

Outdoor Learning Experience 4 (3 years old)

Learning experience: I Can Hear...Sounds in My Neighbourhood	Shared by: Mona Tan
Environment: Neighbourhood parks or open spaces	Estimated time: 25 – 30 minutes
Children’s prior experiences: NA	Suitable for: <ul style="list-style-type: none"> ● 24 – 36 months old
What children will experience: <ul style="list-style-type: none"> ● Children will hit things as they walk around the outside space, testing out the different surfaces to see what sounds they make when hit with different types of beaters ● Children will discover that different surfaces when they walk, jump or run on them will create different sounds 	EYDF Pillars: <ul style="list-style-type: none"> ● The Developing Child ● The Intentional Programme ● The Professional Educarer
What you will need: <ul style="list-style-type: none"> ● Wooden sticks (get children to pick their own) ● Metals spoons ● Chopsticks ● Small plastic bottles with lid on ● Whisks ● Small brushes (kitchen, toilet or toothbrush) 	Benefit - Risk Assessment: <p><u>Benefit:</u></p> <ul style="list-style-type: none"> ● Children can move and learn about the different surfaces in the neighbourhood ● Children enjoy participating in a variety of physical activities with space awareness moving on different pathways <p><u>Risk:</u></p> <ul style="list-style-type: none"> ● Suitability of the open space ● Non-slippery surface ● Sharp objects on the intended pathway or floor surface

Management:

- Scan the venue to ensure it is free from potential hazards such as sharp objects, pot holes, broken tiles or insects
- Set limits/boundary for children to explore
- Ensure teachers have sight of the children at all times
- Display a signage of the activity to inform public.

How to make it happen:

1. Invite children out for a walk, plan intentionally for children to walk on different surfaces when they walk, jump or run on them
2. Ask them what do they hear, ask children if they are creating different sounds on the different surfaces
3. Provide permission to hit things as they walk around the outside space, testing out the different surfaces to see what sounds they make when hit with different types of beaters

Questions to ask:

- Can you tell me if the sound is the same when you use a different stick to hit the object? Can you tell me why?
- What do we need to make a louder sound?
- What do we need to make a softer sound?
- Which surface do you like and why?