Developmentally Appropriate Environment: School Age Classroom Checklist


## Required:

50 consecutive minutes of uninterrupted free play/prorated for < 4 hours

## Required Materials. All must be accessible:

Books: one for each child (at all times)
Blocks: two sets of 10-20
Dramatic Play Materials: 5 different examples

## SACF Content Areas

(Required: evidence of $5 / 9$ in room)

| $\square$ Arts \& Culture |
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| $\square$ Environmental Learning |
| $\square$ Global Learning |
| $\square$ Health \& Wellness |
| $\square$ Language, Literacy \& Numeracy |
| $\square$ Service Learning |
| $\square$ Social-Emotional Learning |
| $\square$ Media \& Tech |
| $\square$ STEM (science-technology-engineering-math) |

Others not seen in room can be shown as evidence from last year

| Fine Motor Materials <br> 6 Different Types | Art Materials <br> 6 Different Types | Math/Number Materials <br> 6 Different Types | Science/Nature Materials <br> 5 Different Types |
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## Interactions - All of the following must be observed

All staff/staff and staff/child interactions must be positive or at least neutral
Staff and children demonstrate enjoyment in being with each other
Staff respond to children's needs promptly and appropriately
Staff have developmentally appropriate expectations for children's behavior

## At least 2 of 5 must be observed:

Staff are near children when promoting positive interactions and learning opportunities
Staff initiate language and literacy activities to support language
Staff have turn-taking conversations with most children and ask follow-up questions with a pleasant tone of voice Staff intentionally create opportunities for all children to engage in peer interaction in ways that are appropriate for each child
$\square$ Staff provide children with descriptive feedback for their efforts or accomplishments
$>$ Dramatic play
> Reading area
> Large motor/active area
> Arts and crafts
> Music and Movement area
> Blocks and construction (building area)
> Outdoor Area with various activity zones
> Games, puzzles, small manipulatives
> Science/Nature

## Brief list of examples of School-Age Materials for Use in an Afterschool Program

## Books/Reading Materials

- Must be age appropriate for the range of developmental levels and interests of your group
- Can include fiction and non-fiction, magazines, child/group made books
- Staff should consider including books that depict diversity (ages, races, ethnicities, abilities)
- Books are another way to support SACF content area, such as non-fiction science (about weather, animals and nature, astronomy), global learning (diverse countries, cultures, people), health and wellness, human diversity and acceptance.


## Art materials -

- Drawing and sketching: pencils, pens, markers, oil pastels, chalk, colored pencils, crayons
- Painting: watercolor, tempera, bingo markers
- Collage/constructive art using "loose parts", such as pom poms, tiles, cardboard, yarn, cloth pieces, ribbon, items from nature (leaves, shells, stones, bark, seeds, wood), recyclables (cardboard tubes, caps, etc....)
- Crafts, such as origami, sewing, beading, weaving
- Sculpting: play doh, clay, silly putty, goop


## Fine motor -

- Includes art materials (see above for examples), puzzles of varying levels of complexity, math manipulatives (see below for examples), fine motor manipulatives for building (e.g., K-nex, mobilos, Legos), games with small parts
- Tools: cooking utensils used in cooking and pretending, art, writing and homework supplies, tools for science exploration (magnifier, tweezers)


## Blocks -

- Unit blocks of differing shapes and sizes (squares, rectangles, cylinders, arches, boards, etc....), large wooden hollow blocks, specialized wooden blocks (architecture blocks, castle blocks, small counting/sorting blocks)
- Accessories to augment/support block play: people figures, hard animals, small vehicles, small trees
- Note: Legos is considered a type of "block" by YoungStar, in afterschool programs.


## Dramatic play -

- dress-up clothes, costumes, props, puppets, materials for both boys and girls to support roles and situations (work, adventure, fantasy, theatrical productions, materials to create costumes).


## Math/number development -

- Math Manipulatives: unifix cubes, parquetry blocks, patten blocks, geo boards, tangrams, small objects or "loose parts" used for counting, sorting, seriating, weighing, etc...
- Board or card games that include counting or other math concepts (e.g., dominos, mancala, number lotto, math fact cards, playing cards)
- Math tools or equipment: calculators, magnetic numbers, balance or other scales, timers, rulers, tape measures

