

**Let's Shake Our  
Sillies Out!  
Making Large-  
Group Time  
Fun and  
Exciting.**



# Large-Group-Time Basics: Importance of LGT

Large-group time

- Gives all children a repertoire of common experiences
- Builds a sense of classroom community
- Encourages all children to be members of the group
- Provides opportunities for children to take child-sized leadership roles



# Large-Group-Time Basics: Characteristics of LGT

- Active learning in a whole-group setting
- All children and all adults participating together
- Length of about 10 to 15 minutes
- Enjoyable, shared experiences for everyone



# Shared Control

- Shared control is the mutual give-and-take between teachers and children.
- Both children and teachers take turns being the leader and follower; the speaker and the listener.
- Teachers plan activities that allow for children's input, choices, and ideas.



# Shared Control: Teachers and Children Together

- Teachers make adult-sized decisions:
  - planning to move to music with the children.
- Children make child-sized choices:
  - how to move their bodies to that music.



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## Active Learning: A Must at Large-Group Time

Along with shared control, the five ingredients of active learning must be present during your large-group time.

- Materials
- Manipulation
- Choice
- Child language and thought
- Adult scaffolding



# Five Ingredients of Active Learning at LGT

**Materials:** These can include props, as well as children's bodies and voices.

**Manipulation:** Children use their bodies, voices, or props in ways that make sense to them.

**Choice:** Children choose how to move, what to sing, when to participate, or what ideas to offer.

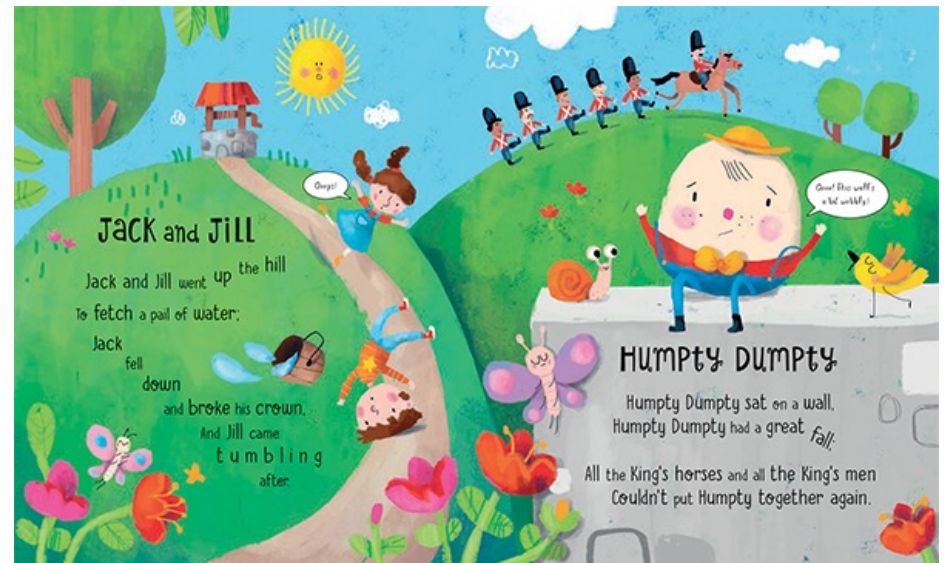
**Child language and thought:** Children express their choices, share ideas, and figure out how to respond to music or movement suggestions.

**Adult scaffolding:** Adults use nonverbal and verbal communication to support children's intentions.



# LGT Activities

- Easy-to-join
- Songs, fingerplays, chants, poems
- Storytelling and reenacting stories and nursery rhymes
- Movement activities
- Cooperative games





## Easy to Join

- Draw children to the group with a simple, easy-to-join activity.
- Begin immediately with the children who have gathered, even if others are still transitioning.



# Easy to Join

Use easy-to-join activities that

- Have few or no directions
- Are active
- Include frequent opportunities for children to add their ideas



## **We Walk our Feet**

We walk our feet toes in,  
We walk our feet toes in,  
We walk our feet toes in,  
and then we stop!



# Nobel Duke of York

Oh, the Nobel Duke of York, He had ten thousand men; He marched them up to the top of the hill, And he marched them down again.

And when they were up, they were up, And when they were down, they were down, And when they were only half-way up, They were neither up nor down.



# Songs, Fingerplays, Chants, and Poems

- Remember to slow down your tempo.
- Keep hand motions simple.
- Build in choices.
- Use a songbook.



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# Storytelling and Reenacting Stories and Nursery Rhymes

- Make up simple stories based on children's interests.
- Reenact simple stories and nursery rhymes.
- Have only a few roles or one role that all children can act out.

Keep it simple!



# Hickory Dickory Dock

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Hickory Dickory Dock, The mouse  
ran up the clock. The clock struck  
one; The mouse ran down Hickory  
Dickory Dock.



# Movement Activities: With or Without Music or Objects

- Give children the opportunity to move their bodies and develop coordination skills.
- Keep it simple! Explore moving with an object first and then layer on the music.
- Sometimes you may want to be specific when asking children for their ideas:
  - *How else can we move our arms?*
  - *What other ways can we walk?*





# Pro Tip!

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- Ribbons tied to plastic bracelets or pipe cleaners make great ribbon wands that are easy to hang onto.
- Carpet squares work well to define “personal space” as children are learning about Large Group Time at the beginning of the school year.



# Group games

- Color Moves – Explain to the children that they will walk around the room. They are to move based on the color paper you are holding up. Green paper means walk fast, yellow paper means regular pace, and blue paper means slow-motion walking. Whenever you hold up a red paper, they stop. Try different locomotor skills – running in place, marching, jumping, etc.



## Colored Eggs

- When the music starts, one colored egg will pass around your table.
- Once the music stops, the person holding the egg does a movement, and the other people at the table will copy.



# Cooperative Games

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- There are no winners or losers—the fun is playing the game!
- Have reasonable expectations
  - Children will respond according to their level of development.
  - Be flexible—games with few or no rules work best.
- Remember to build in choices.



## Pro Tip!

- You can use a parachute and sponge balls, or you can use a bed sheet and have children make paper balls.
- Play musical chairs- remember not to take any chairs away.
- Play Duck Duck Goose-try this with new words such as table, table, dinosaur.

