






Continuous Provision Common Play Behaviours: Small World

Behaviour	Imitates and represents objects as another	Represents an environment	Creates a narrative around play	Recalls past events	Enhancements
<p>High Level</p> 	<p>Children represent a range of resources as chosen objects Children are able to find a resource for a given purpose to fit their narrative of play</p> <p>Resources: Open ended resources, cardboard tubes, lollipop sticks, stones, sticks, open ended plain peg dolls, wheels, corks, curtain hooks, cable reels, blocks</p>	<p>Children create an environment that they have created/ imagined Children design and imagine their own story setting</p> <p>Resources: Foliage, wooden houses, sticks, stones, access to construction area, story characters, tuff tray inserts with different 'terrain.'</p>	<p>Children use story language and story features to create a narrative of their own</p> <p>Resources: A high range of varied texts such as traditional tales, nonfiction etc.</p>	<p>Children are able to intertwine their own experiences with the experiences of others Children can create shared narratives</p>	<p>Small world area and construction are to be next to each other/together in all classrooms so that children can use resources from both areas to facilitate play.</p>
<p>Mid-Level</p> 	<p>Children may begin to represent objects as different objects, for instance may use a block as a bed. Children can start to explain what they are using the object for.</p> <p>Resources: Access to construction area resources, fabrics such as felt, cardboard tubes, lollipop sticks, stones, sticks, open ended plain peg dolls, wheels</p>	<p>Represent/create environments from stories</p> <p>Resources: Story characters, books such as traditional tales in the role play area, foliage, open ended resources, fabrics</p>	<p>Children use some story language in their play - familiar lines from stories, familiar story themes</p> <p>Resources: A high range of varied texts such as traditional tales, nonfiction etc.</p>	<p>Children are able to articulate thoughts and feelings through narrative</p>	



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<p>Low Level</p> 	<p>Children can imitate sounds, such as vehicles or animals. As children play, they represent objects as what they are.</p> <p>Resources: Cars, trains, other vehicles, a range of animals such as farm, jungle, sea, polar</p>	<p>Children represent an environment that they are familiar with</p> <p>Resources: Dolls house, blocks, cars, peg dolls, open ended resources, fabrics</p>	<p>Children can explain their actions in small world play (e.g.: - Pretend the man is walking)</p> <p>Resources: Staff modelling small world play to the children by adding narratives, speech, talking about what is happening etc.</p>	<p>Children react to their own experiences through a narrative</p>	
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