

PASSIVE PROGRAM

Program Plan Week Beginning: 14th October

	Monday	Tuesday	Wednesday	Thursday	Friday
Children are free to access equipment from the resource cupboards which include the following resources: <ul style="list-style-type: none"> ● Art & Craft materials ● Books and music ● Board games ● Construction ● Card Games ● Recycled materials ● Balls and bats ● Hula Hoops and skipping ropes ● Bean Bags and witches hats 	ASC Planned experience: INDOOR PLAY: Games Room Play <ul style="list-style-type: none"> ● Lego ● Cards ● Board games ● Wooden blocks ● Dress ups To be done in the Games Room	ASC Planned experience: PLAY: N/A	ASC Planned experience: PLAY: N/A	ASC Planned experience: PASSIVE PLAY: Kinetic Sand <ul style="list-style-type: none"> ● Kinetic Sand ● Coloured trays ● Sand moulds To be done in the front yard.	ASC Planned experience: PLAY: N/A
	Link to: <ul style="list-style-type: none"> ● Reflection ● Observation ● Child's Request (A.M. 19.9.24) ● QIP ● SIP ● New Experience ● Parent Feedback ● Cultural Inclusion ● Extension/Follow up 	Link to: <ul style="list-style-type: none"> ● Reflection ● Observation ● Child's Request ● QIP ● SIP ● New Experience ● Parent Feedback ● Cultural Inclusion ● Extension/Follow up 	Link to: <ul style="list-style-type: none"> ● Reflection ● Observation ● Child's Request ● QIP ● SIP ● New Experience ● Parent Feedback ● Cultural Inclusion ● Extension/Follow up 	Link to: <ul style="list-style-type: none"> ● Reflection ● Observation ● Child's Request ● QIP ● SIP ● New Experience ● Parent Feedback ● Cultural Inclusion ● Extension/Follow up (17.9.24) 	Link to: <ul style="list-style-type: none"> ● Reflection ● Observation ● Child's Request ● QIP ● SIP ● New Experience ● Parent Feedback ● Cultural Inclusion ● Extension/Follow up

	<p>Link to Learning Outcomes Learning Outcome 3: Children have a strong sense of wellbeing 3.1 Children become strong in their social and emotional wellbeing Learning Outcome 4: Children are confident and involved learners 4.1 Children develop dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity 4.2 Children use a range of skills and processes such as problem solving, inquiry, experimentation, hypothesising, researching and investigating</p>	<p>Link to Learning Outcomes</p>	<p>Link to Learning Outcomes</p>	<p>Link to Learning Outcomes Learning Outcome 1: Children have a strong sense of identity 1.4 Children learn to interact in relation to others with care, empathy and respect Learning Outcome 3: Children have a strong sense of wellbeing 3.1 Children become strong in their social and emotional wellbeing Learning Outcome 4: Children are confident and involved learners 4.1 Children develop dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity Learning Outcome 5: Children are effective communicators 5.1 Children interact verbally and non-verbally with others for a range of purposes</p>	<p>Link to Learning Outcomes</p>
	<p>Intentional Teaching This activity offers the children an additional space for their play, which can be used as a quiet, calming environment. The children are often asking to bring the indoor resources outside so this activity gives them the chance to use the range of resources on offer in the Games Room.</p>	<p>Intentional Teaching</p>	<p>Intentional Teaching</p>	<p>Intentional Teaching Kinetic sand is a calming, sensory activity for the children. They enjoy getting hands on in this activity and can even work in pairs to make items and do projects together.</p>	<p>Intentional Teaching</p>