

Play Assembly Week 6

Being Creative and Building things.



This week

Today:

Negotiating Play



What's going well:

- Everyone is happy.
 We are working together





Negotiate -Tyres

What can we do with tyres? Agreed rules:

- -stack no higher than your shoulder
- -look before you roll
- -if jumping off, no higher than your hips



Responsibilities:

- Find anything sharp = tell an adult straight away! (they're looked at first)

Who is going to be getting them out? -all of us

Who is going to be tidying them away? -all of us at the end of lunches, unstack any tyres that are on top of each other

*Reception under the treehouse **KS1 around the ball stand ***KS2 in front of two green sheds (Not Mr Clarke's shed)

If we're not listening to adults, then you won't be able to play with them; if too many disputes then they'll be taken away.





What can we do with the kitchen? Agreed rules:

- *There will be pots and pans too
- -cook, wash up, mix and stir
- -not throwing pots
- -play sensibly with our friends
- -use sticks to stir
- -no picking if still attached or alive

Who is going to be responsible for getting them out?

-anyone that wants to play

Who is going to be tidying it away?

-all tidy away when the whistle goes







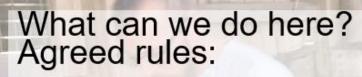
Responsibilities:

- Find anything sharp = tell an adult straight away! (they're looked at first)

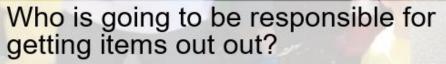
If we're not listening to adults, then you won't be able to play with it; if too many disputes then it'll be taken away.



CREATIVE AREA

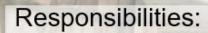


- -knit
- -draw and colour
- -chill
- -read



-children that want to do the activities

Who is going to be tidying it away? -children in the area when the whistle goes



- Find anything dangerous = tell an adult straight away
- Tidy away at the end of each break (papers will fly away otherwise)

If we're not listening to adults, then you won't be able to play with it; if too many disputes then it'll be taken away.





Dynamic Risk Management

means

Knowing how to be safe

by

Being sensible

- Thinking about what you have made or what you are about to do

Checking

 See if it's safe to walk /climb on (ask someone if you are not sure)

Being aware

Make sure its not broken before using it.

The rules of use for each item in the playground helps you to think about how to be safe and have fun!