

## **Marketplace: Welcome to the World of Transportation**

**Objective of Centre:** This learning centre revolves around the theme of transportation, incorporating different modes of travel seen within the students' environment/community. Based on this theme, several educational game-based activities and an interactive makerspace was created. The objective of this learning centre is for students to not only become aware of their surroundings, but to develop literacy skills, communicative skills, social skills, creative skills, and cognitive skills throughout this nurturing educational environment. In all, we hope these activities and makerspace motivates students to learn, while emphasizing the importance of fun and play. In turn, this will stimulate and increase students' interests regarding the topic of transportation, an important attribute within every child's daily lives.

*Let's Get Creative* is a makerspace activity that allows children to create their own mode of transportation. Though this activity incorporates art, it is an ongoing process, where students are provided with different challenges and are required to engage in trial and error throughout the building process. The eight Reggio Emilia principles are intertwined within this makerspace. It provides children with an active learning experience, where collaboration, relationships, and reciprocity is developed.

**Competency 1:** The students are required to draw, write, cut, glue, paint, and use tweezers within the different activities, highlighting fine motor skills. Gross motor skills are used mainly within the makerspace activity, allowing the students to manipulate and move their bodies within their learning environment.

**Competency 2:** The students will continuously interact and express their interests, ideas, feelings, and emotions throughout the activities. This centre provides students with autonomy and responsibility, as they engage in the activities with minimal teacher support.

**Competency 3:** Students are required to share the materials provided in each activity, hold several conversations, and seemingly involve themselves in each activity, while encouraging one another.

**Competency 4:** With the use of picture cues, word cues, writing, drawing, reading, and manipulating objects, students develop appropriate vocabulary, communication, and literacy skills.

**Competency 5:** The students will apply their prior knowledge, experiences, and continuous learning to the activities. The students are observing, exploring, and manipulating information that is relevant in their immediate environments.

**Competency 6:** Although these activities/makerspace are ongoing and continuously develop, the students will complete the challenges and tasks at hand, which become increasingly difficult and complex. The students will show tenacity throughout these learning experiences and use the strategies they have acquired thus far to carry on.

### **Activities & Brief Description**

**Mix & Match Transportation:** For this activity, children will have 3 game-based activities in which they can participate. The first activity will consist of a *mix n match*. Students will take the time to observe the images and pair it with its matching image. The words are provided underneath each image, allowing the children to practise fluency, as well as word recognition. The second game will entail the cards being faced down, where the children will be required to match the image to its identical one. This game will stimulate the children's cognitive abilities, while driving them to memorize where the images are placed. Lastly, in pairs or groups of four, the children will engage in social development through a game of "go fish." This game requires students to be able to recognize the cards they have in their hand, while communicating with their peers in order to successfully exchange their cards with one another.

**Read it, Draw it, Write it! :** For this activity, students will develop literacy skills, including reading comprehension, vocabulary, and writing skills. This activity incorporates age appropriate books pertaining to transportation. Upon completion of a book, children will be asked to draw in their journals a picture of a mode of transportation that they learned about, including simple words to describe their picture, if achievable. The books will be arranged into three levels, ranging in difficulty. Students can easily access this area and can come and go as they please, while continuously adding to their personal journals when they complete a book.

**Operation transportation:** For this activity, children will use tweezers to categorize different modes of transportation into their respective classification in ice cube trays. In groups of two, the students will follow challenge cards that will require them to make different groupings. The children will develop their fine motor, communicative, and intellectual skills.

**The Listening Game:** For this activity, children will have the opportunity to use their auditory and listening skills to uncover different transportation sounds. Using an iPad, students will listen to the recordings, as each level becomes more challenging. The students are provided with visual aids that help them connect the sound with the appropriate image and word. This game-based activity allows children to develop their literacy skills by recognizing words, pictures, and sounds, meanwhile catering to various learning styles (visual, auditory, and reading/writing).

**Let's Get Creative—Makerspace:** For this activity, students will participate in a hands-on-makerspace, where various challenges and testing cards are provided to the students throughout the continuum of the activity. This makerspace activity allows the students to become creative with the resources and materials provided. Children will put their creativity to the test and through trial and error, the students will find ways to make their transportation either move, fly, or float. With minimal restrictions and promoting challenges, children have the liberty to create their mode of transportation of choice.