

FACILITATOR'S GUIDE

Supporting Concept Development: **Designing Learning Environments**

WHAT'S IN THIS PD2GO PACK?

Learn how to design learning environments that encourage children's exploration, investigation, and discovery. Active participation in these learning experiences promotes children's deeper thinking skills. This pack helps teachers/ providers intentionally design the physical learning environment by considering interest areas, open space, and materials.

Your Participants Will... increase their capacity to intentionally create learning

environments that support children's active exploration and investigation.

SUPPORTING MATERIALS

Facilitator's Guide Everything you need to facilitate this PD2GO presentation on *Designing Learning Environments*, including an interactive presentation page along with step-by-step presenter's notes.

Coaching Corner One-page resource with self-reflection and practice opportunities that can be explored individually, with peers, and in professional development sessions.

Additional resource materials related to this pack provide opportunities to explore and expand your skills and knowledge through **Digging Deeper**, **Resource Links**, and **Family Connections**.



HOW TO USE THIS FACILITATOR'S GUIDE

This Facilitator's Guide will provide you with step-by-step information on how to present this session using the interactive presentation page and downloadable materials specific to this PD2GO pack. We recommend opening the pack presentation as you go through this Facilitator's Guide.

THE INTERACTIVE PRESENTATION PAGE

The presentation page includes the following elements:

Steps

Click on each number icon to begin the section of the presentation use the presenter's notes in this guide to facilitate each step of the presentation.



DOWNLOADABLE MATERIALS

In This Pack

Click on the downloadable materials hyperlink to access all materials related to this presentation.

In This Bundle

Click on the downloadable materials hyperlink to access all additional resources and materials that can be used with this presentation and other related packs.

EXPANDING ON THIS PD2GO PACK

This presentation on *Designing Learning Environments* can be used individually or in conjunction with related packs in the bundle, including *Extending Exploration, Deep Learning,* and *Integrated Learning*. Additional resources and materials in this bundle (*Digging Deeper, Resource Links,* and *Family Connections*) are designed to extend skills and knowledge around these related packs, provide links to resources, and promote partnerships with families.

MATERIALS

In this pack, you will find:

Download all (3.6 MB)

Facilitator's Guide (3.9 MB) Everything you need to facilitate this PD2GO presentation on Designing Learning Experiences, including an interactive presentation page along with step-by-step presenter's notes.

Coaching Corner (160 KB)

One-page resource with self-reflection and practice opportunities that can be explored individually, with peers, and in professional development sessions.

In this bundle, you will find:

Download all (270 KB)

Additional resource materials related to this pack provide opportunities to explore and expand your skills and knowledge. The resources include:

- Digging Deeper (160 KB)
- Family Connections (210 KB)
- Resource Links (150 KB)



STEP 1: START

PRESENTATION SEQUENCE FACILITATOR'S NOTES [3 min] CLICK Step በ **Facilitator:** Think about different rooms in your home. CLICK **Facilitator:** How does the kitchen space support you when you cook a meal? CLICK **Facilitator:** CLICK **Facilitator:** The rooms of our home are room. intentionally designed to serve distinct purposes. ONO Q

Step 1 - Start

Think about different rooms in your home. Each room serves a purpose. The layout of the room is designed to support what people do in that room. You sleep in your bedroom, shower in the bathroom, and cook in the kitchen.

Take a moment to think about your kitchen. How does the kitchen space support you when you cook a meal?

Pause for responses from the group.

From the available counter space to the placement of appliances, your kitchen was designed to help you prepare food.

Now, imagine cooking in a kitchen that is poorly designed. If appliances are not where you need them, you don't have enough counter space, or cooking utensils are not easily accessible, you would certainly have a hard time cooking!

The rooms of our home are intentionally designed to serve distinct purposes. A welldesigned space supports what we do in that



STEP 2: CONNECT

PRESENTATION SEQUENCE



stage for and supports children's active learning.





FACILITATOR'S NOTES

[4 min]



Step 2 - Connect

Facilitator: Just like your home's design helps you accomplish specific tasks in different rooms, a well-designed early childhood space sets the stage for and supports children's active learning.

> Ruby teaches older toddlers and preschoolers. She wants her learning environment to provide opportunities for children to explore, invent, and experiment. These activities are important for children's concept development and lay the foundation for children's learning and readiness for school. Ruby intentionally designed several areas to support active learning.



Facilitator:

For example, she set up a water table with sponges and containers of a variety of sizes. If you were an older toddler in this space, what might you do?

Pause for responses from the large group. As participants respond, probe with, *What might you explore and discover?*

Facilitator:Ruby has intentionally placed her water table
in this part of the room so children have
opportunities to explore on their own and also
plenty of space to interact with peers or an
adult. She planned for children to investigate
properties of water such as volume and
absorption in this learning space.



STEP 2: CONNECT Continued

PRESENTATION SEQUENCE



FACILITATOR'S NOTES

Facilitator: In another part of the classroom, Ruby intentionally left an open space on the circle rug with open-ended materials on nearby shelves, such as blocks and animals. If you were a young preschooler in this space, what might you do?

> Pause for responses from the large group. As participants respond, probe with, *What might you explore and discover?*

Facilitator: In this open space, Ruby has intentionally offered materials that give the children opportunities to make choices. They can carry out dramatic play with the animals, build with the blocks, or combine both sets of materials and construct a zoo out of blocks for the animals. The children may even use these materials in ways the teacher hadn't considered!



Facilitator:

Thoughtfully designed learning environments can promote investigation, exploration, and discovery.



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STEP 4: PRACTICE

PRESENTATION SEQUENCE



FACILITATOR'S NOTES



Step 4 - Practice

Facilitator:

Let's join Ruby as she designs the learning environment. She would like children to have opportunities to explore and discover materials with different textures. Ruby thinks about interest areas, open space, and materials.



Facilitator:

In this open space, Ruby sets up balls of different textures with a couple of ramps. Children can compare and contrast the texture of the balls. They can explore how balls of different textures roll faster or slower.



Facilitator:

In an interest area, Ruby has laid out squares of different textures such as sandpaper, an egg carton, felt, and corrugated cardboard.

Turn to a partner and discuss how children explore and discover in this interest area.

Give pairs some time to discuss their ideas. Ask for volunteers to share their ideas.

If you were helping Ruby design an art interest area, what recommendations might you and your partner give her about the space and materials to promote children's exploration and investigation of different textures?

Give pairs some time to discuss their ideas. Ask for volunteers to share their ideas.

Facilitator:

tor: Based on your recommendations, what might children do and learn in this space?







CLICK



Facilitator: Think about the learning environment in your program.





THIS PD2GO PACK WAS INFORMED BY THE FOLLOWING RESOURCES:

- California Department of Education. (2010). *California preschool curriculum framework* (Vol. 1). Sacramento, CA: California Department of Education.
- Copple, C., & Bredekamp, S. (2009). *Developmentally appropriate practice in early childhood programs serving children birth through age 8*. Washington, DC: National Association for the Education of Young Children.
- Jacobs, G. M. (2001). Providing the scaffold: A model for early childhood/primary teacher preparation. *Early Childhood Education Journal, 29*(2), 125–130.
- Rushton, S., & Larkin, E. (2001). Shaping the learning environment: Connecting developmentally appropriate practices to brain research. *Early Childhood Education Journal, 29*(1), 25–33.
- Rushton, S., Juola-Rushton, A., & Larkin, E. (2010). Neuroscience, play and early childhood education: Connections, implications and assessment. *Early Childhood Education Journal, 37*(5), 351–361.

