [Jump Jump, Lava Lava](#) by Agnes Green: An exciting storybook that encourages active play and movement while following characters on a lava-jumping journey.