

EARLY LEARNING CENTER LEARNING EXPERIENCE

Student Name: Kaitlyn Straub

Date: Thursday, March 9th, 2017

Age Group: 6 – 7

Purpose:

Reason for developing learning experience. This could be in response to an observation, discussion with the site supervisor, Ontario Curriculum Objective, etc

Observation

- Document what you saw and heard
- Document non-verbal communication (i.e., body language, facial expressions and voice tone)
- Document in detail: who, what, where, and when
- Documentation should be written in past tense, objective, and in anecdotal format

OR

Discussion

Document the discussion between you and your site supervisor that led to the planning

OR

Curriculum Objective

Describe the curriculum objective you're aiming to meet/enhance through this experience

Purpose:

As the students have been working on their addition and subtraction sentences, I made a memory match to make sentence solving a little more fun.

This activity is also a part of my math games program plan.

Learning Experience

What are you planning in response to your purpose?

- Label your experience (e.g. Painting with cars).

Math Memory Match: The students will be placed into pairs and will receive a set of 20 cards. Ten cards (blue or pink) have simple addition and subtraction equations up to 20, the other ten (green or yellow) have the answers. Students will lay the cards face down on the table and take turns flipping over one of each card. If the equation matches the answer they flipped over they get to keep the cards. If it does not, they flip it back over on the table and the other person goes. The player with the most cards at the end of the game, wins.

- What are your 3 objectives for this experience? (i.e. What interests are you extending? What strengths and opportunities for growth are you enhancing/ supporting?) Please Note: You should refer to appropriate pedagogy to support your discussion around strengths and opportunities for growth (e.g. ELECT, How Does Learning Happen, Ontario FDK Curriculum, etc).	From the Garde 1 Math curriculum for Number Sense and Numeration: Counting - Students will solve a variety of problems involving the addition and subtraction of whole numbers to 20 From the ELECT Document for School-aged children: - The students will improve cognition through Completing Number Operations (4.8) by adding or subtracting the number equations. - The Students will also improve cognition through Games with Rules (4.11) by playing this game with a partner and following the rules.
Describe the experience: - Who will be involved in the experience?	All of the students, myself and my teacher.
- Where will the experience take place? (e.g. Indoors or outdoors? In the dramatic centre, the creative table, etc).	This experience will take place in pairs around the classroom
- List the materials and resources you will use	- Pingo Chips - Dice - Activity Sheet
- Describe the implementation of the experience, with a step by step description	- I will introduce the activity by having a short review of the work they have been doing with adding - I will introduce the game - I will go over the rules - I will assign the students partners, spots and hand out materials
- List and describe 2 teaching strategies. How will you use them? Why have you chosen these strategies?	Teaching Strategy #1: Behaviour Reflections I will us Information talk and give descriptive feedback about what the students are doing as well as make verbal, non-judgmental statements to children regarding their actions. Teaching Strategy #2: Telling, Explaining, and Informing I will use telling, explaining and informing when introducing the activity and explaining how the game is played and the rules. Supportive Strategies: I will acknowledge the children's efforts by talking to them while they paint
Modifications and Adaptations	I will be walking around the class so I can be available to students who have questions or need some assistance.