

# Moving Beyond Empty and Fill to Deep Investigations



### What is play?

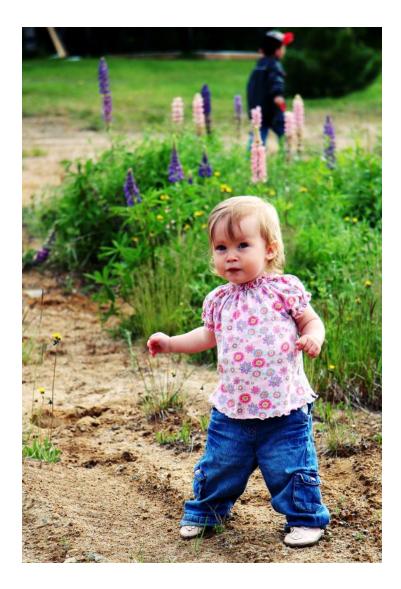




Voluntary Meaningful Symbolic Rule-governed Pleasurable Episodic

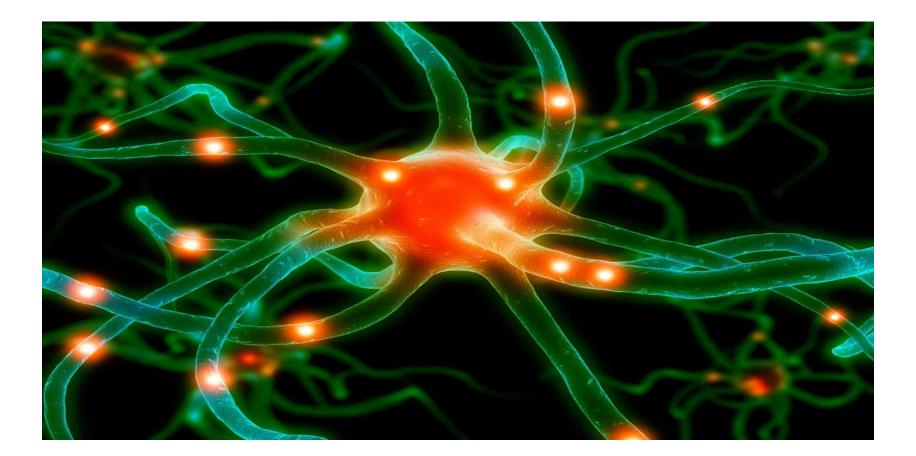


### The role of play in learning





### Cognitive development and play





# SEAL

Stimulus (any sensory provocation) *Emotion* (positive or negative) Attention (positive emotions drive executive functions—negative emotions drive survival) *Learning* (the response to the attentional variant)

(adapted from Robert Sylwester's A Biological Brain in a Cultural Classroom)

### Projects





#### Science in the world of the very young









### Technology tools







## Everyday engineering







Art, imagination, and creativity





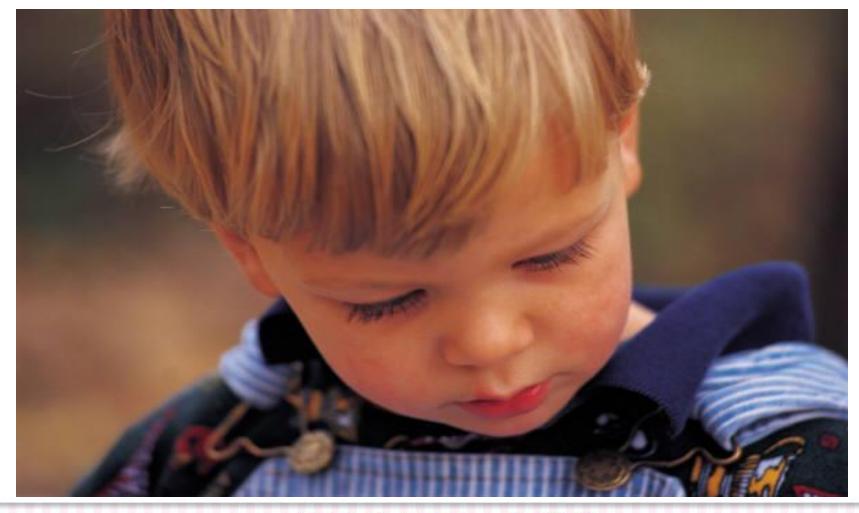


#### Math all around

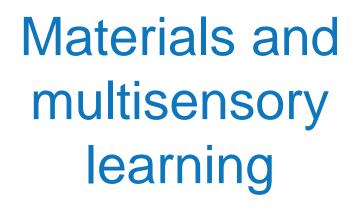




### Choice and self-regulation













### Making connections



# Discovery and divergent learning





### High challenge and low threat







### Novelty



#### **Social situation**











### Manipulatives





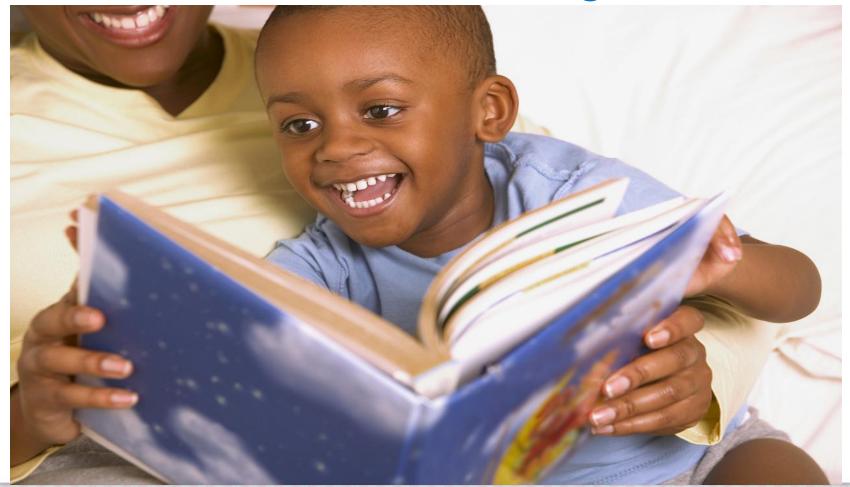








### Environment appealing and stimulating







### Classroom set up



# Resiliency and success



# Putting it all together





#### Questions





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