

Unit 4: Play

Content Area: **Family and Consumer Sciences**
Course(s):
Time Period: **Marking Period 2**
Length: **20 days**
Status: **Published**

Assessments

Since FCS courses are designed to promote skill attainment, student progression, and the pace through which they proceed through the performance tasks are based on their affinity for and ability to reach skill attainment. The teacher will determine formative and summative skill attainment; alternative assessments will be incorporated for each student based on their strengths and challenges.

Project recommendations/suggestions

Students will work in groups to create a learning activity for each of the various types of learners. They must include the activity details and a paragraph explaining how it meets the needs of the type of learner.

Students will work together to create a developmentally appropriate, educational game. This game will be developed to be played by preschool-aged children and must include an explanation as to how/why it is developmentally appropriate. The game must have a unique name, be neat and colorful, include all necessary materials to play, and include game rules.

Materials

The materials used in this course allow for the integration of a variety of instructional, supplemental, and intervention materials that support student learners at all levels in the school and home environments:

The resources listed in the [Core Book List](#) in addition to the associated web content and media sources are infused into the unit as applicable and available

Animals like play- <http://www.youtube.com/watch?v=j-admRGFVNM>

Rough and tumble play- <http://www.youtube.com/watch?v=0nqcjrDi8dc>

Rough and tumble play in the wild- <http://www.youtube.com/watch?v=K-QBucBINL4>

