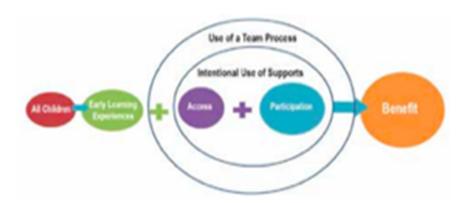
Define Describe <u>planning for ACCESS & Participation within a cycle of intentional</u> teaching



- 2. Environment, Materials, Scheduling, Learning Experiences, Supportive Interactions WHOLE group discussion around what is the role of each of these components in the graphic above:
- Making connections to your classroom learning environment, your routines, your curriculum, learnings experiences you've intentionally designed, and how you are responsive with supportive interactions

Morning Entry	What does this look like in your classroom?
Transition to Table Top Activities	

Apply to this thinking chart below:

Planning for and delivering in person learning experiences	Planning for and supporting virtual learning experiences - coaching community based	Planning for and supporting virtual learning experiences - coaching family home
Physical Classroom - Public School Specific sections of classroom where materials, toys, supplies are located There are certain activities that occur in assigned parts of the classroom Prediction, children know where certain activities occur	Physical Classroom - Community Based	Home
 Materials Vast array of toys, puzzles, blocks, books, etc. Open-ended materials for exploration, experimentation, creation 	Materials	Materials
Classroom Routine / Schedule	Classroom Routine / Schedule	Home Routine / Schedule
Parts of day that happen the same way	Parts of the day that happen the same way	Parts of the day that happen the same way

Opportunities for Specific planned learning experiences	Opportunities for Specific planned learning experiences	
Examples of planned learning experiences	Examples of planned learning experiences	