



Ambulance

PLAYGROUP SESSION PLANNER



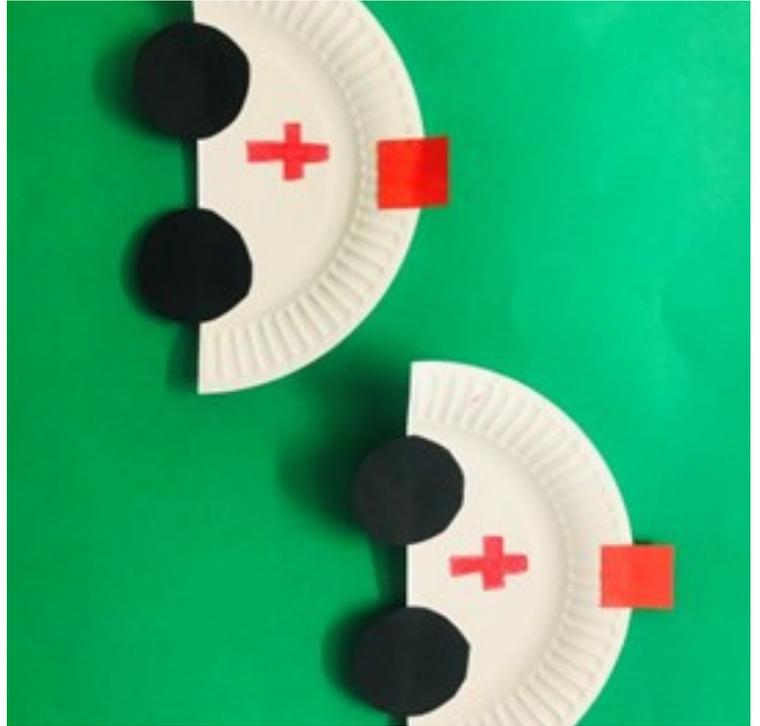


Play Spaces

Theme: Ambulance

An Ambulance is a vehicle that transports sick or injured people to Hospital. Ambulances have two crew members; one drives while the other attends to the patient until they reach Hospital. There are also Air Ambulances which are usually Helicopters or The Royal Flying Doctors which use a plane to get remote patients the help they need.

Up until the early 1900's, Horses and carts were used as Ambulances.



Creative Space

Make your own Ambulance!

CHILDREN WILL NEED: Half a paper plate, black paper, or card for the wheels, red paint, red card for the siren, scissors, and glue.

INSTRUCTIONS: Cut two circles out of the black card/paper for the wheels, glue on to the bottom of the plate. Cut out a siren from the red paper/card or you could use red/orange cellophane, and glue at the top of your Ambulance. Paint a red cross in the middle of the paper plate and leave to dry.

EXTENSION IDEAS: Cut shapes out of the black paper/card and add windows and a windscreen to the Ambulance.

Tag us in your Playgroup's masterpiece on Facebook or Instagram! We love seeing Playgroup artwork!
#playgroupsa



Play Spaces

Easy and fun
outdoor activity!

Providing a diverse range of activities will support children's experience and whole developmental experience. Play spaces and activities can be set up as opportunities for free play.

Sensory Activity *Ambulance Red Playdough*

You will need: 1 cup of plain flour, ½ a cup of salt, 1 tablespoon of cream of Tatar, 1 tablespoon of Cooking Oil, 1 cup of hot water, ½-1 teaspoon of red food colouring. If you have a large group, you may want to double the batch or make two lots of playdough. You can also add a few drops of peppermint essence, or Lavendar oil to add an extra sensory aspect to the playdough.

Instructions: Mix together the dry ingredients. Mix food colouring and oil into the water and slowly add to the dry ingredients until dough forms. Knead until smooth and stretchy. Store in an airtight container in the fridge until needed.



Outdoor Activity *Box Ambulance*



Collect two big boxes – paint or draw a big red cross on each side of the box, and let the children climb inside and drive the Ambulances around outside. Let them stop and help their injured friends. A wonderful opportunity for some role play. If you have any medical dress-ups, let the children wear them to help with the role play.



Play Spaces

How to set up your Play Space...

Baby Play



Setting up a Baby Play area can be very simple. A soft mat and some pillows are a great start. Items to include could be a mirror on the wall, treasure baskets, musical instruments, surprise box with different texture materials or scarves. Board books and some open space so that baby can explore and roll.



Quiet Corner



A sensory tent or area is valuable for children who are overstimulated and need some quiet time or space away from the group. You can include pillows, a blanket, sensory toys such as glitter wands, stress balls, bubble timers, poppits, wooden fidget toys, reversible sequins cushions, books and ear muffs.

Social Space



Social spaces include role play opportunities where children can play out scenarios such as kitchens, cafes, supermarkets, doctors, florists, bakeries, airports, work bench with tools and many others. You may provide dress ups, items for sale or production or service. This can also include playing families and home making.



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Builder's Corner



Ways to set up a builders corner include duplo, cars and train sets, loose parts play, box construction, wooden blocks, stacking and building games, cup stacking, building a fort with blankets, arranging materials on a lightbox, sand play and plasticine.

Group Time

Creative Play

Routines provide predictability for children

Activities to include in your Playgroup Routine

Welcome Song



Ninna Marni [Niina Marni]
Niina marni? Niina marni? >> Marni'ai.
Marni'ai
Wanti niina? Wanti niina? >> Wardli-ana,
Wardli-ana.
© Cherie Watkins

Song Time



Please see the last page for this session planner's song.
Join in with your group.



Shared Experience

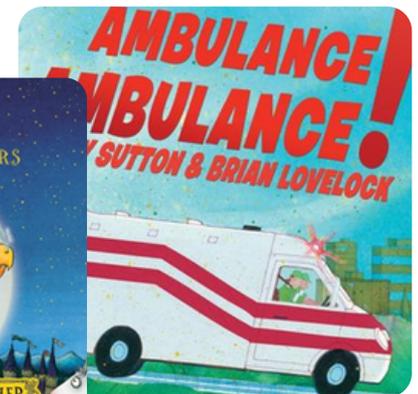
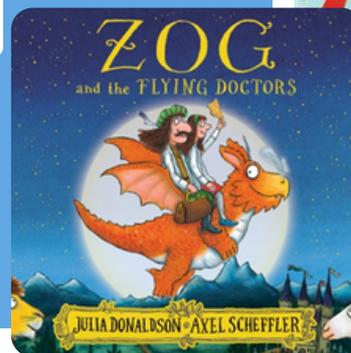


Talk to the Children about calling 000 – what that means, who they can ask for when calling triple 0. Do they know how to call? Wonderful opportunity to discuss all the emergency services and to only call 000 if it is an emergency.

Story Time



Zog and the Flying Doctors by Julia Donaldson & Axel Scheffler
Ambulance Ambulance! By Sally Sutton & Brian Lovelock.



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Goodbye Song



Where are the children? Where are the children?
Here they are! Here they are!
We had fun at Playgroup! We had fun at Playgroup!
Bye for now, Bye for now!

The Wheels on the Ambulance

The wheels on the Ambulance go 'round and 'round

'Round and 'round, 'round and 'round

The wheels on the Ambulance go 'round and 'round

All day long

The siren on the Ambulance goes waah-waah-waah

Waah-waah-waah, waah-waah-waah

The siren on the Ambulance goes waah-waah-waah

All day long

Framework



Playgroup SA's Playgroup Planning Framework has been designed to ensure that there is an evidence-informed approach to the planning of activities and experiences. There are five play types drawing on Mildred Partens work, the Australian Early Development Census (AEDC) domains of development are covered, and the five outcomes in the Early Years Learning Framework. The Programming framework ensures that children attending Playgroup are engaged, are participating and have a diverse set of activities and experiences to support them to thrive. When programming we make sure there are opportunities for purposeful play, we think development and plan for outcomes.

Play Types

'Play' is synonymous with how children spend most of their time in the first few years of life. People of all ages benefit from play and play-based activities. Play is the central mechanism, providing a strong foundation for learning. When activities programmed at Playgroup align with each of the Play Types, children will enjoy a rich and diverse learning experience at Playgroup. When children interact and experiment in the Playgroup environment, they will better organise and make sense of the world around them as they play.



Functional Play



Construction Play



Role Play



Explorative Play



Creative Play

AEDC Domains

AEDC developmental domains help to provide a common language for families, and educators to understand and discuss outcomes through a developmental lens when children engage in different play-based activities. The AEDC domains can be particularly useful for reflecting on how individual children's development is progressing, and programming activities that work toward achieving optimal outcomes for each child. Understanding these domains of development can help families connect the activities and experiences that will support children to develop the skills in preparation for transitioning into the pre-school and school environments.



Physical health and wellbeing



Social competence



Emotional maturity



Language and cognitive skills



Communication skills and general knowledge

Early Years Learning Framework

The EYLF is used as the central framework in Early Childhood Education settings. The EYLF was designed to ensure that children in all early childhood education and care settings have access to meaningful activities and experiences that will support children's learning from birth through to five years. EYLF is Play-based and recognises families as children's first educators. A quality experience at Playgroup aligned with EYLF outcomes will ensure that children will have the best chance of positive experiences in the learning environment at school.



Outcome 1 Children have a strong sense of identity



Outcome 2 Children are connected with & contribute to their world



Outcome 3 Children have a strong sense of wellbeing



Outcome 4 Children are confident & involved learners



Outcome 5 Children are effective communicators