

Creative Play

Resources	Learning Intentions	Characteristics of Effective Learning
<p>What adults provide: Junk modelling materials - plastic bottles/yogurt pots/margarine tubs/tubes/cereal packets/cardboard boxes Feathers Pom poms Wallpaper samples String Tissue paper Felt Foil Glue Tape Musical instruments CD Player and Music CDs</p> <p>Enhancements Puppets Scarves Herbs Story CDs Children's sound recorder/microphone</p> <p>What adults do: Observe, Model, Comment, Repeat, Describe, Extend, Question</p> <p>Key Vocabulary: Touch, Feel, Soft, Hard, Spiky, Bouncy, Sticky, Hum, Whisper, Pretend, Tip-toe, Swirl</p> <p>Some questions to ask... What sound does that make....? How could we do that? What does that feel like....?</p>	<p>Personal, Social & Emotional Seek and delight in new experiences Understand that their voices and actions have an effect on others</p> <p>Communication & Language To extend their vocabulary exploring the meaning of new words</p> <p>Physical Handle tools with control Fine and gross motor skills</p> <p>Literacy Enjoys rhyming and rhythmic activities Has favourite rhymes and songs Giving meaning to marks they make</p> <p>Mathematics Talk about, recognise and recreate simple patterns Use language to describe the shape and size of objects</p> <p>Understanding the World Investigate objects and materials by using all of their senses Build and construct a wide range of objects, selecting resources and adapting their work where necessary</p> <p>Express Arts & Design Experiment in a variety of ways to what they see Begin to move to music, listen to or join in rhymes or songs Begin to make-believe by pretending</p>	<p>Playing and Exploring - engagement Engaging in open-ended activities Showing particular interests Representing their experiences Seeking challenge.</p> <p>Active Learning - motivation Paying attention to detail Persisting with activity when challenges occur Being proud of how they accomplished something - not just the end result.</p> <p>Creating and Thinking Critically - thinking Thinking of ideas Finding ways of doing things Making links and noticing patterns Developing ideas of grouping, sequences, cause and effect Planning, making decisions about how to approach a task, solve problem and reach goal Reviewing how well the approach worked.</p>