

The Power of Play and Language Development

*Play and Exploration are
essential for effective early
learning*

Topics of Discussion

- Overview of Early Childhood Developmental Milestones
- Definition of Learning Domains
- Examples of Everyday Play Time Situations
- Language Development through Play
- Primary Movement Program
- Your Role as Parents
- Review of Show Bag and Resources available

Overview of Early Childhood Developmental Milestones

- Childhood development encompasses the physical, cognitive, emotional and social domains.
- Children develop skills and behaviours which form the foundation of the rest of their lives in these early years.
- Parental involvement in these formative years is crucial to preparing your child for formal schooling.

Definition of Learning Domains

- Physical: gross and fine motor skills development
- Cognitive: brain development, thought processes and language
- Social: relationship development, cooperation and interaction with others
- Emotional: forming positive relationships with peers and adults, develops awareness of own feelings and those of others

Definition of Learning Domains cont...

- Creative: use of imagination and expression of ideas
- Musical: express creativity, improve memory function and language development
- Language: oral language skills come before written language

Examples of Everyday Playtime Situations

- Play takes two forms: spontaneous and purposeful and both play a crucial role in the education of your children
- Types of play include: representational role play, exploratory, informal and games with rules
- Different types of play serve different purposes: social expectations, discovery, recognition of rules and boundaries, problem solving

Spontaneous Play

- Take seemingly ordinary situations and turn them into an opportunity for play
- eg When driving to school see how many cars you can find that are moving, still, sort them into colours and types.
- When reading to your children show them the top and bottom of the page, trace your finger from left to right to demonstrate text direction, have them identify print and pictures
- When putting your children to bed wiggle their fingers and toes and count them all as you tuck them in, use rhymes like this little piggy went to market

Purposeful Play

- Create opportunities for more structured play
- eg play with lego or building blocks and investigate how many blocks it will take to build a certain structure, how tall can you make it, count the blocks used, draw the building made
- Sand and water play encourage sensory development and provide multiple opportunities to explore maths concepts such as capacity and volume, fill different sized containers, how many of one does it take to fill another

Language Development Through Play

- Oral language is developed before written
- Children learn by mimicry and repetition
- Sing songs and Nursery Rhymes
- Engage children in conversations during play, ask lots of questions to encourage cognitive development and problem solving skills
- Model correct speech, grammar and sentence structure when talking to your children
- Repeat and rephrase when necessary; child says I want dat rephrase and ask would you like that and allow the child the opportunity to practise the correct response

Primary Movement Program

- Physical development program encouraging gross and fine motor skill development in turn promoting cognitive and encouraging positive behavioural development
- The Primary Movement Program involves a series of songs and movements designed to mimic and suppress primary reflexes allowing secondary reflexes necessary for the rest of life to develop.

Your Role as Parents

- Cherish time with your child
- Engage them in spontaneous and purposeful play
- Talk to your children and ask them questions

*Play provides opportunities
for children to create,
explore and express ideas,
investigate and problem
solve and for adults to re live
memories from their
childhood*

Show Bag and Ideas

- There are many resources available through your school, public libraries, friends and family