

Program: Toddler

Interests: Our Toddler program follows an emergent curriculum and is play based. Through observation, interaction and responsive care giving we become familiar with the children's developing skills and emerging interests. We then plan our activities and experiences for each learning area and developmental domain (1.Social, 2.Emotional, 3.Communication, 4.Cognition, and 5.Physical) based on these interests combined with skill development. As new interests and skills emerge we revise the activities and experiences to incorporate these changes.

Play Area	Developmental Domain Indicators	Activities
Literacy and Music	1.1 Social Interest / 2.1 Expression of Feelings / 2.2 Self-regulation / 2.4 Sense of Self / 3.1 Receptive Language / 3.2 Expressive Language / 4.1 Self-regulation / 4.6 Temporal / 4.7 Symbolic Thought, Representation and Root Skills of Literacy / 5.1 Gross Motor / 5.2 Fine Motor / 5.3 Senses	Action songs Stories & books Finger plays Felt stories Musical instruments
Manipulative	1.3 Parallel Play / 2.5 Autonomy / 2.6 Identity Formation / 4.2 Problem Solving / 4.3 Cause-and-Effect Exploration / 4.4 Spatial Exploration / 4.5 Spatial Problem Solving / 4.8 Memory / 4.9 Sorting	Shape sorting toys Stacking toys Sorting toys
Dramatic	1.1 Social Interest / 1.2 Perspective Taking / 2.1 Expression of Feelings / 2.3 Empathy / 2.4 Sense of Self / 2.5 Autonomy / 2.6 Identity Formation / 3.1 Receptive Language / 3.2 Expressive Language / 4.6 Temporal / 4.7 Symbolic Thought, Representation and Root Skills of Literacy / 5.1 Gross Motor	House centre Dolls Automotive toys Puppets Costumes
Sensory	2.2 Self-regulation / 4.1 Self-regulation / 4.3 Cause-and-Effect Exploration / 4.4 Spatial Exploration / 4.5 Spatial Problem Solving / 4.7 Symbolic Thought, Representation and Root Skills of Literacy / 5.1 Gross Motor / 5.2 Fine Motor / 5.3 Senses	Water table Sand table Play dough Baking
Outdoor	2.2 Self-regulation / 2.3 Empathy / 2.5 Autonomy / 4.2 Problem Solving / 4.4 Spatial Exploration / 4.7 Symbolic Thought, Representation and Root Skills of Literacy / 5.1 Gross Motor / 5.2 Fine Motor / 5.3 Senses	Riding toys Slide/play structure Sandbox Adventure walks
Art	2.1 Expression of Feelings / 2.5 Autonomy / 3.1 Receptive Language / 3.2 Expressive Language / 4.3 Cause-and-Effect Exploration / 4.7 Symbolic Thought, Representation and Root Skills of Literacy	We use a variety of tools and mediums to enhance creative art
Block	1.3 Parallel Play / 4.2 Problem Solving / 4.3 Cause-and-Effect Exploration / 4.4 Spatial Exploration / 4.5 Spatial Problem Solving / 5.1 Gross Motor	Stacking blocks Large & small blocks
Active	2.5 Autonomy / 4.2 Problem Solving / 4.3 Cause-and-Effect Exploration / 4.4 Spatial Exploration / 4.5 Spatial Problem Solving / 5.1 Gross Motor / 5.2 Fine Motor / 5.3 Senses	Gym time Climbing toys Action activities
Quiet	2.1 Expression of Feelings / 2.2 Self-regulation / 2.3 Empathy / 4.7 Symbolic Thought, Representation and Root Skills of Literacy	Board books Puppets Cozy area