



# Characteristics of Effective Learning

## Playing and exploring - Engagement-

- Finding out and Exploring
- Being willing to 'have a go'
- Playing with what they know

Children show curiosity about objects, events and people and use their senses to explore the world around them. They make choices, initiating their own play, pursuing their own interests. The child learns through open ended play activities including pretend play. They pretend objects are different things from their own experiences. They may play on their own, talking to themselves or with others, communicating together. They challenge themselves within their play, taking risks and are willing to 'have a go' at new experiences. They play with confidence and learn by trial and error.

## Active learning - Motivation-

- Being involved and Concentration
- Enjoy achieving what they set out to do
- Keep on Trying

Children have high levels of energy and fascination, demonstrating good concentration for a period of time, and are not easily distracted. They will pay attention to detail. They can ignore distractions around them. The child will keep trying and can cope with difficulties that arise, beginning to adapt ideas or correct their mistakes. They feel a sense of satisfaction at their own achievements and will respond positively to challenges, persisting to achieve their goals without the need for external reward. They appreciate the process and not just the end result.

## Creating and thinking critically - Thinking-

- Having their own ideas
- Making links
- Choosing ways to do things

Children share and pursue their own ideas, choosing ways to approach tasks and do things. They predict, test and develop ideas. They recognise cause and effect and can make links and notice patterns. They check how well things are going and reflect and review progress made. They can problem solve and group and sequence ideas. They make connections to previous learning, predicting what might happen and plan what to do. They will reflect on what they have done, test out their ideas and if unsuccessful, look at different ways to do things.