

Room Arrangement for Play and Learning

The arrangement of the space used by children in a classroom affects how well staff can enhance children's learning and supervise them to protect their well-being. If materials are placed randomly without functional organization, children find it difficult to become involved in meaningful, sustained play. To support productive play, the organization in the room should clearly convey to children where certain materials are accessible, where they may be used, and where they should be returned.

Classrooms that offer many hands-on activities are usually organized in several interest areas. In each interest area, children will find all the materials they need for a particular kind of play and an appropriate play space in which to use the materials.

All About ECERS-3 Item 3. Page 28



TN ELDS Guiding Principles: *Children are active and eager learners. A primary approach to learning is through purposeful, meaningful play. Intentional planning promotes rich learning experiences that invites participation, involve multiple contexts, and engage the sense which help children explore their environment.*

Head Start ELOF: *Teaching must be intentional and focused on how children learn and grow.*

ECERS-3 Item 3. Page 18-19

5.2 At least 5 interest centers are used, including a cozy area protected from active play.

Notes for Clarification: "A cozy area" is a clearly defined space with a substantial amount of softness where children may lounge, daydream, read, or play quietly.



5.3 Teachers can adequately supervise all children visually most of the time. (Ex; if children are hidden, teachers move about the space often enough to ensure children's safety or to encourage learning.)

7.1 Quiet and noisy play area are all separated from one another; not just by furniture but by physical space.

Notes for clarification:

Noisy play areas: dramatic play, block play, music instruments or music played without headphones, and active physical play



Quiet areas: books, writing, and listening centers for stories



Buffer areas: computer, science, fine motor, math, or art can be used to help separate the noisy areas from quiet areas, but there should not be active, noisy play observed interfering with activities within the buffer areas. Separation by space, and not only by furniture, is required between noisy and quiet interest areas.