



ECD A-Sports G Innovation Guidance Project 2021

"FUN TEACHERS FOR ACTIVE KIDS"

E-Bridge Pre-School
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(EB0003)

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Project Description

The project is about helping children integrate gross motor skills into different learning domains and to expand children's knowledge on diverse learning experiences relating to physical activities.



Project Aims

- To help children incorporate numeracy and language skills into their gross motor experiences
- To enhance children's learning through physical learning experiences
- To support children's inborn dispositions to learn and investigate

Project Outcomes

Teachers	Children
<ul style="list-style-type: none">• Explored with a variety of gross motor concepts for their class and incorporated it into different learning domains• Promoted sustainability in centre by using recycled materials to create active play set ups• Cross shared between different level teachers	<ul style="list-style-type: none">• Learnt and applied gross motor concepts by planning their own games while integrating into learning spaces in the classroom. They applied these skills even after the project ended• Encouraged to ask questions to clarify their understanding of gross motor skills during discussions and sharing sessions• Learnt sustainability by using recycled materials to create games

Learning Lessons: This project has nurtured a culture of innovation in the centre as the teachers learnt how to incorporate gross motor activities with literacy and numeracy domains. They also learnt how to bring learning out of the classrooms to the outdoors.

Ways to Integrate Movement throughout the Day

(1) INTEGRATED LEARNING EXPERIENCE

(a) Balloon Jumping

- Prepare a string to hang balloons with numerals in ascending order and the corresponding number word cards on the ground
- Children will jump and reach for the balloons with numbers written on it that matches the number cards that they picked, allowing them to learn numeracy while being active



(b) Leaf Sorting

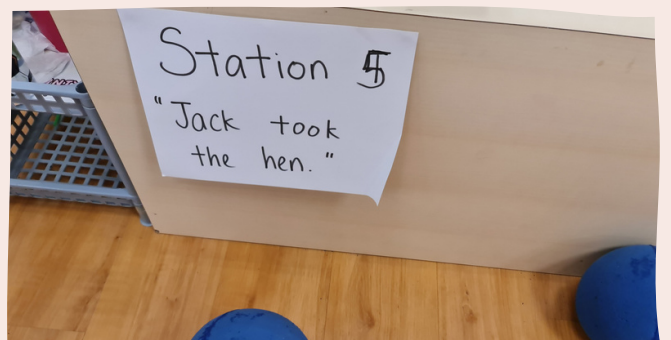
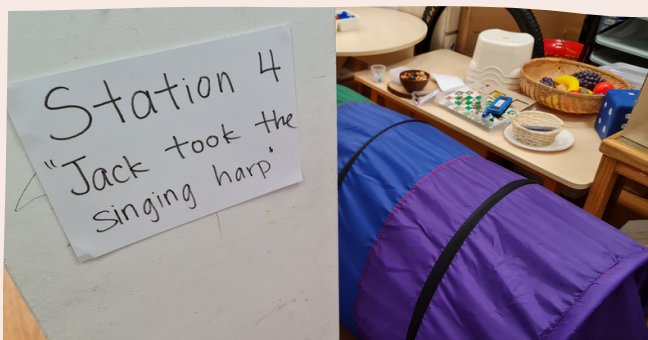
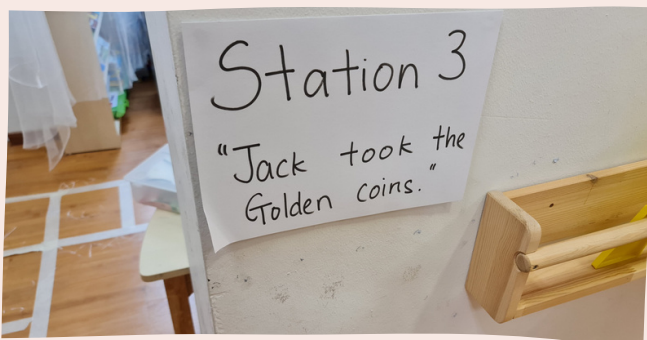
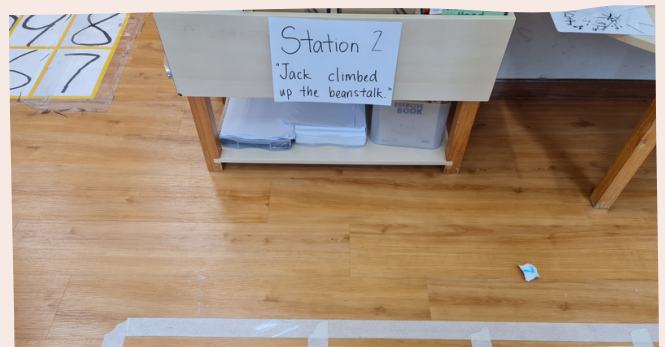
- Children will run around and pick up leaves from the field and gather them
- They will learn how to count and sort the leaves by different shapes and sizes.



(c) Storytelling through games: Jack & the Beanstalk

- For their inquiry on stories, the teachers posed the question, "How do we tell stories through games?"
- The children chose the story, 'Jack and the Beanstalk' and were divided into small groups to brainstorm different games for different parts of the story. Children shared their ideas with their friends and they were invited to set up their own game stations. Each station focused on a gross motor skill such as throwing, climbing, jumping, crawling, rolling and hitting. As children played, they were encouraged to tell the story.

Set Up Pictures



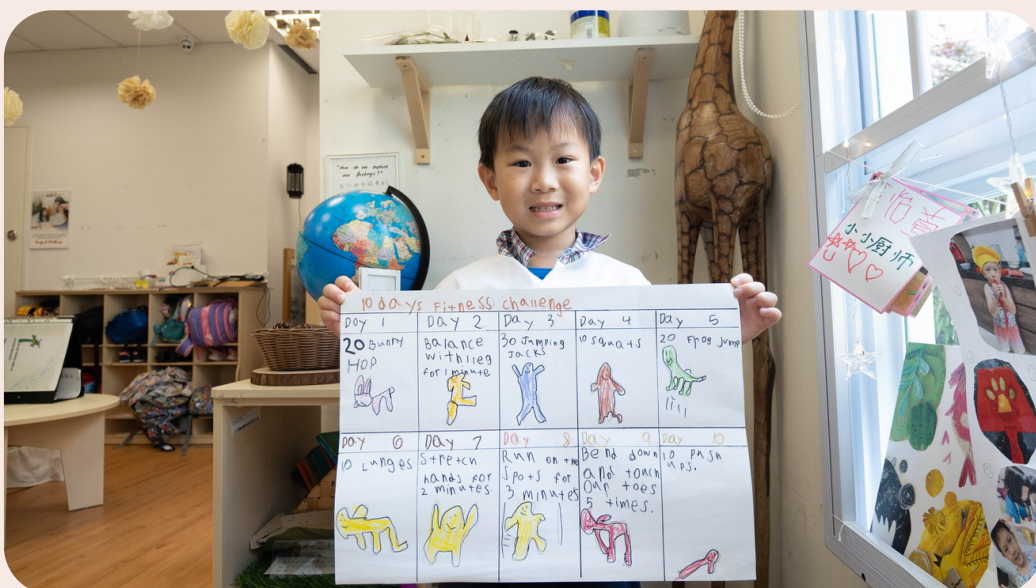
(2) BRAIN BREAKS

10-Day Fitness Challenge

- K1 children created their 10-day fitness challenge chart. They discussed as a class and came out with different types of body movement actions to do throughout the 10-day challenge



Example of a fitness challenge



Boy holding his fitness challenge

(3) ACTIVE NAVIGATION ROUTE

Applicable to any age group from infant to K2 with differentiated teaching strategies.

(a) N1 Navigation Route



Click below to watch samples of children going through the Navigation Routes:

[Logs Navigation Route](#)

[Footsteps Navigation Route](#)

[Tree Bark Navigation Route](#)

(b) Infant Care Navigation Route



(4) ACTIVE PLAY CORNERS

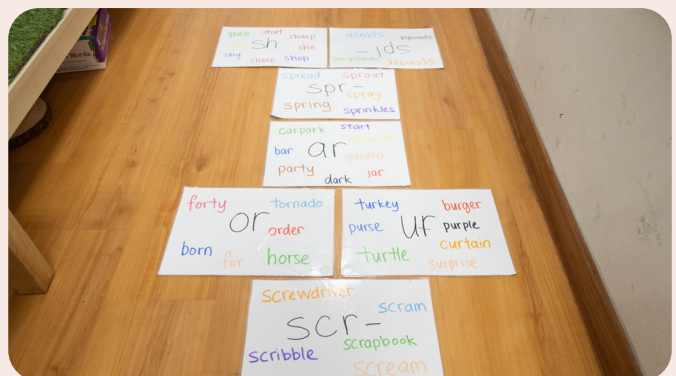
(a) Number Line Exercise (Numeracy)

- K1 children created a number line from 1 to 20. They were encouraged to throw two dice; a number dice and an action dice. They followed the actions as shown on the dice. Actions consists of different kinds of gross motor skills such as leaping, hopping, running and skipping



(b) Hopscotch Sight Words (Language & Literacy)

- K1 children created a sight words hopscotch. They were encouraged to throw the beanbag and hop to the sight words and shout the word



(c) Snake and Ladder (Numeracy)

- K2 children created a snake and ladders game. Children were encouraged to write the numbers for the game. The snakes and ladders were made movable to encourage variety

