

Learning opportunities

This information can help guide an awareness of possible learning that might occur during these experiences. This is not a complete list and learning will depend on how children engage, and how educators respond to this. Please note all experiences should be offered to children, not required of them, to support agency and positive relationships with children.

Graphs/votes

Potential learning opportunities

Social skills - Being part of a society, learning about democracy, having a say in decisions, learning about diversity and commonalities

Numeracy - Visual representation of amounts, 1:1 counting, more and less, ordering

Literacy - using text/symbols/images to represent ideas

Fine motor - drawing/writing, cutting, placing small items

Emotional skills - building resilience when other choices have preference, learning how to deal with feelings, developing regulation tools and techniques

Potential interactions

- Encourage children to vote when choosing between options so that the outcome is clear
- Encourage children to make graphs to represent data such as what they did on the weekend, what pets they have, favourite foods etc.
- Discuss not only differences in data but also commonalities to show both are present and help override focus on differences
- Encourage children to choose a way to engage that makes sense to them such as drawing, writing, finding an image and cutting it out so everyone can participate

Approved Learning Framework Links

Learning Outcomes

1 - Learning about themselves and others; 2 - Learning to work with others and respect their ideas; 3 - Physical skills and emotional regulation; 4 - Engaging with a range of dispositions and skills through the play; 5 - Using language and media to communicate ideas

Practices:

Holistic, integrated and interconnected approaches; Responsiveness to children; Play-based learning an intentionality; Learning environments, Cultural responsiveness

