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- A good toy is 90% kid and 10% toy.
- A lot of electronic products for children are the opposite – 10% kid and 90% toy.



 They don't prompt children to use their own imaginations or explore what their little brains might be intrigued about.

(Hirsh-Pasek & Golinkoff, 2003)

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Types of Play:

- Imaginative or dramatic play pretend, fantasy and symbolic play
- Construction or manipulative play building an end product from a range of materials
- Creative play art and craft work and self-expression through
 music and dance
- Physical play involves movement and physical activity
- Cooperative play interactive pretend play and board games
- Quiet play quiet engagement (e.g., puzzles, looking at books)

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3 Phases of Play Development

- **1.Functional play:** young children learn to use common objects (e.g., attempting to comb their own hair).
- **2.Symbolic play:** children use everyday objects for another purpose (e.g., a child using a wooden block as a car).
- **3.Dramatic play:** children use props and language to create scenes, expand on events, and generate stories.

(Nelson, 2010)

Stages of Play Development AGE STAGE PLAY BEHAVIOR Q Solitory Plays alone with limited interaction with other

0-2	Solitary	children.
2-2½	Snortator	Observes other children playing but does not play with them.
21⁄2-3	Parallel	Plays next to other children but not with them.
3-4	Associate	Starts to interact with others in play and with some cooperation. Develops preferences for playing with some but not all children in mixed gender groups.
4-6+	Cooperative	Plays together with others in a shared goal or topic with assigned roles. Play is normally in like-gender groups.

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Play Interactions and Other Domains

- At every stage of development, become increasingly more complex.
- From 20 to 24 months, children combine words linguistically at the same time that they are combine play schemes (pretending to feed the doll).
- At about 28 months, they combine words into short sentences and begin to use morphemes; and they sequence play schemes in a logical order (feed the baby, wipe its face, and put it to bed).
- In the preschool years, children's play becomes more interactive with expanding language, cognition, and social skills.

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Philosophy and Evidence-based Practice

- There is strong agreement among early childhood educators and researchers, independent of their philosophical orientation, that play is a necessary component of early childhood curriculum for helping young children develop in optimal ways.
- Balancing perspectives of the need for sustained uninterrupted child-initiated play opportunities with adult-initiated activities to address academic learning becomes an issue in determining best practice.

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What the Empirical Research Says

• Empirical research basis is still in the early phases for the contribution of play in the development of other skills.

"The existing evidence does not support strong causal claims about the *unique* importance of pretend play for development" (Lillard, Lerner, Hopkins, Dore, Smith, & Palmquist, 2013).

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What the Empirical Research Says

- A review of the current research suggests that the causal contributors to children's play development and impact on other learning domains depends on:
 - the child,
 - the environment,
 - and importantly,
 - adult interactions.

(Lillard, Lerner, Hopkins, Dore, Smith, & Palmquist, 2013)

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Evidence-Based Practices:

- Early childhood educators need to facilitate children's play development. Intentional, dramatic play can be scaffolded through discussions about decision making and by helping children learn to express their emotions. (Copple & Bredekamp, 2009)
- Teachers facilitate development by helping children learn to plan their play and act out roles. (Bodrova & Leong 2007)
- Learning opportunities can be extended by incorporating target vocabulary from thematic or concept units into classroom centers using props, materials, and pictures. (Christ & Wang, 2012; Weitzman & Greenberg, 2010)

e se state state state state st **Early Literacy Foundations** Oral Language Phonological Awareness Listening Rhyming Blending Speaking Social uses Segmenting Vocabulary and meaning Print Knowledge Questioning Literature awareness Creative uses of language Print awareness Creative expression Book awareness

Alphabet awareness

Writing process

- Comprehension
 - Story sense

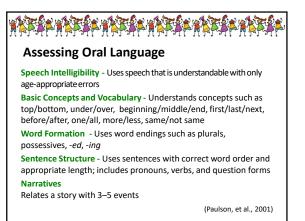
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An Effective Assessment System:

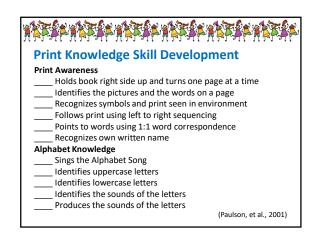
- Informs instruction
- Identifies children who require intensified intervention
- Helps educational programs make systematic improvements (NAEYC & NAECS/SDE, 2009)

Performance-based tasks provide more reliable and valid assessment data than **observation** and **checklists** for early literacy skills (Shanahan & Lonigan, 2013) and in assessing executive function skills (Denham et al., 2011; Willoughby et al., 2016).

Get the best information in the shortest time.



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Phonological Awareness Ski	IS (Paulson, et al., 2001)
Rhyming	
Produce rhymes, finger plays, and songs	2 - 3 years
Match words that rhyme	3 - 5 years
Produce words that rhyme	5 - 6 years
Blending	
Combine syllables to produce words	3 - 4 years
Combine sounds to produce words	4 - 5 years
Segmentation	
Identify syllables in word	3 - 4 years
Identify initial sounds in words	4 - 5 years
Identify sounds in CVC words	5 – 6 years
Manipulation	
Change words by deleting, adding,	6 - 7 years
and switching sounds	and up

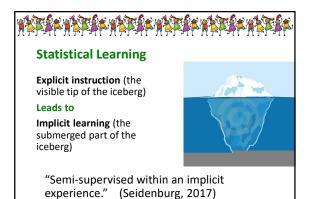


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Writing Development

- _____ Writes using scribble-like markings
- _ Writes using individual letter like characters or mock letters
- _ Writes using recognizable, random letter strings
- _ Writes using semiphonetic spellings
- _ Writes using phonetic spellings

(Paulson, et al., 2001)





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- Actively engage in conversation.
- Nurture oral language.
- Nurture self-esteem.
- Encourage sharing and deepening of relationships.
- Take 30 seconds each day to engage in authentic conversations.
- Notice changes in children's responsiveness.





of children's names or the names of other objects.

For example, say: O "I see /J/ – /J/ – /J/ – Jenna." "I see a /d/ – /d/ – /d/ – dog."

(Paulson et al., 2001, 237-238)



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Playful Phonological Awareness

Blending and Segmenting Extensions

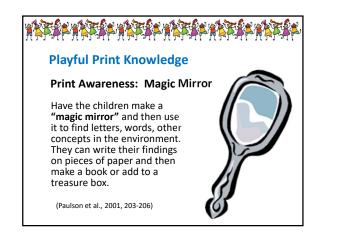
Which Word Weighs More?

Use a balance scale, counters, and a set of pictures sorted by syllables (two to five syllables) or by sounds (two to four sounds). Have the children pick two pictures from the same set, count either the syllables or sounds, and determine "which word weighs more" by placing the appropriate number of counters on the scale.



(Paulson et al., 2001, 235-236)

Make a chart of the as the Alphabet So housekeeping cent	ng. Use it as a sor	ng card or in the	
ABC Eye Chart	abc Eye Chart	Aa Bb Cc Eye Chart	
ABCD	abcd	Aa Bb Cc Dd	
EFG	efq	Ee Ff Gq	
HIJK	hijk	Hh Ii Jj Kk	
LMNOP	Imnop	LI Mm Nn Oo Pp	
QRS	qrs	Qq Rr Ss	
TUV	tuv	Ti Ŭu Vv	
WX	wx	Ww Xx	
ΥZ	y z	Yy Zz	
	Pa	aulson et al. 2001	



FATALEA ALEA ALEALALEA **Playful Print Knowledge Make Letter Forms** • Cut these shapes out of sturdy material (foam, thin wood, or cardboard). • Use these shapes to create letters of the alphabet. • One set allows you to build all uppercase and lowercase letters.



ESRIPER PERIODER **Final Points** There is naturally and typically a WIDE range of development in young children. Appropriate skill expectations are identified and should be followed. Teacher-child instruction facilitates brain development and learning.

We can teach playfully, and plan for playful learning opportunities.



