| Playing and Exploring – Engagement | Active Learning – Motivation | Critically Creating and Thinking – thinking |
|---|---|--|
| Children using their senses to explore the world around them Initiating their own 'play situations' – to 'have a go' Building on the child's particular interests by supporting their interests over a period of time and reminding them of previous approaches and encourage them to make connections Encouraging the children to engage in 'openended' activities and to respect their efforts and ideas The children will be encouraged to take on a role in their play The children's curiosity regarding objects, events and people will be encouraged to use 'pretend objects' based on their own experiences Encouraged to look for a challenge Show a 'can do' attitude Take a risk | Allowing children to have time and space to focus on an activity Encouraging children to have satisfaction in meeting their own goals and achievements Encouraging the children to focus on a particular activity for a period of time and to encourage the children to learn together and from each other Encourage the children to show satisfaction in meeting their own goals, to make their plans and to review their progress and success Encouraging the children to pay attention to detail To show a belief that if more effort or a different approach used then results will be obtained To help children bounce back after difficulties To be proud of how they accomplished something and not just the end result To enjoy challenges for their own sake rather than external rewards/praise | Encouraging children to explore new ways to do things Children to begin to make new links and noticing patterns based on their own experiences To support the children to find different ways to solve problems by encouraging them to describe the problems that they have encountered and to suggest ways to solve the problem To begin to make predictions and to encourage 'open-ended' thinking as well as 'shared thinking' with their peers To help children to make predictions To think of ideas and to test their ideas To plan how to approach a task/problem and how to reach their goal To change strategy if needed |