

## ART CENTER

### SOCIAL INTERACTION

- Imitate actions paired with fun sounds
- Roll art materials back and forth
- Paint/color to music and stop the music every now and then to break the routine

### REQUESTING

- Hold or place materials out of reach
- Use materials that are difficult to open
- Offer materials of different colors, shapes, sizes, etc. to encourage choice making
- Staff request needed items by pointing

### JOINT ATTENTION

- Make a habit of showing or pointing to children's art projects
- Use novel or odd items in the art center
- Hang old projects around the room and point to the art periodically

### EXPLORATORY PLAY

- Put out textured items as art materials
- Use play-dough, clay, Gak™, etc.
- Encourage multiple actions with the same art tool

### RELATIONAL PLAY

- Incorporate sorting activities into art projects
- Encourage putting in and taking out with art materials and containers
- Stack pieces of various art materials

### FUNCTIONAL PLAY

- Make puppets or animals to feed, groom, put to sleep, etc.
- Create clothing or jewelry items and put them on teachers or peers

### SYMBOLIC PLAY

- Make puppets or animals dance, jump, etc.
- Pretend art materials are hot, heavy, stinky, etc.
- Role play an art museum visit with artist, tour guide, and visitors

## BLOCK CENTER

### SOCIAL INTERACTION

- Establish a routine of passing blocks/toys then pause during routine
- Roll items back and forth in a social game
- Play a game while putting toys away – covering the opening of a container and quickly lifting your hands to “gobble” a toy

### REQUESTING

- Use containers that are difficult to open for some preferred materials
- Hold or place items at a distance during choice making
- Point to items out of your reach to request

### JOINT ATTENTION

- Make a habit of showing or pointing to child's constructions
- Hide out of place items in containers on occasion to see if children will show items
- Do a scavenger hunt for various items in the block center

### EXPLORATORY PLAY

- Model and encourage multiple actions with the same object
- Include cause & effect toys in the center
- Offer items with a variety of textures

### RELATIONAL PLAY

- Play sorting games
- Stack blocks or similar toys
- Model and encourage taking out and putting in with toys and their containers

### FUNCTIONAL PLAY

- Add dolls and action figures to toy sets
- Use vehicles on set pathways, roads, etc.
- Incorporate pretend tool sets into the center

### SYMBOLIC PLAY

- Use toys to represent food, household items, etc.
- Pretend toys are hot, cold, stinky, sticky, etc.
- Have 2-3 step scripts with items the children have constructed (e.g., get in car, drive, get gas)

## CIRCLE TIME

### SOCIAL INTERACTION

- Pause during established routines such as songs or movement games
- Incorporate imitation into games, songs or stories
- Play back and forth games with objects (e.g., ball) or songs (e.g., Row Your Boat)

### REQUESTING

- Use props and picture symbols to elicit requests for activities, songs, verses, etc.
- Hold up choices of instruments, books, etc.
- Place attendance pictures or weather/calendar icons out of reach

### JOINT ATTENTION

- Work on responding to points with wall charts
- Place items (e.g., flag) in different places around the room to target distant points
- Put pictures upside-down or in the wrong place on occasion
- Incorporate show and tell into circle time

### EXPLORATORY PLAY

- Pass around sensory items to explore
- Encourage multiple actions with the same items used in circle time (e.g., roll, bounce & throw a ball or shake, bang, & tap a tambourine)

### RELATIONAL PLAY

- Incorporate a sorting song or activity
- Have children put icons/items on charts (e.g., weather, calendar, jobs, graphs)
- Have child collect items from peers in a basket

### FUNCTIONAL PLAY

- Include puppets or dolls in songs/routines
- Play dress-up games with stories or songs or dress-up a doll according to the weather
- Drive cars/buses to indicate attendance

### SYMBOLIC PLAY

- Role play with familiar songs or stories
- Incorporate songs/routines with pretending (e.g., act like various animals, conducting a train, passing items that are hot, tasty, prickly)

## DRAMATIC PLAY

SOCIAL INTERACTION
<ul style="list-style-type: none"> <li>• Use fabric/blanket to engage in peek-a-boo</li> <li>• Use a doll in tickle or “I’m gonna get you” game</li> <li>• Establish familiar, engaging routines (e.g., spilling the milk and making a big deal out of it)</li> </ul>
REQUESTING
<ul style="list-style-type: none"> <li>• Place favorite toys out of reach in the center</li> <li>• Supply dress-up clothing that requires help from adults</li> <li>• Provide visual supports to encourage choice-making during play scripts</li> </ul>
JOINT ATTENTION
<ul style="list-style-type: none"> <li>• Hide novel or unexpected items</li> <li>• Build responding to joint attention into play scripts (e.g., “Look, there’s a bird outside our house”)</li> <li>• Prompt children to give or show interesting items to you or peers</li> </ul>

EXPLORATORY PLAY
<ul style="list-style-type: none"> <li>• Place items with motivating sensory qualities in the area</li> <li>• Encourage multiple actions with the same item (e.g., roll, bang, and pat pretend apple; shake, pass, and spin salt shaker)</li> </ul>
RELATIONAL PLAY
<ul style="list-style-type: none"> <li>• Provide pots, pans, etc. with lids</li> <li>• Offer containers with food items for putting in and taking out</li> <li>• Sort toys (e.g., utensils, types of clothing)</li> </ul>
FUNCTIONAL PLAY
<ul style="list-style-type: none"> <li>• Place dolls, animals, puppets, etc. in the center</li> <li>• Use varied play scripts: cleaning, cooking, doctor, salon, vet, picnic, farm, etc.</li> <li>• Provide visual supports - self, others, dolls, etc.</li> </ul>
SYMBOLIC PLAY
<ul style="list-style-type: none"> <li>• Establish play scripts with multi-step sequences</li> <li>• Replace miniatures (e.g., food, dishes, cleaning items) with blocks or more abstract toys</li> <li>• Provide visual supports to promote role play</li> </ul>

## GROSS MOTOR

### SOCIAL INTERACTION

- Back and forth games with objects or imitating actions
- Incorporate pauses during physical games or other routines and wait for signs of anticipation
- Leave materials for preferred games accessible to encourage initiations and expansions

### REQUESTING

- Leave some larger items such as tricycles locked up or out of reach to encourage requests
- Offer choices of colors, sizes, etc.
- Provide items that require adult help (e.g., bubbles, trampoline)

### JOINT ATTENTION

- Point out nearby or distant objects or events (e.g., airplane in the sky, peer jumping)
- Place pictures of favorite toys/characters around the playground/area to promote showing
- Play “I Spy” or “Children, children, what do you see?” (like *Brown Bear, Brown Bear*)

### EXPLORATORY PLAY

- Provide items such as bean bags, textured balls, hula hoops, etc. that encourage exploration
- Encourage multiple actions with the same object (e.g., throw, bounce, and kick a ball; spin, pat, and roll a hula hoop)

### RELATIONAL PLAY

- Provide buckets for sorting items (sand toys, bean bags, etc.)
- Stack and unstack cones around play area
- Put balls/beanbags down a slide/on a parachute

### FUNCTIONAL PLAY

- Provide tools to “fix” the riding toys
- Include dolls/animals in play (e.g., push on swing, help down the slide)
- Have action figures in the sandbox

### SYMBOLIC PLAY

- Pretend the play equipment is a boat, castle, etc.
- Give balls, hula hoops, etc. pretend qualities (e.g., hot, sticky, heavy, prickly)
- Provide visual supports to encourage role play

## MATH/MANIPULATIVES/PUZZLES

### SOCIAL INTERACTION

- Create a game/routine out of clean up (e.g., use your hands to monster munch items into a box) and pause once routine is established
- Pass/roll manipulatives back and forth
- Include other people or materials in established routines to model/encourage expansion

### REQUESTING

- Offer choices of color, shape, size, etc.
- Occasionally use containers that are difficult to open
- Put preferred items (or preferred colors of items) out of reach

### JOINT ATTENTION

- Set up a routine of sharing creations with adults and peers by showing, pointing, etc.
- Point to items around the room that are the same color or shape as manipulatives
- Place novel/unexpected items in containers within the center

### EXPLORATORY PLAY

- Provide items such as a small ball, puzzle piece, or other manipulative to encourage exploration
- Encourage multiple actions with the same object (e.g., shake, bang, and roll ball; touch, pick up, and drop puzzle pieces)

### RELATIONAL PLAY

- Give containers for sorting different items
- Give small blocks to put together and take apart
- Offer a range of puzzles to put together and take apart

### FUNCTIONAL PLAY

- Place dolls, animals, puppets, etc. in the center
- Incorporate tool set into center
- Use items such as insects and toy food to sting/feed dolls/other people

### SYMBOLIC PLAY

- Pretend puzzle pieces (e.g., animals, food) are real and make them move or feed them to others
- Bring play dishes into center and pretend small blocks and other objects are food
- Give pretend qualities to objects (e.g., hot, cold)

## READING CENTER

### SOCIAL INTERACTION

- Pause at an exciting part of a story and wait for signals of anticipation, initiation, or expansion
- Incorporate back-and-forth actions or phrases into story
- Encourage expansion of stories, acting them out and adding new actions or characters

### REQUESTING

- Put preferred book out of reach
- Point to a nearby book as a request
- Use props and picture symbols to encourage choice-making during stories

### JOINT ATTENTION

- Use “I Spy” books to encourage pointing to share interest in the pictures
- Show storybook pictures by holding up or pointing to share interest
- Add novel books to center to encourage showing and pointing

### EXPLORATORY PLAY

- Incorporate books with different textures, shapes, and colors to encourage exploration
- Encourage multiple actions with books and props (e.g., pick up, turn, touch textured page)

### RELATIONAL PLAY

- Incorporate props that can be taken apart or put together (e.g., using Velcro)
- Sort books by color or size
- Use books, or make props, that include putting in or taking out (e.g., bee in nest; dog in house)

### FUNCTIONAL PLAY

- Bring dolls or action figures into center to include as props in storytelling
- Encourage imitation of events in story using props (e.g., brushing hair; feeding peer or doll)

### SYMBOLIC PLAY

- Use dolls/puppets as props to move as if alive
- Assign roles to act out during story and encourage children to make up new roles
- Use imaginary props during storytelling

## SCIENCE CENTER

### SOCIAL INTERACTION

- Establish routines (e.g., blowing bubbles, trading picture cards) and display related items to encourage initiation
- Encourage expansion of games by having peers and related objects available
- Pass objects (e.g., rocks, leaves) back and forth

### REQUESTING

- Place enticing objects in containers or on out-of-reach shelves to encourage requesting
- Offer choices of activities or objects using picture cards
- Keep needed materials for activity (e.g., shovel for planting seeds) and wait for request

### JOINT ATTENTION

- Place novel items in center to encourage showing and pointing
- Sit in circle and encourage showing and giving of picture cards and exciting items (e.g., bugs, butterflies, bubbles)
- Go outdoors and point to real-life versions of items pictured in science books or picture cards

### EXPLORATORY PLAY

- Incorporate objects with different textures, shapes, and colors to encourage exploration
- Encourage multiple actions with science-related objects (e.g., feel, bang, and roll rocks; touch, smell, and bend leaves)

### RELATIONAL PLAY

- Take apart and put together magnets
- Provide containers for sorting objects based on color, shape, or size
- Provide pots of soil for putting seeds in

### FUNCTIONAL PLAY

- Incorporate watering can for watering plants
- Provide animal food (e.g., bird seed) for feeding animal dolls (e.g., birds, bugs, snakes)
- Place doctor kit in center to treat dolls and peers for snake and bug bites

### SYMBOLIC PLAY

- Encourage moving animal dolls as if alive
- Encourage using rocks as food to feed dolls
- Allow for role play (e.g., vet, zoo keeper, scientist), providing scripts as needed



## SENSORY TABLE

SOCIAL INTERACTION
<ul style="list-style-type: none"> <li>• Establish routines such as passing items back and forth or pouring sand on each other's hands</li> <li>• Encourage expansion of games by having peers and related objects available</li> <li>• Pair fun sounds with actions, turn it into a game, and pause and wait for signs of anticipation</li> </ul>
REQUESTING
<ul style="list-style-type: none"> <li>• Place a favorite toy out of reach</li> <li>• Point to toys across the table to request them</li> <li>• Incorporate toys that are difficult to operate (e.g., wind-up animals or boats) to encourage requests for help</li> </ul>
JOINT ATTENTION
<ul style="list-style-type: none"> <li>• Provide tools for making castles to encourage showing and pointing to share interest</li> <li>• Point to, or look at, fun items in the table and say "look at that!"</li> <li>• Place novel items in the table to encourage showing and pointing</li> </ul>

EXPLORATORY PLAY
<ul style="list-style-type: none"> <li>• Put sand, water, or other textured material in the table to encourage exploration</li> <li>• Encourage multiple actions with objects (e.g., pick up, pile, and push on sand; shake, drop, and submerge water animals)</li> </ul>
RELATIONAL PLAY
<ul style="list-style-type: none"> <li>• Model putting sand or water in and out of objects (e.g., buckets, sifters, funnels)</li> <li>• Encourage sorting of toys by shape, size, or color</li> </ul>
FUNCTIONAL PLAY
<ul style="list-style-type: none"> <li>• Model washing dolls in water table</li> <li>• Model moving cars or trucks over sand as if driving</li> <li>• Provide simple play scripts: cleaning, building, etc.</li> </ul>
SYMBOLIC PLAY
<ul style="list-style-type: none"> <li>• Model making animals swim or walk as if alive</li> <li>• Give pretend qualities to objects, water, or sand (e.g., cold, hot, sticky, smelly, prickly)</li> <li>• Encourage multi-step pretend play using scripts</li> </ul>

## TABLE TIME

### SOCIAL INTERACTION

- Incorporate funny sounds or songs into activities and pause periodically watching for signs of anticipation or initiation
- Pass materials back and forth
- Encourage expansion of games by having peers and related objects available

### REQUESTING

- Place motivating materials out of reach
- Point to materials to request them
- Incorporate toys/containers that are difficult to operate or open (e.g., play-dough container) to encourage requests for help

### JOINT ATTENTION

- Model showing of play-dough or other creations
- Point to, or look at, fun items on the table and say “look at that!” or “I like that one!”
- Place novel items on the table to encourage showing and pointing

### EXPLORATORY PLAY

- Put objects of different textures, shapes, and sizes on the table to encourage exploration
- Encourage multiple actions with objects (e.g., squeeze, roll, and smell play-dough)

### RELATIONAL PLAY

- Model putting in and taking out of containers
- Incorporate sorting into activities by providing objects of different sizes, colors, and shapes
- Provide items with lids or parts that can be taken apart and put together (e.g., beads)

### FUNCTIONAL PLAY

- Model using tools (e.g., rolling pin, cookie cutter) to mold play-dough
- Incorporate tool or kitchen sets into table time activities (e.g., play-dough, crafts)

### SYMBOLIC PLAY

- Model feeding play-dough food to dolls or peers
- Give pretend qualities to materials or objects (e.g., heavy, hot, yummy, smelly, hard)

## Center-Specific Material Suggestions

CENTER	SUGGESTED MATERIALS	
<b>Art Center</b>	<ul style="list-style-type: none"> <li>• Various types and sizes of paper (white, construction, newsprint, easel)</li> <li>• Crayons; markers; colored pencils</li> <li>• Easel with various brushes</li> <li>• Recycled/re-used items (bubble wrap, bottles, packing peanuts, magazines)</li> <li>• Watercolors, finger paint, tempera</li> </ul>	<ul style="list-style-type: none"> <li>• Scissors; glue/glue sticks</li> <li>• Various collage materials</li> <li>• Clay (modeling, natural)</li> <li>• Ink/Bingo Dotters</li> <li>• Beads , string, yarn, ribbon</li> <li>• Play-dough, Gak™</li> <li>• Dry erase boards with markers</li> </ul>
<b>Block Center</b>	<ul style="list-style-type: none"> <li>• Blocks various shapes, sizes, &amp; colors</li> <li>• Legos®/Duplos®, Lincoln Logs®, Bristle Blocks, Tinker Toys®</li> <li>• Action figures/dolls (people/families)</li> <li>• Road map rug or mat</li> <li>• Toy house, farm, garage, pirate ship</li> <li>• Mailing tubes</li> </ul>	<ul style="list-style-type: none"> <li>• Pictures of places in community</li> <li>• Pictures of famous places</li> <li>• Dress up clothes (construction, fire fighter, train conductor)</li> <li>• Toy animals (farm, dinosaur, zoo)</li> <li>• Trains/connecting tracks</li> <li>• Vehicles/transportation toys</li> </ul>
<b>Circle Time</b>	<ul style="list-style-type: none"> <li>• Large dry erase board</li> <li>• Easel with large chart paper</li> <li>• Felt Board Activities</li> <li>• Pockets charts, sentence strips</li> <li>• Visual schedules</li> </ul>	<ul style="list-style-type: none"> <li>• Musical instruments</li> <li>• Song charts (with pictures)</li> <li>• Low chairs; labeled seats</li> <li>• Weather chart</li> <li>• Calendar</li> </ul>
<b>Dramatic Play</b>	<ul style="list-style-type: none"> <li>• Kitchen toys (pots, dishes, utensils)</li> <li>• Grooming toys (brushes, comb, dryer)</li> <li>• Household accessories (vacuum, iron)</li> <li>• Toy food/grocery store items</li> <li>• Dolls with extra doll clothing, crib</li> <li>• Puppets and stuffed animals</li> <li>• Toy cameras</li> </ul>	<ul style="list-style-type: none"> <li>• Large mirror (shatter proof)</li> <li>• Doll house with dolls &amp; furniture</li> <li>• Dress-up clothes and accessories</li> <li>• Cash register, shopping carts</li> <li>• Themed kits (doctor, vet, salon, restaurant, post office)</li> <li>• Telephones &amp; phone book</li> </ul>
<b>Gross Motor</b>	<ul style="list-style-type: none"> <li>• Bean bags</li> <li>• Balls (various types/sizes)</li> <li>• Trikes, riding toys, wagons</li> <li>• Stilts, swings</li> <li>• Hula hoops</li> <li>• Balance beam</li> </ul>	<ul style="list-style-type: none"> <li>• Parachute</li> <li>• Scarves, ribbon streamers</li> <li>• Hopscotch, hop-along balls</li> <li>• Tents, tunnels</li> <li>• Tumbling mats, trampoline</li> <li>• Basketball hoop</li> </ul>
<b>Math/Manipulatives/ Puzzles</b>	<ul style="list-style-type: none"> <li>• Counting and matching games</li> <li>• Puzzles (form board, floor puzzles)</li> <li>• Magnetic shapes/numbers with board</li> <li>• Sorting/counting items &amp; trays</li> <li>• Geoboards® with rubber bands</li> <li>• Rulers/Tape measure</li> </ul>	<ul style="list-style-type: none"> <li>• Number line/number cards</li> <li>• Paper dolls, color forms, dice</li> <li>• Clocks, timers, calculators</li> <li>• Pattern blocks with cards</li> <li>• Unifix® cubes, nesting cups</li> <li>• Pattern and sequence games</li> </ul>
<b>Reading Center</b>	<ul style="list-style-type: none"> <li>• Books (rotate regularly) &amp; props</li> <li>• Puppets (hand, finger, stick)</li> <li>• Writing materials (clipboard, pencils)</li> <li>• Alphabet cards/chart</li> <li>• Magazines</li> </ul>	<ul style="list-style-type: none"> <li>• Felt board stories</li> <li>• Word Wall</li> <li>• Letter and phonic games</li> <li>• Magnetic letters with board</li> <li>• Letter rubber stamps with ink pad</li> </ul>

<b>Science Center</b>	<ul style="list-style-type: none"> <li>• Natural items (rocks, feathers, acorns)</li> <li>• Microscope, magnifying glasses</li> <li>• Prisms</li> <li>• Collection containers</li> <li>• Plants/seeds growing</li> </ul>	<ul style="list-style-type: none"> <li>• Science/nature books/magazines</li> <li>• Animals (aquarium, hamster)</li> <li>• Magnets</li> <li>• Picture cards</li> <li>• Balance scale</li> </ul>
<b>Sensory Table</b>	<ul style="list-style-type: none"> <li>• Water (add soap or food coloring)</li> <li>• Sand, soil, rice, beans</li> <li>• Float and sink items</li> <li>• Sponges, strainers, sifters</li> </ul>	<ul style="list-style-type: none"> <li>• Cups, buckets, shovels</li> <li>• Boats, cars, trucks</li> <li>• Water wheels, funnels</li> <li>• Items to bury (animals, etc.)</li> </ul>
<b>Table Time</b>	<ul style="list-style-type: none"> <li>• Play-dough, Gak™</li> <li>• Craft materials</li> <li>• Books and related toys/objects</li> </ul>	<ul style="list-style-type: none"> <li>• Dry-erase boards and markers</li> <li>• Pipe cleaners, yarn, beads</li> <li>• Puzzles and mazes</li> </ul>