



October Reflection 2019



As the children in the Possum Room get older, their interests and level of intellect has become more developed. The children are beginning to understand concepts such as sharing and turn taking as well as how to give each other comfort, talk to each other with understanding and develop friendships.

Because of this, educators are focusing on offering the children opportunities and play experiences to help further develop these progressing concepts. Experiences like the gardening table and hair dressers allow for the children to take turns, mirror and interact with others through play and pursue creative interests.

A big interest over the last few weeks has been our yard experiences. The addition of a jumping pillow and tent have sparked excitement for the children as well as new opportunities to explore different ways of learning. The tent offers a new "cubby" space which over the next few months will be the home of many new experiences in collaboration with the upcoming events in the education calendar.

The jumping pillow has been a long-awaited interest that has the children all running for the pillow the minute the door is opened for outdoor play. The children quickly learned that two people can jump at a time and are pulling off their socks and shoes before they even go outside in anticipation of using it. Giggles and laughter are present with every jump and the children are asking each other if they would like to have a turn with them as they wait for their chance to participate. When the mat is not being used to jump on, the children are realizing it is a great place for a relaxing moment and a nice snuggle with a friend in the warm sunshine.

Throughout these few weeks, the school break offered us an opportunity to get together with the Koala Children to have a dance party in the big Kinder Room at the other end of the service. This was a fun opportunity to sing and dance to our favourite tunes and a few of our children even had their siblings join us for the fun.

