

# Approaches to Learning through Play – Constructing, Organizing, and Applying Knowledge

## Constructing and Gathering Knowledge **AL.1**

### **A CURIOSITY AND INITIATIVE**

- A** Explore and ask questions to seek meaningful information about a growing range of topics, ideas, and tasks. **AL.1.PK.A**
- 1 Use senses to explore and learn from the environment. **AL.1.PK.A.1**
  - 2 Show interest and interact with others about their work or actions. **AL.1.PK.A.2**
  - 3 Demonstrate interest in new materials and experiences that are introduced into the classroom. **AL.1.PK.A.3**
  - 4 Ask questions to understand something (e.g., “How does that work?”). **AL.1.PK.A.4**
  - 5 Watch others play and ask to join in. **AL.1.PK.A.5**

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### **B RISK-TAKING** **AL.1 PK.B**

- B** Demonstrate a willingness to participate in new and challenging experiences. **AL.1 PK.B**
- 1 Actively explore new materials that are introduced into the classroom. **AL.1 PK.B.1**
  - 2 Observe peers engaged in an unfamiliar or new activity before joining in. **AL.1 PK.B.2**
  - 3 Listen attentively to learn proper technique for a new skill, and then follow through using the learned technique. **AL.1 PK.B.3**
  - 4 State discomfort at trying something new, but make attempts to try after encouragement. **AL.1 PK.B.4**
  - 5 Differentiate between appropriate and inappropriate methods for learning information (e.g., understand that jumping from a high wall is a dangerous way to discover its height). **AL.1 PK.B.5**

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## C STAGES OF PLAY

- C Engage in complex play sequences with two or more children. AL.1 PK.C
- 1 Use materials and objects to represent other objects. AL.1 PK.C.1
- 2 Initiate cooperative play with peers by establishing roles and a simple play scenario (e.g., act out a doctor's office scenario, assigning a doctor and patients). AL.1 PK.C.2
- 3 office scenario, assigning a doctor and patients). AL.1 PK.C.3
- 4 Extend play scenarios over more than one day. AL.1 PK.C.4
- 5 Incorporate personal experiences and themes learned into play scenarios. AL.1 PK.C.5
- 6 Engage in simple games with rules with adult reminders and support. AL.1 PK.C.6

## Organizing and Understanding Information AL.2

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## A ENGAGEMENT AND ATTENTION

- A Work toward completing a task, even if challenging, and despite interruptions. AL.2 PK.A
- 1 State when they are being distracted. AL.2 PK.A.1
- 2 State when they are frustrated by a challenge. AL.2 PK.A.2
- 3 Move away from distractions to complete a task. AL.2 PK.A.3

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## B TASK ANALYSIS

- B Independently break simple tasks into steps and complete them one at a time. AL.2 PK.B
- 1 Attend and follow through on two-step directions. AL.2 PK.B.1
- 2 Explain a routine sequence. AL.2 PK.B.2
- 3 Relate the steps necessary to complete a task or activity. AL.2 PK.B.3
- 4 Relate the desired outcome or end goal of a task or activity. AL.2 PK.B.4

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## C PERSISTENCE

- C Attempt to accomplish challenging tasks by employing familiar and new strategies as needed. AL.2 PK.C
- 1 Attempt to complete a task in more than one way (e.g., using materials in new ways, trial and error, breaking tasks into steps) before asking for help or stopping due to frustration. AL.2 PK.C.1
- 2 Stick to a task after stating frustration. AL.2 PK.C.2
- 3 Show pride in completion of a challenging task. AL.2 PK.C.3

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## **D PATTERNING**

- D** Recognize and extend simple patterns. **AL.2 PK.D**
- 1 Identify patterns in the environment (e.g., stripes on a flag) . **AL.2 PK.D.1**
  - 2 Clap out rhythmic patterns . **AL.2 PK.D.2**
  - 3 Practice extending simple repeating patterns using manipulatives . **AL.2 PK.D.3**
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## **E MEMORY**

- E** Retain and recall information presented over a short period of time. **AL.2 PK.E**
- 1 Relate information and/or experiences from the past . **AL.2 PK.E.1**
  - 2 Remember and update simple information (e.g., one's place in a story, song, or game if interrupted) . **AL.2 PK.E.2**
  - 3 Engage in memory games . **AL.2 PK.E.3**
  - 4 Recall details from stories, events, and experiences . **AL.2 PK.E.4**
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## **Applying Knowledge** **AL.3**

### **A CREATIVITY**

- A** Use music, art, and/or stories to express ideas, thoughts, and feelings. **AL.3 PK.A**
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### **B INVENTION**

- B** Produce and explain the purpose for a new creation. **AL.3 PK.B**
- 1 Engage in a variety of creative activities . **AL.3 PK.B.1**
  - 2 Describe or draw a desired product (e.g., create a blueprint for a block structure) . **AL.3 PK.B.2**
  - 3 Answer questions to explain the purpose of a creation . **AL.3 PK.B.3**
  - 4 Show pride in a creation . **AL.3 PK.B.4**
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### **C REPRESENTATION**

- C** Use materials and objects to represent new concepts. **AL.3 PK.C**
- 1 Use non-conforming objects to create representations of real life objects or activities (e.g., block for a phone, stick for a spoon) . **AL.3 PK.C.1**
  - 2 Use real life objects to represent make-believe or fantasy objects (e.g., spoon for a magic wand, broom for a flying horse) . **AL.3 PK.C.2**
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## Learning through Experience

### A MAKING CONNECTIONS

- A Relate knowledge learned from one experience to a similar experience in a new setting. **AL.4 PK.A**
- 1 Relate personal (e.g., home, cultural, community) experiences during play, and other school activities. **AL.4 PK.A.1**
  - 2 Understand that appropriate activities and events may differ from home to school. **AL.4 PK.A.2**
  - 3 Share new skills or tasks learned or practiced outside of school setting (e.g., “Mommy taught me how to tie my shoe,” demonstrate a forward roll that was learned in a weekend gymnastics class). **AL.4 PK.A.3**
  - 4 Practice skills learned in whole group demonstration or role-play during center exploration. **AL.4 PK.A.4**
  - 5 Apply a skill to multiple tasks (e.g., use measuring cups in sensory table, outside, and in cooking activity) **AL.4 PK.A.5**
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### B RESILIENCY

- B Recognize that everyone makes mistakes and that using positive coping skills can result in learning from the experience. **AL.4 PK.B**
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### C PROBLEM-SOLVING

- C Attempt problem-solving activities to achieve a positive outcome. **AL.4 PK.C**
- 1 Try new ways to complete a familiar task. **AL.4 PK.C.1**
  - 2 Attempt to complete a task in more than one way (e.g., using materials in new ways, trial and error, breaking tasks into steps) before asking for help or stopping due to frustration. **AL.4 PK.C.2**
  - 3 Ask questions to clarify problems. **AL.4 PK.C.3**
  - 4 Discuss the different ways used to accomplish a task or to solve a problem. **AL.4 PK.C.4**
  - 5 Recall and use a previously successful strategy. **AL.4 PK.C.5**
  - 6 Change plan if a better strategy presents itself. **AL.4 PK.C.6**
  - 7 Observe mistakes and note the effectiveness of a different solution (e.g., “That didn’t work because ...”). **AL.4 PK.C.7**
  - 8 Demonstrate increasing flexibility in a variety of situations, task, and activities. **AL.4 PK.C.8**