

THE STEM NANNY COMPANY

Educational Walks

for Nannies
OF 2 - 5 YEARS OLD



No-prep activities that turn everyday walks into learning & play

START HERE

How to Use These Cards

Everyday walks are already full of things to notice, explore, and talk about. These cards make it easy to turn what children see, hear, touch, and do into playful learning, without lengthy prep or planning.

01 PRINT

Print the card pages on standard 8.5 × 11 paper or cardstock.

02 CUT

Cut along the dotted lines that separate the cards.

03 LAMINATE OPTIONAL

Laminate the cards for repeated use, or place them in reusable sleeves.

04 CHOOSE 1 - 3

Pick a few cards that sound fun. Choose your favorites, try something new, or simply pick at random.

05 WALK

Try one prompt at a time and follow what captures the child's attention.

WHAT THEY'RE LEARNING

Moving like animals can build coordination and body control while children use observation and imagination to decide how different animals might move.

YOUNGER CHILD

Choose an animal the child sees or knows and show one easy movement. Invite them to flap, stomp, wiggle, make the sound, or copy whatever interests them.

OLDER CHILD

Let the child choose an animal, decide how it moves, and add different actions or moods. Compare animals or act one out without naming it.

Ways to Play

- 01 Flap like a **bird** or hop like a **bunny**.
- 02 Scurry like a **squirrel** or waddle like a **duck**.
- 03 Stomp like an **elephant** or tiptoe like a **cat**.
- 04 Stretch tall like a **giraffe** or move slowly like a **turtle**.
- 05 Crawl your fingers like a **bug**, shake like a **wet dog**, or sniff around like a **puppy**.
- 06 Walk slowly and heavily like a **bear**, or leap like a **frog**.
- 07 Choose an animal you see on the walk and copy one thing it is doing.
- 08 Imagine how the same animal might move when **excited**, **sleepy**, **sneaky**, or in a **hurry**.
- 09 Act out an animal without naming it and let the other person guess.



Easy Match, Tricky Match

MATCHING MISSION

WHAT THEY'RE LEARNING

Finding different kinds of connections can help children practice reasoning, comparison, and seeing more than one possible way things can relate.

YOUNGER CHILD

Start with two things that share an easy-to-see feature, such as color or shape. Then show a pair connected by what they do or how they move and show the match.

OLDER CHILD

Let the child find trickier matches, explain the connection, or invent a matching rule for you. For more challenge, ask if the same pair matches in another way.

Ways to Play

- 01 Find an easy **color match**, then one based on **what things do**, such as a backpack and stroller basket that both carry things.
- 02 Find an easy **shape match**, then a **movement match**, such as leaves and a flag that both sway in the wind.
- 03 Find two things that **provide a home**, such as a bird's nest and a house.
- 04 Find two things that are the **same color but different sizes**.
- 05 Find two things that **look very different but do the same job**.
- 06 Let the child invent a matching rule and challenge you to find a pair.

Act Out a Job

WHAT THEY'RE LEARNING

Acting out familiar jobs can help children understand what people do and why their work matters while building language, movement, and imaginative play.

YOUNGER CHILD

Start with a familiar job and one easy action, such as sweeping, carrying, steering, or digging. Show it first, then act it out together.

OLDER CHILD

Let the child choose the job and act out several parts of it. Add tools, problems to solve, or a short scene about who the worker is helping.

Ways to Play

As you play, talk about why each job matters and who it helps.

- 01 **Mail Carrier:** Carry letters and place them in pretend mailboxes.
- 02 **Delivery Worker:** Carry a package to a pretend door and set it down.
- 03 **Construction Worker:** Hammer, lift, carry, or pretend to build something.
- 04 **Bus Driver:** Steer, stop at pretend stops, and open the doors for passengers.
- 05 **Dog Walker:** Hold an imaginary leash and walk a pretend dog.
- 06 **Gardener or Landscaper:** Rake leaves, dig, or push a pretend lawn mower.
- 07 **Painter:** Move an imaginary paintbrush or roller across a pretend wall.



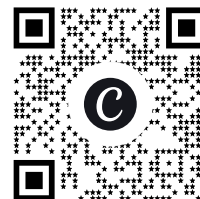
THE COMPLETE COLLECTION

Keep the Learning Going

This sample includes 3 of 26 activities.

Give your nanny 200+ ready-to-use Ways to Play that keep your child learning, engaged, and curious.

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