

Stay and Play Program

Foundations

Two year olds are active, affectionate and strong-willed. It is the time when they begin to notice and explore their world. The majority of a two year old's learning occurs through imitation and play. Two year olds fluctuate between clinging to adults and wanting their own independence. While most of their interactions are still with adults, they are learning how to actively play and interact with other children their age. Two year olds begin to use their language to express their wants, needs and emotions.

The Stay and Play Program's curriculum is designed to enhance children's skills and understanding at each child's individual level. Each child is recognized for his/her individual abilities and special talents. Each child is then motivated to progress at a stimulating pace without pressure or loss of self-esteem.

The Stay and Play Program will support your child's growth by providing an interactive setting where language skills expand rapidly. Your child will learn to make many simple choices and will begin to develop and reinforce self-help skills which may include toileting. Music, art and picture books come alive for the children. The Stay and Play Program is the perfect transition from toddler to preschool.

Specific planning for each of the following areas of child development is included in the foundation of the curriculum:

<u>Specific Area</u>	<u>How Stay and Play Program Addresses This Area</u>	<u>A two year old often:</u>
Emotional and Social Skills	Parents, teachers, and children work together to develop security in the environment.	<ul style="list-style-type: none"> • Plays cooperatively with other children • Begins to share toys, but may take toys away at times • Seeks teacher's attention • Observe others to see how they do things • Enjoys "helping"
Physical Development	<p>Physical Development is constantly promoted in the child's surrounding in our classroom. We provide opportunities for large muscle development such as climbing, group games and movement activities.</p> <p>Small muscle skills are promoted through activities such as cutting, coloring, painting, water and sand play, and block and manipulative toys.</p>	<p><u>Gross Motor</u>--stands on a balance beam, kicks a large ball, jumps in place, runs without falling, throws a ball without falling, marches to music, tends to use legs and arms as pairs, actively explores environment</p> <p><u>Fine Motor</u>--encouraged to use eating utensils, attempts to draw, turns individual pages in a book, picks up small objects, constructs simple 2 and 3 piece puzzles, enjoys short, simple finger play games, strings large beads, builds towers</p>
Creative Expressions	Creative expression is an integral part of our program. Children learn to use imagination through role-playing in the dramatic play area, by creating with blocks, using puppets, and playing with other manipulatives. Music gives children a chance to learn about the world through singing, dancing, listening, and playing instruments and movement.	<p><u>Art</u>--explores a wide variety of art media, expresses self through artwork, receives sensory pleasure by working with various materials and media</p> <p><u>Music</u>--participates by moving to music, imitates and explores musical sounds</p> <p><u>Drama</u>--Acts out feelings and emotion (singing, listening and playing instruments), shows interest in imaginative play</p>
Cognitive Skills	Cognitive Skills are introduced through games, books, songs and exploratory activities.	<ul style="list-style-type: none"> • Listens for 5-10 minutes in a group setting • Follows one step direction • Stays on task for 5 minutes • Counts to 5 by rote • Has emerging recognition of shapes and colors • Has emerging recognition of his or her name in print
Language and Literacy Development	Language and Literacy Development emerges as children share thoughts, feelings and perceptions through receptive language, listening skills and expressive language.	<ul style="list-style-type: none"> • Talks mostly to self • Enjoys showing and naming objects • Speaks in phrases or 3 word sentences • Answers yes/no questions