
Activity 6: Station Creation



INTENT:

Participants transfer their knowledge of the Active Physical Play strand and substrands in which they apply guiding principles and/or environmental factors (Preschool Learning Foundations (PLF), Volume 2, and Preschool Curriculum Framework (PCF), Volume 2) into an age-appropriate, practical station activity to share with the whole group as a culminating activity.



OUTCOMES:

- Participants use homemade streamers and Handout 5: Physical Development Domain Guiding Principles, and/or the environmental factors on the PowerPoint slides, to cooperatively create an age-appropriate station activity that will represent one, two, or all three Active Physical Play substrands.
- Participants display a poster on chart paper with their station activity name and brief directions.



MATERIALS REQUIRED:

- Preschool Learning Foundations (PLF), Volume 2
- Preschool Curriculum Framework (PCF), Volume 2
- Handout 5: Physical Development Domain Guiding Principles
- Handout 6: Physical Development Foundations Map
- Handout 8: Interactions and Strategies
- Environmental Factors in Preschool Curriculum Framework, Volume 2, pp. 136-137
- Chart paper and markers



TIME: 5–7 minutes to create station activity
and 1 minute per table to share out



PROCESS:

1. After presenting the Environmental Factors slides in the PowerPoint, have participants turn to Handout 5 and/or locate in the PLF and/or the PCF.
2. Provide directions to the whole group. Have participants work cooperatively by table to design an age-appropriate station that uses the homemade streamer created in Activity Plan 5: Homemade Streamer.
3. Instruct each table to create a poster on chart paper, with the title of the station and brief directions, and display it on walls around room.
4. Throughout the activity, visit tables to check on their designs. Encourage tables to integrate additional content areas into the station, and monitor whether too many tables have similar activities. See the following page for possible suggestions for activities, if needed.

OPTIONS:

- Participants can create station activities that include additional strands of the Physical Development domain.

- Depending on time, the stations may be shared one table at a time, or the participants may walk around the room and visit all the posters.

Suggestions for Station Activities

Move the streamer in a sweeping motions:

- Make large motions—down below, in front, overhead (like a rainbow), and on the side.
- Make small motions—down below, in front, overhead, and on the side.
- Repeat using the non-dominant hand.

Make shapes with the streamer:

- Move the streamer in air to draw different shapes (e.g., circles, squares, triangles).
- Make shapes in the front, to the side, and overhead.
- Make large shapes and small shapes.
- Repeat using the non-dominant hand.

Be a painter and paint a giant picture in the air; use the streamer like a paintbrush.

Lay the streamer on the ground in various shapes (e.g., circle, square, triangle) and do the following:

- Trace the streamer with one hand, then trace it with the other hand.
- Make the streamer shape with your body.
- Make the streamer shape smaller.
- Point to shapes you see in the environment.

Make pathways (straight, curved, zigzag) in the air with the streamer:

- Make pathways horizontally and vertically.
- Repeat using the non-dominant hand.

Make letters or numbers with the streamer, individually or with a partner.

Copy poster shapes with the streamer:

- Draw a different shape on each poster and place the posters around the area.
- Walk/march/gallop/etc. to a poster and make the poster shape in the air with the streamer five times, then go to the next poster.

Pretend to be butterflies that fly around the area and visit different flowers.

Use movement combinations with the streamer and try to keep streamer moving:

- Walk on a straight pathway.
- Side-slide and make up-and-down sweeping movements to the front.
- March and make zigzags to the side.
- Gallop at a low level and sweep the floor.
- Skip while circling the streamer overhead.

Play with a partner:

- Give each child a streamer.
- Pair the children up; put one in front as the leader.
- Turn music on and have partners move the same as the leader.
- Turn the music off after 20 seconds and have everyone turn around—now there is a new leader.
- Turn the music on again and repeat.
- Begin moving slowly at first and gradually add speed at an appropriate pace for the group.

Follow the leader (indoors or outdoors):

- Line the children up and give each a streamer.
- Have children march around the area—all moving the streamer simultaneously.