



**VOLUME #69** "HOW DOES LEARNING HAPPEN?" **ENGAGEMENT** 

# **HELLO PARENTS.**

We continue the series of newsletters that focus on how learning happens at home through the lens of four learning foundations. Engagement is the third foundation of How Does Learning Happen? Engagement refers to the state of being sincerely involved and interested in what you are doing. For children, this happens in their play that evolves from their natural curiosity. Active play allows children to explore their bodies, minds, and senses, and inspires them to ask questions, test theories, solve problems, engage in creative thinking, and make meaning of the world around them. In this newsletter, we provide activities that will encourage your child's active exploration and play.

## **ACTIVITIES**

## **INFANTS (3 – 18 MONTHS)**

### **BUBBLE WRAP**

- MATERIALS:
- Bubble wrap
- **DIRECTIONS:**
- Sit with your child and give them bubble wrap.
- Encourage your child to feel the texture and play with the bubble wrap.
- When the bubble wrap pops, narrate to your child what is happening. For example, you can say: "Look, you popped it!", or "Did you hear that sound?"
- You can also tape the bubble wrap to the floor and encourage your child to explore it by crawling, walking or jumping on it.

<u>Click here</u> for more sensory activities.

## TODDLERS (19 MONTHS - 2.5 YEARS)

### WALK THE LINE

- **MATERIALS:**
- Masking tape
- **DIRECTIONS:**
- Create a balancing course on the floor using masking tape. Make a long straight line, a curvy one and a zigzag line.
- Invite your child to walk on these lines without loosing their balance or stepping off the line.
- Join your child in this challenge.
- Try walking forwards, sideways and backwards or with pillows on your heads to add a little bit of a challenge.
- Older siblings or other family members may join in for some fun together. Click here for more ideas.

### **PRESCHOOLERS (2.5 – 5 YEARS)**

#### **FILL THE BUCKET**

- **MATERIALS:**
- Water
- Two buckets
- Measuring cup
- **DIRECTIONS:**
- Provide your child with a cup and two buckets.
- Place one bucket a short distance from the other bucket and fill one of them with water.
- Encourage your child to scoop water with the measuring cup from one bucket and pour it into the other bucket without spilling.
- To make the game more challenging, make small holes in the cup or have your child dance as they move from one bucket to the other.

Click here for more activities.

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## JK/SK (4 - 6 YEARS)

### HOW FAR CAN IT FLY?

- MATERIALS:
- Paper
- Coloured pencils or markers
- Hula hoop (optional)
- **DIRECTIONS:**
- Sit with your child and <u>click here</u> to watch how to make a paper airplane.
- Help your child create the paper airplane. You can also create one for vourself.
- Decorate your paper airplanes using the coloured pencils or markers.
- Throw the airplanes inside or outside and see how high and far they can fly.
- Experiment with different techniques and check which ones give better results.
- As your child masters throwing the paper airplane, challenge them to throw it through objects such as a hula hoop.

<u>Click here</u> to learn more about flying paper airplanes.

<u>Click here</u> for more activities.

### SCHOOL-AGERS (6 - 12 YEARS)

## PASS THE STORY

- MATERIALS:
- A ball or another object that can be passed around
- Paper
- Markers
- **DIRECTIONS:**
- Gather your family or friends in a circle.
- The person holding the ball begins the story by saying the opening line. For example, start with: "Once upon a time there was...
- The first player passes the ball to another person who continues the story by adding another line or more.
- All players can be as creative as they wish when they add details to the story.
- The game continues as the players take turns passing the ball and adding to the story.
- You can appoint someone to write the story down as it is developing.
- To make the game more challenging, set a time limit for each player's turn or limit how may turns each player has.
- When the story is complete, encourage everyone to re-tell it.
- After the game, invite all players to create illustrations for your story and then staple them together into a book. Add a title page and the written text if someone was recording it.

Click here for more fun activities.

#### **A TIP FOR TODAY**

- Provide your child with a wide variety of interesting objects and openended materials to explore and play with.
- Participate with your child as a co-investigator, co-learner, and coplanner rather than as a director.
- Focus on the process (rather than the goal) of play and ask exploratory questions that help extend your child's play.
- Have your child express their feelings and emotions during play and help them label them.
- Encourage your child to test their theories and strategies, and seek new ideas to broaden their understanding of the world.