

Top Tips Creative and Malleable Play

Creative & Malleable Play		Contexts and activities
	Key observation- the child:	
Counting	<ul style="list-style-type: none"> - Talks about <i>a lot or more</i> and <i>not many or less</i> - Counts objects accurately, without skipping any - Says how many there are after counting - Counts out a number from a larger group of objects 	<ul style="list-style-type: none"> - Counts resources, one at a time, using fingers to count. For example, <i>how many shells have you pressed into your clay?</i> - Compares quantities and amounts in creative play: <i>This bucket has lots of sand in, more than that bucket.</i> - Selects number of resources from collections specifically for a purpose. For example, <i>I need two pebbles for eyes.</i>
Comparison	<ul style="list-style-type: none"> - Compares amounts - Classifying 	<ul style="list-style-type: none"> - Explores a range of resources and loose parts comparing amounts and classifying collections according to different properties. For example, treasure baskets, heuristic play, transient art.
Understanding number symbols	<ul style="list-style-type: none"> - Recognises numerals - Matches objects to a numeral - Writing numerals 	<ul style="list-style-type: none"> - Finds/recognises numerals in the creative area. - Makes mathematical marks or represents numerals using mark making resources available. For example, tracing numbers in gloop.
Pattern	<ul style="list-style-type: none"> - Spots and creates patterns 	<ul style="list-style-type: none"> - Notices and talks about pattern in the environment. - Makes repetitive sounds and patterns with resources or instruments. - Creates a range of different patterns using a range of different resources. For example different size and shape brushes, pushing items into clay or playdough, creating patterns with loose parts etc.
Shape	<ul style="list-style-type: none"> - Selects shapes for a purpose - Describes shape properties: e.g. <i>curvy, pointy, straight, corners</i> 	<ul style="list-style-type: none"> - Chooses resources for a specific purpose. For example a rolling pin to roll playdough out.

		<ul style="list-style-type: none"> -Identifies and describes using shape language. For example, <i>bumpy clay, wiggly lines.</i> - Creates using junk modelling. - Uses joining materials to create different shapes.
Spatial Awareness	<ul style="list-style-type: none"> -Understands and uses e.g. <i>in, on, under, in front of, behind, next to, between</i> - Navigates, creates routes <i>and</i> follows directions <i>through, around, along, forwards, backwards</i> 	<ul style="list-style-type: none"> -Using a range of positional language, <i>I'm pressing this into the clay, put it under the tap.</i> -Uses whole body to engage in creative play, for example uses spaces to create on the floor and walls or under tables, large scale sand and water play. - Junk modelling and den building small and large scale.
Measures	<ul style="list-style-type: none"> -Comparing size, length, weight, capacity 	<ul style="list-style-type: none"> -Explores and experiments with equipment of varied capacities and shapes in the sand, water, mud kitchen etc. - Discussing size or weight of objects while playing – <i>This bucket of water is heavy.</i>