



FIXING THINGS

EARLY INTERVENTION WITH YOUR YOUNG CHILD

Every child is different. Do what works best for encouraging your child's independent exploration of this suggested activity.



ACTIVITY DESCRIPTION:

Play a back-and-forth game with the child such as rolling a ball. Then add a "roadblock" (with a box, block, or another object that will stop the ball) so that the ball gets stuck. Help your child solve the problem and clear the way for the ball (or object you are rolling back and forth).

STEM LEARNING AREA:

Computational Thinking (early concepts involved in programming computers and coding):

Debugging (figuring out what is wrong and fixing it)

STEM PROGRESSION STEP:

Simple Error Fixer: Identifies a simple error in someone's actions and makes a change - reorganizing two steps into correct order when out of order or fixing an error with adult help

WHAT CAN I SAY?:

- Problem, Fix, Solve
- "Go! Stop!"
- "Uh oh, I think the ball is stuck! What can we do?"
- "How can we make the ball roll again?"
- "How can we fix this problem?"
- "You did it! You solved it! You thought it through and solved the problem!"

IDEAS TO SUPPORT MY CHILD'S GOAL:

Image credit: Creative Commons