



Characteristics of Effective Learning



Playing and Exploring (engagement)

Finding out and exploring:

- Showing curiosity about objects, events and people
- Using senses to explore the world around them
- Engaging in open-ended activity
- Showing particular interests

Playing with what they know:

- Pretending objects are things from their experience
- Representing their experiences in play
- Taking on a role in their play
- Acting out experiences with other people

Being willing to 'have a go':

- Initiating activities
- Seeking challenge
- Showing a 'can do' attitude
- Taking a risk, engaging in new experiences, and learning by trial and error

Active Learning (motivation)

Being involved and concentrating:

- Showing a deep drive to know more about people and their world
- Maintaining focus on their activity for a period of time.
- Showing high levels of involvement, energy and fascination
- Not easily distracted
- Paying attention to details

Keeping on trying:

- Persisting with an activity or toward their goal when challenges occur
- Showing a belief more effort or a different approach will pay off, and that their skills can grow and develop (growth mindset)
- Bouncing back after difficulties

Enjoying achieving what they set out to do:

- Showing satisfaction in meeting their own goals (I can!)
- Being proud of how they accomplished something - not just the end result
- Enjoying meeting challenges for their own sake rather than external rewards or praise (intrinsic motivation)

Thinking Creatively and Critically (thinking)

Having their own ideas (creative thinking):

- Thinking of ideas that are new and meaningful to the child.
- Playing with possibilities (what if? what else?)
- Visualising and imagining options
- Finding new ways to do things

Making links:

- Making links and noticing patterns in their experience
- Making predictions
- Testing their ideas
- Developing ideas of grouping, sequences, cause and effect

Choosing ways to do things:

- Planning, making decisions and how to approach a task, solve a problem and reach a goal
- Checking how well their activities are going
- Flexibly changing strategy as needed
- Reviewing how well the approach worked