



NOTICING AN ERROR

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:

Gather stacking materials (e.g., blocks, books, containers). Build a tower with your child. Miss placing a block on the tower and pause to see if your child notices your error. Help your child notice the error you made.

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 Recognizer: Identifies a simple error in someone's actions by recognizing that an intended outcome has not been reached

WHAT CAN I SAY?:

- Problem, Error, Step, Sequence
- "I put the block on top."
- "Uh oh! What happened?"
- "I messed up! Can you help?"
- "What can we do?"

IDEAS TO SUPPORT MY CHILD'S GOAL:

Image credit: STEMIE