

Spike the Fine Motor Hedgehog™

Spike Shapes

Use the quills to make different shapes. Examples can be a square, rectangle, triangle, and diamond. Lay the quills out to make the shape, then name it for your child. Ask them to make the same shape using additional quills.



Lucky Quill

Remove 2 quills of the same colour and put them to the side. Then, place all the remaining quills back into Spike's storage space. There should be 10 quills in Spike at this point. Announce the colour of the "Lucky Quill": for example, if there is only 1 red quill inside Spike, then red is the lucky quill. Take turns closing your eyes and reaching inside Spike to pick out a quill. Say the colour of the quill you picked. If it is not the lucky quill, continue taking turns until the lucky quill is picked.

Spike Groomer

It's time for Spike to get a haircut. Insert all 12 quills into Spike's holes. Then, announce it's time for Spike to get a haircut. Ask your child to remove as many quills from Spike as they'd like, counting each one as it is pulled out. Repeat the activity by counting the quills as they are inserted back, and then try another "style" on Spike.