

Cycle of Inquiry Levels of Development Forms (© Broderick / Hong 2007)

Inquiry Implementation Section

This is the Implementation form: *A Big Idea list to guide your planning.*

BIG IDEA

TIME <i>Of planned activity</i> 9:30 – 10:30	LIST PARTICIPANTS HERE <i>Mary, Stephen, Alec, other children in the Cottage</i>	DATE: Oct. 18, 2007 ROOM: Project Room
WHAT DO YOU THINK THE CHILDREN WERE THINKING? If I have a ball, and a friend, then I can create a game with specific rules since all games have rules.	EVIDENCE: Provide data from your observations that backs up the ideas posted in the box to the left. Mary repeatedly came up with rules to fine-tune the game that she and Alec began to play. When another player entered the game, (Stephen), Mary began to come up with rules about where to sit and how far away from each other to sit. She also came up with the rule that the ball cannot be thrown, only “passed” or “rolled.”	
PLANNING: What is your question (Big idea) that you want to study with the children, and / or what do the children want to study? <i>How can we create a game with this object</i>	What materials will you use to help children experiment with their theories (thinking)? One ball sitting inside of a round clothing basket.	

How will you set up the materials?

I will have the ball sitting inside of a round clothing basket.

[Instructor feedback: must consider and discuss the space – arrangement]

What 4 questions will you prepare to pose to the children?

- 1) Does this game have any rules?
- 2) Are there teams in this game?
- 3) Is there a person in charge?
- 4) How does someone win at this game?

PROCEDURE: IMPLEMENTATION: number the steps

- 1) As the children enter the project room, I will ask them, “How can we create a game with this item?” I will point to the ball sitting inside the round clothing basket.
- 2) The children will begin to play with the ball. They may even begin to incorporate the basket into their play.
- 3) I will ask the children if there are any rules to the game that they are playing.
- 4) I will ask them if they can show me how to play their game