The Young Ones *Conference*

Nurturing young minds and empowering educators



Let's Play, Let's Move!

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Instead of training children to meet the expectations of adults, we should be training adults to meet the psychological, emotional, & developmental needs of children.

– Zoe Tolman

@wackaalbauce

Psychological, emotional, and developmental needs of children

	0 - 1	•	Love
		•	Attention
		•	Touch
		•	Routine
•	1 – 3	•	Empathy & under
		•	Praise
			Safe boundaries
	3 - 6	•	A sense of perso

• 6 - 9

• A sense of personal control and choice

& understanding

- Support
- Respect
- Freedom
- Independence
- Trust
- Communication

What should be provided

- Intellectual stimulation and cognitive development
- Language development and communication skills
- Socialization and exposure to diverse experiences and cultures
- Age-appropriate responsibilities and tasks
- Support for their unique strengths and challenges
- Opportunities for physical activity and movement



If we give children what they need at age 2, 3, and 4, they will be ready for what comes at 5, 6, and 7. Children don't need to be "prepped" for 5, 6, and 7 at 2, 3, and 4.



How can we achieve it

- Build background knowledge
- Offer them attractive situations in meaningful contexts
- Include a foreign language into your daily activities
- Play games in the foreign language

Playing in English

- by games, children receive rich language input
- helps children to contextualise the new knowledge and improve their word learning
- provides many opportunities to expand children's vocabulary and develop awareness for grammar
- children use learning processes (unconsciously)
 to deduce patterns of sounds and words in the language
 they hear they learn what they hear most

When and how to play

- Directed activities –didactic games, action games
- Spontaneous activities imitation of teachers, repetition of pleasant, challenging processes

Moving games

- Activating chants or songs
- Entertaining chants or songs



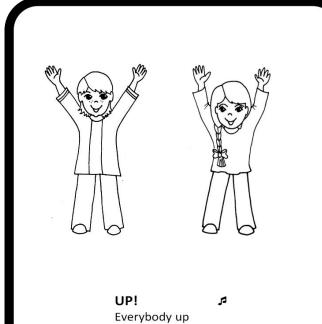




Magic Finger

Magic finger on my head Magic finger up ahead. Magic finger on my hips Magic finger on my lips.





Everybody up Everybody up, up, up





My Sm

Hands

Show me your right hand. Point to the left. Show me your left hand. Point to the right.

To the left, to the right. Point up, then down below. Left, right quickly Up, down slow.



My Hands

5

My hands on my head, what can I see? This is my little hat, one, two, three. Little hat, little hat that's what I see That's what you can see on me

My hands on my brow, what can I see? This is my ram fighter, one, two three.

My hands on my eyes, what can I see? These are my eye blinkers, one, two three.

My hands on my nose, what can I see? This is my smell sniffer, one, two, three.

My hands on my mouth, what can I see? This is my food catcher, one, two, three.

Clapping games

- Rhythm
- Vocabulary and phrases (chunks)
- Involvement (language automation)
- Crossing the midline (brain eye hand coordination)
- Social contact
- Fun!

Rhythm and vocabulary







Water Ice Gas

Water water ice ice. Water water gas gas. Water ice Water gas Water water ice gas.

• Vocabulary brainstorming





Category

 • Rhythm, left-right orientation, vocabulary

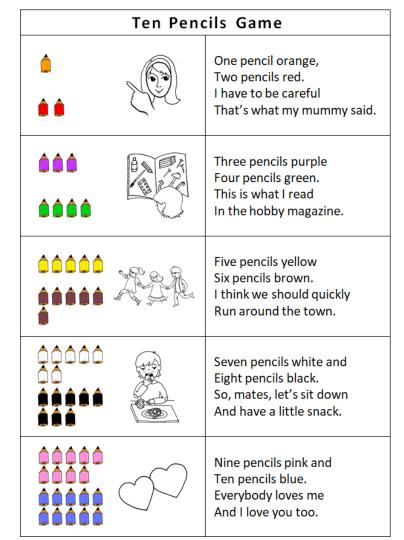


The Pencils Song



Let's practise the rhythm

- Together, together, together, clap,
- Up, clap, down, grab (and hold the hands)
- Slap, slap, click, click,
- Front, back, clap, clap



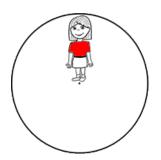
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Who Is Wearing Red?

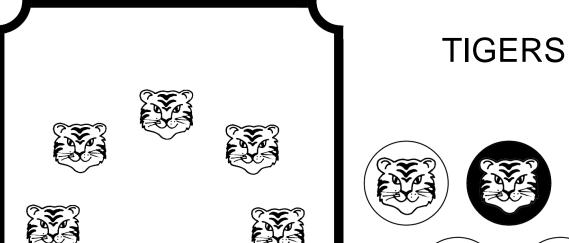
Who is wearing **red** today? Who is wearing **red** today? Who is wearing **red** today? Who is wearing **red** today?

I am wearing **red** today. I am wearing **red** today. I am wearing **red** today. I am wearing **red**.

Who is wearing **blue** today? Who is wearing **green** today? Who is wearing **yellow** today? Who is wearing **orange** today? Who is wearing **purple** today?











Tigers

Five little tigers All having a snack. Four of them are yellow. One of them is black!

Cat and mice:

Group game

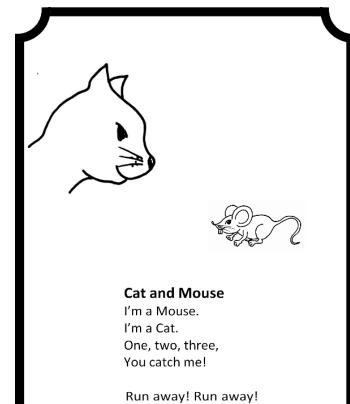
The old grey cat is sleeping. The little mice come creeping. Hush, hush, don't make a noise Quickly, run, mouse girls and boys.

The little mice are creeping. The old grey cat is sleeping. Hush, hush, don't make a mess The cat will wake up tired and stressed. Meow!



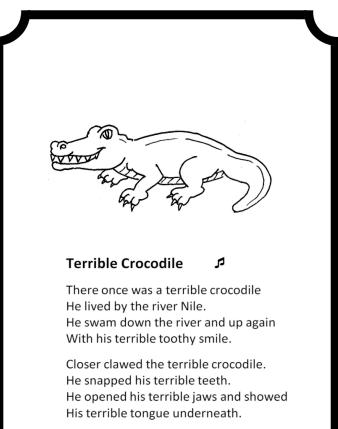
Children creep in one corner of the room. The Cat is "sleeping" in the other corner. After the children chant the lines, they run across the room to the other side. The Cat wakes up and chases them. Who has been caught lies down next to the wall ("dead" mice), so that the other children don't trip over them.





Run away! Run away Hooray! Hooray!





Snap!



Resources:

- National Scientific Council on the Developing Child. (2015). Supportive Relationships and Active Skill-Building Strengthen the Foundations of Resilience: Working Paper 13. Retrieved from <u>https://developingchild.harvard.edu/resources/supportive-relationships-and-active-skillbuilding-strengthen-the-foundations-of-resilience/</u>
- Zero to Three. (n.d.). The Emotional Development of Young Children: Building an Emotionally Healthy Foundation. Retrieved from <u>https://www.zerotothree.org/resources/305-the-emotional-development-of-young-children-building-an-emotionally-healthy-foundation</u>
- UNICEF. (2018). A World Ready to Learn: Prioritizing Quality Early Childhood Education. Retrieved from <u>https://www.unicef.org/media/61161/file/A-World-Ready-to-Learn-Prioritizing-Quality-Early-Childhood-Education.pdf</u>
- American Psychological Association. (n.d.). Developmental Psychology: A Student's Handbook. Retrieved from <u>https://www.apa.org/pubs/books/4316050</u>

Games: Story-Based Learning Project by S.Doláková Let's Start, 2020 Let's Play, 2023 Let's Learn, 2023 The Farmer in the Dell, 2018

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www.sylviad.cz

www.facebook.com/storybasedlearning

http://eshop.sylviad.cz



Thank You!



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