

Holly Squashic
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ECE 211
Professor Reich-Shapiro

Designing Play Activities in the Curriculum

The theme (topic) of my curriculum web is:

Food

The “Big Ideas” I want to explore within this topic are:

Likes and differences in foods, where does food come from, what foods help or hurt our bodies, what happens to decomposing food (why does this happen), why do some lack in food and how can we help

The five sub-themes (topics) of my curriculum are:

Food (likes, dislikes,
cultural dishes)

Foods origins

Food and the body

Food decomposition

Food
inadequacy/inequity

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For each of my sub-themes, a creative play activity that would support students in learning about that topic is:

<p>Kitchen play with play wooden or plastic food, Be sure to include foods from different cultures, cooking utensils.</p>	<p>Kitchen community blocks, people figures or blocks, and farm/restaurant community blocks (animals?)</p>	<p>Human body model, human body puzzles, food puzzles, sensory bin with rainbow rice</p>	<p>Dirt sensory bin, seeds and tweezers with magnifying glasses out, sorting pie with seeds table with glue and seeds</p>	<p>Kitchen play with "donation" bin/"canned" pretend food and play foods that friends can play learn about donating foods</p>
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