

### Quality Interactions and Communication: *Teachable Moments*

#### MAKING CARS GO FAR

*Children are choosing from different interest areas to engage in play and exploration during morning free choice time. One of the teachers, Amber, is filling out the breakfast chart.*

**Amber thinks to herself:** "Jamal and Sanja are playing with cars in the block area. I'll move closer to see what's going on."

*Amber moves closer to the children and sits on the rug nearby.*

**Jamal says:** "I want my car to go really far!"

**Amber thinks to herself:** "Oh, they built a ramp and are thinking about distance. I want to observe what they're going to do next."

**Sanja says:** "Push it harder. Make it go far."

*Jamal pushes the car harder, but the car falls off the ramp. The children look confused about why it didn't work.*

**Amber thinks to herself:** "Here is an opportunity to extend their learning. Maybe I can help them think about making the ramp steeper."

**Amber says:** "You tried pushing the car harder to make it go a longer distance. I'm wondering what would happen if we made the ramp a little steeper by making it higher?"

**Sanja responds:** "I can make a high one over here."

*Sanja sets up a steeper ramp alongside the original ramp.*

**Amber says:** "Sanja made a steeper ramp. Let's put the cars on top and see which one goes farther."

*Jamal puts one car on the original ramp, and Sanja puts another car on the steeper ramp.*

**Sanja exclaims:** "Mine went really, really far! I want to do it again."

**Amber asks:** "Why do you think Sanja's car went farther?"

**Jamal says:** "Because that one is really high."