



## Month: October Week: 5 Subject: Approaches to Play & Learning

Day 1	Topic(s)	Foundation(s)
	Review Week	APL1.1 Demonstrate initiative and self-direction APL1.2 Demonstrate interest and curiosity as a learner
Indicators	Younger Toddlers	Older Toddlers
	May choose a center and may stay engaged briefly with adult support.	May state or show a simple plan, may stick with it and may try a new way when something is hard.

### Activity: Open Center Exploration

Reopen October's favorite centers (Farmer Market, Construction, Garden, Pumpkin Patch) and invite children to point to or say where they want to start. Model a tiny plan aloud ("I'm going to build a small barn") and show how to keep trying when pieces wobble. Prompt children with choices ("Try again or try a new piece?") to encourage persistence. End with a 30-second share where each child shows one thing they made or tried while you echo their words.

<b>Resources/Materials</b> <ul style="list-style-type: none"> <li>• Dramatic play props from October themes</li> <li>• Blocks, tools, pretend food, clipboards</li> </ul>	<b>Key Vocabulary:</b> choose, try, plan	<b>Support:</b>
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## Month: October Week: 5 Subject: Approaches to Play & Learning

Day 2	Topic(s)	Foundation(s)
	Review Week	APL2.1 Demonstrate development of flexible thinking during play APL3.1 Demonstrate development of sustained attention and persistence
Indicators	Younger Toddlers	Older Toddlers
	May attempt a simple challenge with modeling and may finish with visual or gesture cues.	May test different ideas, may change strategy, and may complete a challenge after a few tries.

### Activity: Challenge Stations

Set three fast rotations: (1) build a bridge for a toy car, (2) sort leaves by size, (3) move 10 blocks with tongs. Think aloud when something fails (“This fell, what else can we try?”) to normalize problem-solving. Offer two choices at each station to spark flexible thinking. Wrap with a quick “What helped you?” circle where you label children’s strategies (try again, switch tool, slow hands).

<b>Resources/Materials</b> <ul style="list-style-type: none"> <li>• Blocks, trays, toy car</li> <li>• Real leaves or size picture cards</li> <li>• Tongs and small blocks/counters</li> </ul>	<b>Key Vocabulary:</b> challenge, idea, solve	<b>Support:</b>
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## Month: October Week: 5 Subject: Approaches to Play & Learning

Day 3	Topic(s)	Foundation(s)
	Review Week	APL1.1 Demonstrate initiative and self-direction APL2.1 Demonstrate development of flexible thinking during play
Indicators	Younger Toddlers	Older Toddlers
	May act out a simple role or scene from earlier in the month with props.	May change one part of the story, may add a new role, and may stay with the play longer.

### Activity: **Imagination Rewind**

Invite children to act out a favorite pretend-play from October (farmer, builder, gardener) and then “rewind” or change one part. Model a gentle switch (“Now the farmer needs help. Who can help?”) to spark new ideas. Encourage children to try their change and keep it going with short prompts. Close with a draw-and-tell where each child shows what changed and you scribe their words.

Resources/Materials <ul style="list-style-type: none"> <li>Dramatic play props (farmer hats, soft tools, baskets)</li> </ul>	Key Vocabulary: pretend, role, change	Support:
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## Month: October Week: 5 Subject: Approaches to Play & Learning

<b>Day 4</b>	<b>Topic(s)</b>	<b>Foundation(s)</b>
	Review Week	APL2.1 Demonstrate development of flexible thinking during play APL3.1 Demonstrate development of sustained attention and persistence
<b>Indicators</b>	<b>Younger Toddlers</b>	<b>Older Toddlers</b>
	May point to a problem picture (two friends want the same tool) and may choose a pictured solution.	May describe the problem and may try a solution with a peer (trade, take turns, timer).

### Activity: **Problem-Solving Talk**

During a brief circle, show a simple problem card from centers and label the feeling and the problem. Teach two solutions with visuals (trade or take turns with a timer) and role-play each one quickly. Invite pairs to practice the solution and then try it in a nearby center. Celebrate attempts by naming the strategy they used and how it helped the play continue.

<b>Resources/Materials</b> <ul style="list-style-type: none"> <li>Optional- Solution cards (take turns, trade, timer)</li> </ul>	<b>Key Vocabulary:</b> problem, solution, turn	<b>Support:</b>
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## Month: October Week: 5 Subject: Approaches to Play & Learning

<b>Day 5</b>	<b>Topic(s)</b>	<b>Foundation(s)</b>
	Review Week	APL1.1 Demonstrate initiative and self-direction APL3.1 Demonstrate development of sustained attention and persistence
<b>Indicators</b>	<b>Younger Toddlers</b>	<b>Older Toddlers</b>
	May choose a center and may clean up with reminders.	May state a simple goal, may follow through, and share one thing that helped at clean up.
<p>Activity: <b>Choice Centers</b></p> <p>Offer open choice time across centers with a focus prompt: “build,” “create,” or “sort.” Before starting, ask each child to point to or say their plan, then revisit mid-play to encourage sticking with it. When challenges happen, coach with two-option prompts to keep persistence strong. End with a one-minute gallery walk where children show their work and name one thing that helped them finish.</p>		
<b>Resources/Materials</b> <ul style="list-style-type: none"> <li>Open October centers (blocks, dramatic play, garden/farm materials)</li> </ul>	<b>Key Vocabulary:</b> plan, finish, try-again	<b>Support:</b>