

Theory of Action

43

Initial: If we incorporate research play based instruction during math block, teachers will have highly engaging and effective lessons. Students will meet and master content standards while learning with real world examples. Students will develop social emotional skills such as flexibility and resilience needed for dealing with complex situations.

Revised: As we began working on our project, we felt the need to shift our focus from the math block to the play block. By restructuring productive play and early literacy block so that they align with math, science, social studies, oral language, and writing standards with 2 6-week play scenarios, we could meet our initial goals.

Last year Meriden introduced Productive Play to both kindergarten and first grade. The district provided funding for the grades to purchase play materials. The purpose of the block was to help eliminate behaviors and introduce social skills. Teachers were given the freedom to decide how this would look in their classrooms. Even though many teachers have implemented play centers into their daily schedules, there is no uniformity and no real guidance as to what standards are being addressed. In order to ensure that Productive Play continues to stay part of the kindergarten and first grade schedule, we wanted to research the important role it plays in student's development, and how it easily incorporates academic learning.

Alignment with District Vision

 "Strengthen tiered instructional strategies in K-12 implemented through research-based practices, student-centered learning, and equitable opportunities for all."

 "Classroom environment to include student engagement, student discourse, procedural practice, maximizing instructional time, and use of technology."



Leadership/Action Steps





Collaboration



Presentations

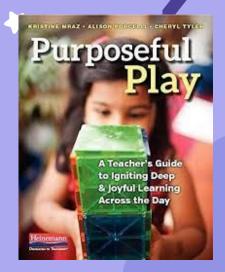


Implementation











- Literature
- PD with a consultant
- Observations
- Participated in forums



















Games/strategies

- Freeze dance
- Message of the day
- Who chooses first?
- I have/who has

Learning Scenario

- Building background knowledge of grocery shopping
- Play planning
- Center management





















Student Writing Samples



Cooperation

Working as a community to build something together



Data

Pre and post assessment



Interest

Real world experience, colleague buy-in



Language

Vocabulary development, engaging in reciprocal play



Creativity

Prop making, student generated ideas on how to improve scenario

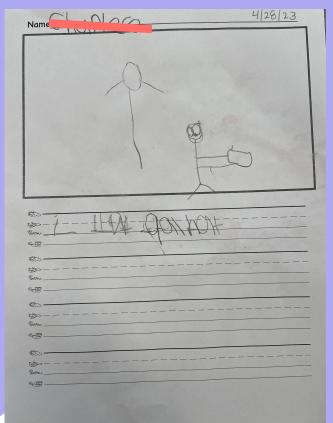




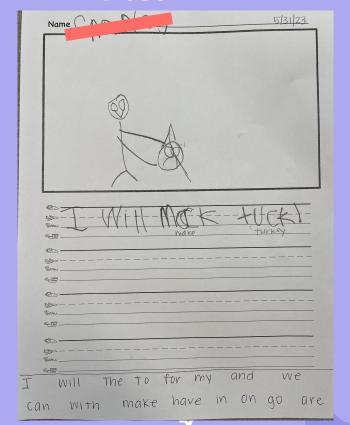
Student Writing Samples



Pre



Post



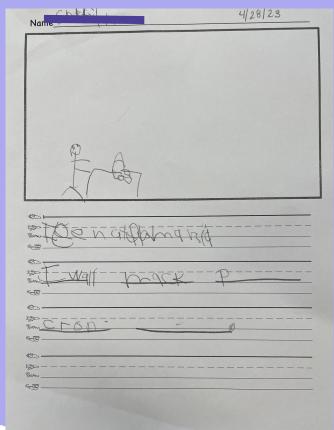
Student Writing Samples



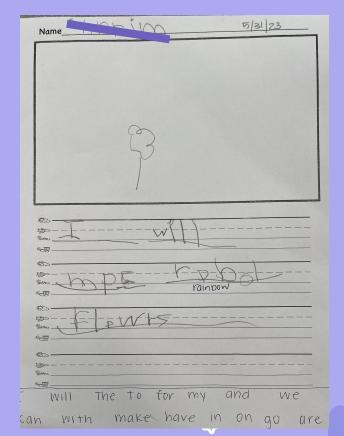




Pre



Post



Group Collaboration Play and Problem Solving Scale (GPS) data \$\paralle{\pi}\$ (socialthinking.com)



Student Initials	Question A		Question B		Question C		Question D		Question E		Question F	
	pre	post										
KR	2	4	2	3	2	3	2	4	3	4	2	2
GG	2	4	3	4	3	5	2	4	2	4	2	3
ws	1	4	3	4	3	5	3	5	3	4	2	3
average growth		2.3		1		1.6		2		1.3		0.6



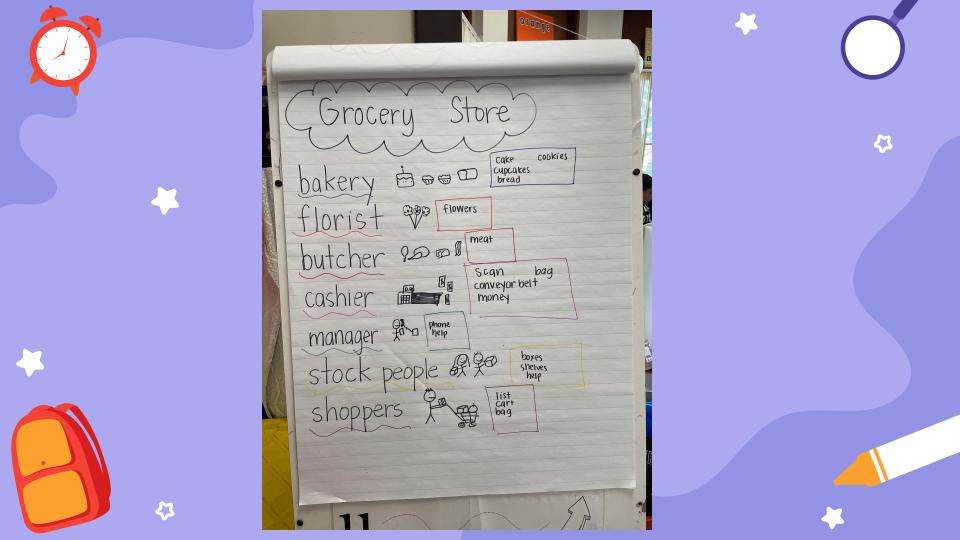


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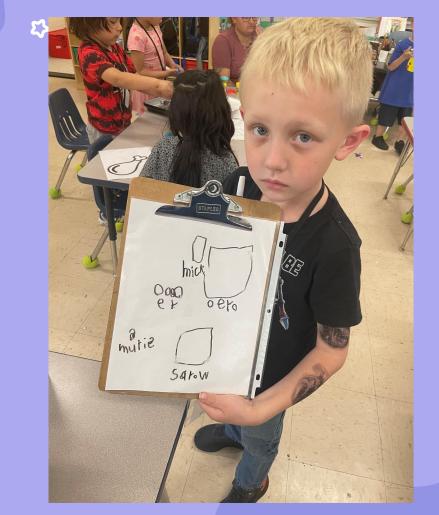


How well does the child problem solve during interactive play?

Level 1	Level 2	Level 3	Level 4	Level 5
always recognize when there is a problem, unless it directly affects his or her ability	Child does not often recognize his or her role in a problem with a peer and will need full adult support to solve it.	Child is able to solve small problems independently. When there is a problem with a peer, the child will need help identifying the problem and negotiating solutions.	Child is recognizing problems with peers and is emerging in ability to solve small ones that do not directly impact his or her own strong desires.	Adults are usually not needed for solutions to play problems.

















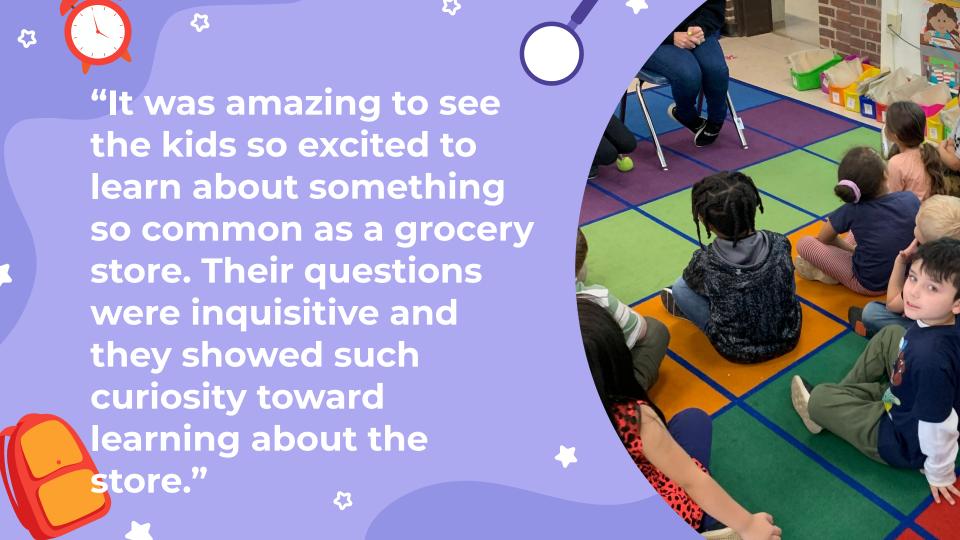






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Making flowers at the florist section





Next Steps

43

Step 2

Grade K at Roger Sherman pilots learning scenario

Step 4

Grade K at Roger Sherman collaborate with Grade 1 at Sherman



Step 1

Gabi & Rachel proposed continuation of work with consultant

Step 3

Grade K at Roger
Sherman
collaborate with
colleagues at
other schools

Step 5

All schools successfully enhance the play block for both K and Grade 1





Our Domain Focuses



Domain II: Accessing and Using Research to Improve Practice and Student Learning

- Read books and participated in PD, observations of school models
- Identified an area of concern in students' executive functioning skills

Domain IV: Facilitating Improvements in Instruction and Student Learning

- Implemented executive functioning practices throughout the school day
- Enhanced Purposeful Play block

Domain VII: Advocating for Student Learning and the Profession

- Professional development and collaborative conversations with colleagues
- Advocated for continued learning in Executive Functioning and Purposeful Play



Reflection on Leadership







- Collaboration with each other
- Advocating for ourselves and our work
- Flexibility and persistence



- Being able to make a change and continue with it to next year
- Self assessment
 with aiding in
 the
 development of
 Executive
 Functioning

Challenges/Success

- Adaptations along the way
- Student growth



23





