# PreK Strategies: Increasing Access

FOR A WELL-ROUNDED EDUCATION



### **Mississippi Department of Education**

#### **VISION**

To create a world-class educational system that gives students the knowledge and skills to be successful in college and the workforce, and to flourish as parents and citizens

#### **MISSION**

To provide leadership through the development of policy and accountability systems so that all students are prepared to compete in the global community



#### **MISSISSIPPI STATE BOARD OF EDUCATION**

#### STRATEGIC PLAN GOALS

1

All
Students
Proficient
and Showing
Growth in All
Assessed
Areas



2

Every
Student
Graduates
from High
School and
is Ready for
College and
Career



3

Every
Child Has
Access
to a HighQuality Early
Childhood
Program



4

Every
School Has
Effective
Teachers and
Leaders



5

Every
Community
Effectively
Uses a
World-Class
Data System
to Improve
Student
Outcomes



6

Every
School and
District is
Rated "C" or
Higher



## Who Are Your Students?

https://youtu.be/ITMLzXzgB s



## Who Are Your Students?





## Who Are Your Students?

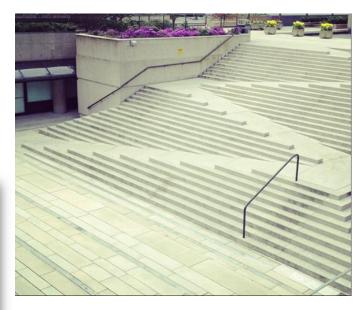
- Students with disabilities
- Dual Language Learners
- Gifted
- Typically Developing
- Low SES
- Homeless/Migrant
- Blank Slate



# **Universal Design**









# **Universal Design for Learning (UDL)**

- An educational framework based on research in the learning sciences, including cognitive neuroscience, that guides the development of flexible learning environments that can accommodate individual learning differences.
- Designs curriculum around learner variability from the beginning rather than accommodating disabilities retrospectively.



# What is Universal Design for Learning?

- UDL is a framework that provides ALL students equal opportunities to learn.
- UDL encourages teachers to design flexible curricula that meet the needs of all learners.
- UDL is used in general education classrooms to make curriculum and instruction accessible and engaging.



## **UDL** in State and Federal Policy

- Higher Education Opportunity Act (2008)
- National Education Technology Plan (2010)
- Every Student Succeeds Act (2015)
- Ed Tech Developer's Guide (2015)
- National Education Technology Plan (2016)



# **Disability Simulation**



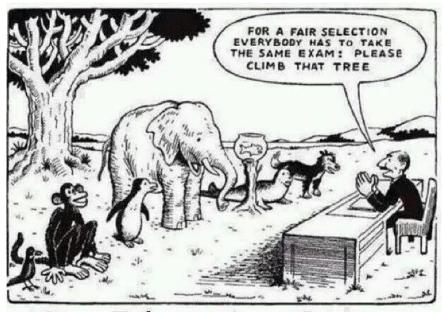


# **Disability Simulation**





# **Disability Simulation**



# Our Education System

Everybody is a genius. But if you judge a fish by its ability to climb a tree, it will live its whole life believing that it is stupid.



# SETTING THE STAGE



### **Environmental Considerations**

 Classroom arrangement – Provide a variety of spaces, but make sure you can see everyone all the time. Avoid putting things too close together. Some centers can be combined if needed.

Classroom décor – Sometimes less is more. Some students can be

overstimulated by a "busy" room.





### **Environmental Considerations**

- Lighting Try using natural light and lamps instead of harsh overhead lights.
- Sensory issues Make yourself aware of the surroundings Too loud? Too crowded? – "Visit" your centers on the students' level.









# **Activity**





# **Turn and Talk**





# **Visual Supports**

- Picture schedules all or part of day
- Labels in classroom pictures and words





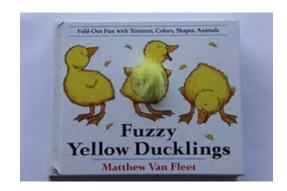




# **Visual/Tactile Supports**

- Interactive Books
- Modifications
- Multi-Sensory Books











# **Communication Supports**

- Low-Tech
- High-Tech
- Routines/Choice-Making





# **Communication Supports**

- Picture Exchange Communication System (PECS)
- Boardmaker







# **Communication Support**

- Voice Output Device
  - Go Talk
  - Tango
  - Dynavox Tobii
  - Proloquo2Go













# **Communication Supports**

- Switches
  - Big Mack
  - Little Mack
  - Step-by-Step
  - Two button Switch





# FOCUSING ON THE STANDARDS



# **Early Learning Standards**

The Mississippi Early Learning Standards for Classrooms Serving Infants Through Four-Year-Old Children organizes skills into these areas:

- English Language Arts
- Mathematics
- Social Studies
- Science
- Approaches to Learning

- Social and Emotional Development
- Physical Development
- Creative Expressions (Dance, Media Arts, Music, Theatre, Visual Arts)



## **Developmental Domains and Standards**





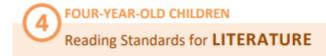
# **Early Childhood Outcomes**

Indicator 7 – Percent of preschool children aged 3 through 5 with IEPs who demonstrate improved:

- A. Positive social-emotional skills (including social relationships);
- B. Acquisition and use of knowledge and skills (including early language/communication and early literacy); and
- C. Use of appropriate behaviors to meet their needs.

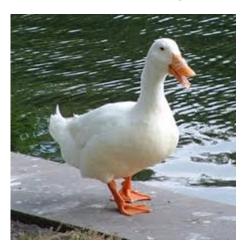


# **English Language Arts**



#### **Key Ideas and Details**

 With prompting and support, ask and/or answer questions with details related to a variety of print materials (e.g., ask, "What is the duck doing?" or respond to, "Tell me about the duck.").







# **English Language Arts**

- Make sure the material is on the child's comprehension level. For example, if he does not understand a drawing, use a photograph.
- For students with limited verbal skills, try a choice board or voice output device.
- Reply to a non-verbal child just as you would if he had verbalized, using repetition and extension.



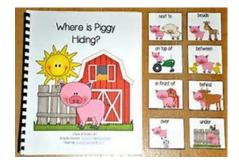
# **English Language Arts**



#### **Conventions of Standard English**

- c. Understand and use question words (interrogatives) (e.g., *who*, *what*, *where*, *when*, *why*, *how*).
- d. Use the most frequently occurring prepositions (e.g., *to*, *from*, *in*, *out*, *on*, *off*, *of*, *by*, *with*).
- Interactive books provide a way to practice language skills.
- Purposefully implement language in lessons.







## Science

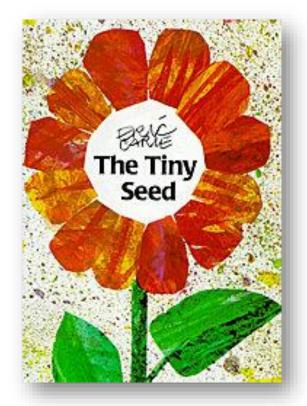


#### **TECHNOLOGY**

#### Identify and explore a variety of technology tools.

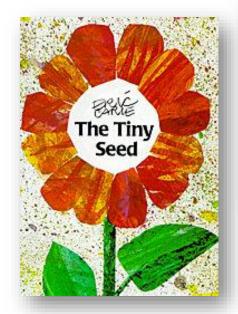
- Use appropriate technology tools (e.g., magnifying glass, telescope, microscope, computer, simple machines) to explore objects and/or to discover new information.
- Provide ample opportunities for students to practice with the tools.
- Make it relevant and interesting provide choices to get and keep students engaged.









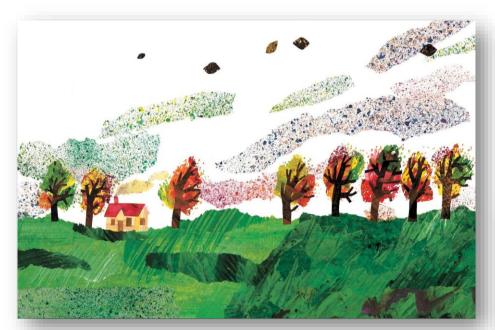












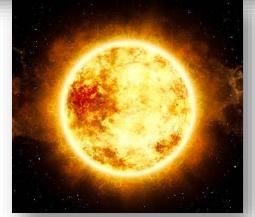




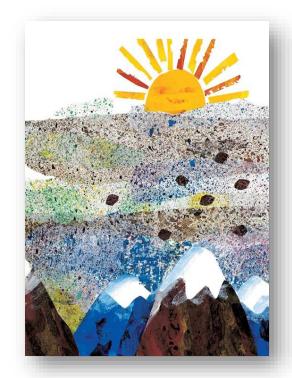




































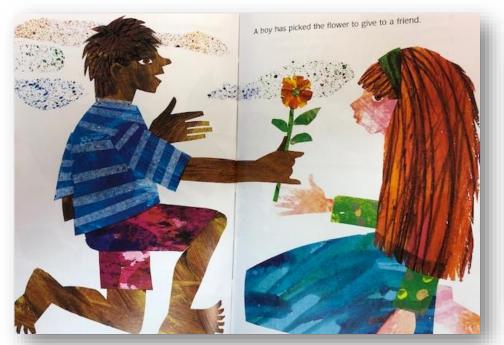


































### **Mathematics**



#### **COUNTING AND CARDINALITY**

#### Know number names and the count sequence.

- 1. With prompting and support, recite numbers 1 to 30 in the correct order.
- With prompting and support, recognize, name, and attempt writing numerals o –
   20.
- Allow students to use technology to "recite" numbers.
- Provide alternative ways to write numbers, such as using a variety of writing materials, using shaving cream or sand to write, or writing with a finger on a zip top bag of paint.





#### PLAY

#### Engage in play.

- Cooperate with peers during play by taking turns, sharing materials and inviting others to play.
- Provide games/activities in centers that require more than one person to complete.







### (Continued)

- Strategically place highly motivating items in close proximity to encourage students to play "near" if they are not ready to play together.
- Display photos of participants in turn-taking order for small-group game play.
- Program a switch at a learning center for student to invite another to play with them.

#### **CURIOSITY AND INITIATIVE**

#### Demonstrate curiosity and initiative.

- 3. Make independent choices.
- Provide 2 picture cards to student and allow him to choose which activity he would like to do.
- Use individualized icons for students to place at the center they choose. When center sign is "full", students have to find another center.

Tech Center



#### PERSISTENCE AND ATTENTIVENESS

#### Demonstrate persistence and attentiveness.

- Seek out and accept help or information from adults and peers when needed to accomplish a task or an activity (e.g., using a step stool to reach the sink).
- Program a switch for students to press to ask for help in specific areas of the classroom where assistance is often needed.
- Teach students how to "interrupt" appropriately.
- Provide students with a "Help" card to give to an adult or peer when they need assistance.
- Teach students the sign for help. <a href="https://youtu.be/ziypTZ7HGR4">https://youtu.be/ziypTZ7HGR4</a>

## **Social and Emotional Development**



#### SOCIAL DEVELOPMENT

#### Build and maintain relationships with others.

- 2. Interact appropriately with other children.
  - Engage in positive interactions and communications with classmates (e.g., greet peers, use names of classmates, share materials).



- Consider direct instruction in social skills.
- Role-play specific situations before they occur and reference your practice when situations actually arise.
- Provide visual cues around the room.

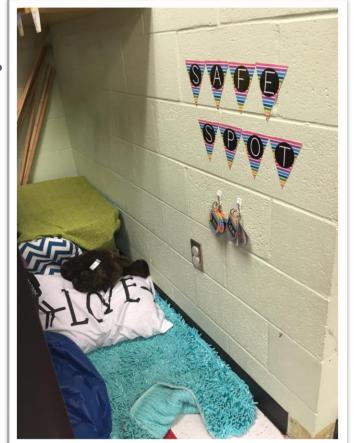


### **Social and Emotional Development**

#### EMOTIONAL DEVELOPMENT

Recognize and adapt expressions, behaviors and actions.

- 5. Show impulse control with body and actions.
  - a. Control own body in space (e.g., move safely through room without harm to self or others).
  - Follow procedures or routines (e.g., come to circle time when the teacher begins to sing).
  - Provide a calm space in the classroom and teach children to use it appropriately.





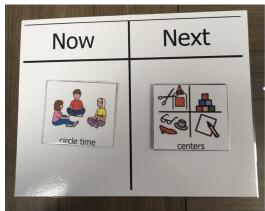
### **Social and Emotional Development**

Provide visual supports for expectations, procedures, and

Daily Schedule

routines.

Be consistent in expectations.







### **Social Studies**



#### HISTORY AND EVENTS

Understand events that happened in the past.

With prompting and support, describe a simple series of familiar events.



- Practice with visuals such as sequencing cards made with photos of students.
- Try sequencing activities from that day or the previous day to get students used to the idea, then move on to more difficult sequences.



## **Physical Development**



#### **FINE MOTOR SKILLS**

Demonstrate competency in fine motor skills needed to perform a variety of physical activities.

 With prompting and support, use fine muscle and eye-hand coordination for such purposes as using utensils, self-care, building and exploring (e.g., place small objects in bottle).



- Play games that require use of fine-motor skills.
- Use tongs/tweezers to pick up manipulatives during math activities.
- Put writing materials in centers that vary in size/shape.

### **Creative Expressions**



#### OVERVIEW

The primary purpose of the 2017 Mississippi College- and Career-Readiness Arts Learning Standards is to provide a basis for curriculum development for grades Pre-Kindergarten-12th arts (dance, media arts, music, theatre and visual arts) teachers in Mississippi. This document describes what students should know and be able to do by the end of each grade level in preparation for college and career. These standards provide guidance in:

- Defining artistic literacy through a set of overarching Philosophical Foundations and Lifelong Goals that clarify long-term expectations for arts learning.
- · Placing Artistic Processes and Anchor Standards as the focus of the work.
- Identifying Creative Practices in the application of the Artistic Processes across all learning.
- Specifying Enduring Understandings and Essential Questions that provide conceptual connections and articulate value and meaning within and across the art discipline.

Please see the links below for the *Mississippi College- and Career-Readiness Arts Learning Standards* 2017, which include specific standards for four-year old children.

- Mississippi College- and Career-Readiness Arts Learning Standards for Dance 2017
- Mississippi College- and Career-Readiness Arts Learning Standards for Media Arts 2017
- Mississippi College- and Career-Readiness Arts Learning Standards for Music 2017
- Mississippi College- and Career-Readiness Arts Learning Standards for Theatre 2017
- Mississippi College- and Career-Readiness Arts Learning Standards for Visual Arts 2017



# **Mississippi College- and Career-Readiness Arts Learning Standards** for Visual Arts

<b>Artistic Processes</b>	Process Components for Visual Arts	
CREATING	INVESTIGATE, PLAN, MAKE, REFLECT, REFINE, COMPLETE	
PRESENTING	SELECT, ANALYZE, SHARE	
RESPONDING	PERCEIVE, ANALYZE, INTERPRET	
CONNECTING	SYNTHESIZE, RELATE	











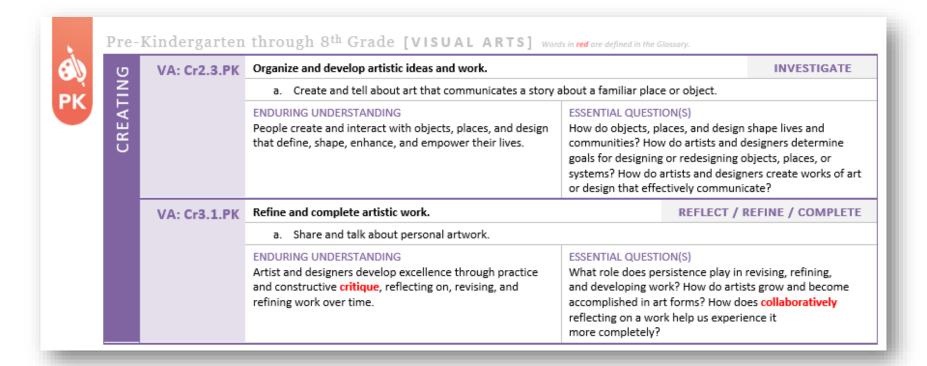
### for Visual Arts



Pre-Kindergarten through 8th Grade [VISUAL ARTS] Words in red are defined in the Glassary.					
G	VA: Cr1.1.PK	Generate and conceptualize artistic ideas and work.		INVESTIGATE / PLAN / MAKE	
<u> </u>		a. Engage in self-directed play with materials.			
CREATING		ENDURING UNDERSTANDING  Creativity and innovative thinking are essential life skills that can be developed.	creativity and innovencourage people to	ON(S)  titiudes, and behaviors support vative thinking? What factors prevent or o take creative risks? How does and the creative process?	
	VA: Cr1.2.PK	Generate and conceptualize artistic ideas and work.		INVESTIGATE / PLAN / MAKE	
		<ol> <li>Engage in self-directed, creative making.</li> </ol>			
		ENDURING UNDERSTANDING  Artists and designers shape artistic investigations, following or breaking with traditions in pursuit of creative art-making goals.			
	VA: Cr2.1.PK	Organize and develop artistic ideas and work.		INVESTIGATE	
		a. Use a variety of art-making tools.			
		ENDURING UNDERSTANDING Artists and designers experiment with forms, structures, materials, concepts, media, and art-making approaches.	determine whether	ON(S)  ?? How do artists and designers a particular direction in their work is artists and designers learn from trial and	
		Organize and develop artistic ideas and work.		INVESTIGATE	
		a. Share materials with others.			
		ENDURING UNDERSTANDING  Artists and designers balance experimentation and safety, freedom and responsibility while developing and creating artworks.	materials, tools, and safety and health to procedures in hand	on(s) designers care for and maintain d equipment? Why is it important for understand and follow correct ling materials, tools, and equipment? es come with the freedom to create?	



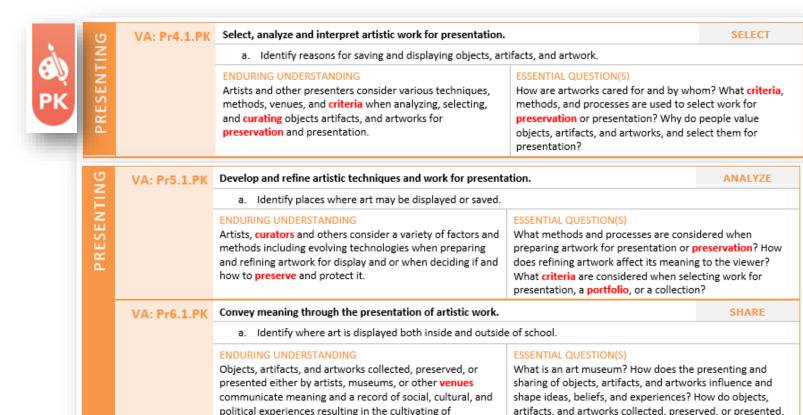
## **Mississippi College- and Career-Readiness Arts Learning Standards** for Visual Arts





appreciation and understanding.

for Visual Arts





cultivate appreciation and understanding?

for Visual Arts



U	VA: Re7.1.PK	Perceive and analyze artistic work.		PERCEIVE
Z		a. Recognize art in one's environment.		
RESPONDING		ENDURING UNDERSTANDING Individual aesthetic and empathetic awareness developed through engagement with art can lead to understanding and appreciation of self, others, the natural world, and constructed environments.	ESSENTIAL QUESTION(S) How do life experiences influence art? How does learning about arthe world? What can we learn from the world?	t impact how we perceive
	VA: Re7.2.PK	Perceive and analyze artistic work.		PERCEIVE
		a. Distinguish between images and real objects.		
		ENDURING UNDERSTANDING  Visual imagery influences understanding of and responses to the world.	ESSENTIAL QUESTION(S) What is an image? Where and h images in our world? How do in the world?	
(D	VA: Re8.1.PK			
$\preceq$	VA: Re8.1.PK	Interpret intent and meaning in artistic work.		ANALYZE
DING	VA: Re8.1.PK	Interpret intent and meaning in artistic work.  a. Interpret art by identifying and describing subject ma	tter.	ANALYZE
RESPONDING	VA: Re8.1.PK		tter.  ESSENTIAL QUESTION(S)  What is the value of engaging in criticism? How can the viewer "r How does knowing and using vis understand and interpret works	the process of art ead" a work of art as <b>text</b> ? ual art vocabularies help us
	VA: Re8.1.PK	a. Interpret art by identifying and describing subject material subject material subject material subject material subject material subject material subject subject material subject sub	ESSENTIAL QUESTION(S) What is the value of engaging in criticism? How can the viewer "r How does knowing and using vis	the process of art ead" a work of art as <b>text</b> ? ual art vocabularies help us
		a. Interpret art by identifying and describing subject ma  ENDURING UNDERSTANDING  People gain insights into meanings of artworks by engaging in the process of art criticism.	ESSENTIAL QUESTION(S) What is the value of engaging in criticism? How can the viewer "r How does knowing and using vis	the process of art ead" a work of art as text? ual art vocabularies help us of art?



for Visual Arts



g	VA: Cn10.1.PK	Synthesize and relate knowledge and personal experiences to make art.		SYNTHESIZE
2		Explore the world using descriptive and expressive words and art-making.		
CONNECTIN		ENDURING UNDERSTANDING Through art-making, people make meaning by investigating and developing awareness of perceptions, knowledge, and experiences.		
	VA: Cn11.1.PK	Relate artistic ideas and works with societal, cultural, and hi deepen understanding.	storical context to	RELATE
	a. Recognize that people make art.			
		ENDURING UNDERSTANDING People develop ideas and understandings of society, culture, and history through their interactions with and analysis of art.	ESSENTIAL QUESTION(S)  How does art help us understar different times, places, and cult impact the views of a society? I aspects of life?	tures? How is art used to



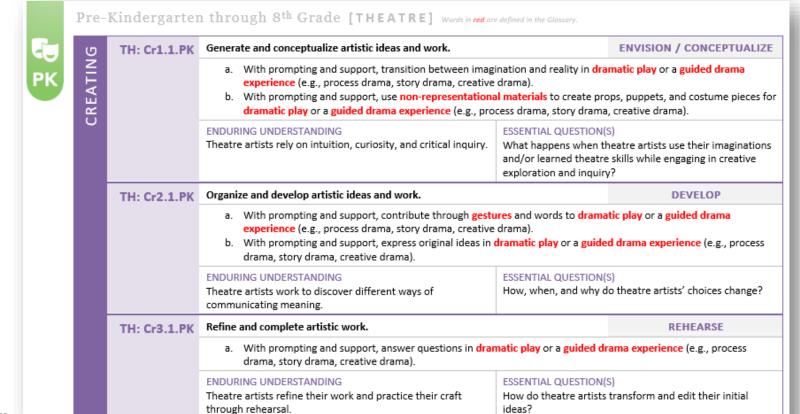
<b>Artistic Processes</b>	Process Components for Theatre
CREATING	ENVISION, CONECEPTUALIZE, DEVELOP, REHEARSE
PERFORMING	SELECT, PREPARE, SHARE, PRESENT
RESPONDING	REFLECT, INTERPRET, EVALUATE
CONNECTING	EMPATHIZE, INTERRELATE, RESEARCH







for Theatre





for Theatre



9	TH: Pr4.1.PK	Select, analyze, and interpret artistic work for presentation.		SELECT
ORMIN		<ul> <li>With prompting and support, identify characters in dramatic play or a guided drama experience (e.g., process drama, story drama, creative drama).</li> </ul>		
ERFOR		ENDURING UNDERSTANDING  Theatre artists make strong choices to effectively convey meaning.	ESSENTIAL QUESTION(S) Why are strong choices essential to theatre piece?	interpreting a drama or
۵	TH: Pr5.1.PK	Develop and refine artistic techniques and work for presenta	tion.	PREPARE
a. With prompting and support, understand that imagination is fundamental to dramatic experience (e.g., process drama, story drama, creative drama).  b. With prompting and support, explore and experiment with various technical elements drama experience (e.g., process drama, story drama, creative drama).		e drama). with various <mark>technical elements</mark> in <mark>d</mark> e		
		ENDURING UNDERSTANDING  Theatre artists develop personal processes and skills for a performance or design.	ESSENTIAL QUESTION(S) What can I do to fully prepare a periodesign?	formance or technical
	TH: Pr6.1.PK	Convey meaning through the presentation of artistic work.		SHARE / PRESENT
		<ul> <li>With prompting and support, engage in dramatic play or a guided drama experience (e.g., process drama, creative drama).</li> </ul>		process drama, story
		ENDURING UNDERSTANDING	ESSENTIAL QUESTION(S)	
		Theatre artists share and present stories, ideas, and envisioned worlds to explore the human experience.	What happens when theatre artists creative experience?	and audiences share a



U	TH: Re7.1.PK	Perceive and analyze artistic work.		REFLECT
DIN		<ul> <li>With prompting and support, recall an emotional responses drama, story drama, creative drama).</li> </ul>	ponse in <mark>dramatic play</mark> or <mark>a guidec</mark>	d drama experience (e.g.,
RESPONDIN		ENDURING UNDERSTANDING  Theatre artists reflect to understand the impact of drama processes and theatre experiences.	ESSENTIAL QUESTION(S)  How do theatre artists compreh processes and theatre experience	
ט	TH: Re8.1.PK	Interpret intent and meaning in artistic work.		INTERPRET
SPONDING		<ul> <li>With prompting and support, explore preferences in story drama, creative drama), or age-appropriate the</li> <li>With prompting and support, name and describe cha</li> </ul>	atre performance.	
P 0		process drama, story drama, creative drama).	racters in dramatic play or a guide	ed drama experience (e.g.,
RESPO			ESSENTIAL QUESTION(S) How can the same work of art of messages to different people?	
RESPO	TH: Re9.1.PK	process drama, story drama, creative drama).  ENDURING UNDERSTANDING  Theatre artists' interpretations of drama/theatre work are	ESSENTIAL QUESTION(S) How can the same work of art co	
RESPO	TH: Re9.1.PK	process drama, story drama, creative drama).  ENDURING UNDERSTANDING  Theatre artists' interpretations of drama/theatre work are influenced by personal experiences and aesthetics.	ESSENTIAL QUESTION(S) How can the same work of art comessages to different people?	ommunicate different  EVALUATE
RESPO	TH: Re9.1.PK	process drama, story drama, creative drama).  ENDURING UNDERSTANDING  Theatre artists' interpretations of drama/theatre work are influenced by personal experiences and aesthetics.  Apply criteria to evaluate artistic work.  a. With prompting and support, actively engage in dram	ESSENTIAL QUESTION(S) How can the same work of art comessages to different people?	ommunicate different  EVALUATE



### for Theatre



	TH: Cn10.1.PK		Synthesize and relate knowledge and personal experiences to	o make art.	EMPATHIZE
			<ul> <li>With prompting and support, identify similarities between a story and personal experience in dramatic play or a guided drama experience (e.g., process drama, story drama, creative drama).</li> </ul>		
CONNECTING			ENDURING UNDERSTANDING Theatre artists allow awareness of interrelationships between self and others to influence and inform their work.	ESSENTIAL QUESTION(S) What happens when theatre artibetween self and others through responsibility, and the exploration	critical awareness, social
		TH: Cn11.1.PK	Relate artistic ideas and works with societal, cultural, and his deepen understanding.	storical context to	INTERRELATE
			<ul> <li>With prompting and support, use skills and knowledge experience (e.g., process drama, story drama, creative</li> </ul>	-	y or a guided drama
			ENDURING UNDERSTANDING  Theatre artists understand and can communicate their creative process as they analyze the way the world may be understood.	ESSENTIAL QUESTION(S) What happens when theatre arti of themselves and the world to i theatre and the purpose of their	nform perceptions about
	TH: Cn11.2.PK		Relate artistic ideas and works with societal, cultural, and his deepen understanding.	storical context to	RESEARCH
			<ul> <li>a. With prompting and support, identify stories that are experience (e.g., process drama, story drama, creative).</li> <li>b. With prompting and support, tell a short story in dram story drama, creative drama).</li> </ul>	e drama).	
	ŭ		ENDURING UNDERSTANDING  Theatre artists critically inquire into the ways others have thought about and created drama processes and productions to inform their own work.	ESSENTIAL QUESTION(S) In what ways can research into literature, and performances all or production is understood?	, ,



### **Creative Expressions: Visual Arts Experience**









### **Creative Expressions – Visual Arts**

- Adapted equipment
  - Paint brushes
  - Scissors
  - Easels
  - Grippers
  - Switch-adapted













## **Creative Expressions - Music**

- Adapted equipment
  - Percussion instruments
  - Alternative grips Velcro
  - Switch-adapted instruments









## **Case Study – Integrating the Standards**

Domain and Area Assessed	% Passed Consistently
Gross Motor	
Movement and locomotion in the supine and prone position	100%
Balance in sitting	80%
Balance and mobility in standing and walking	0%
Adaptive	
Feeding	56%
Personal hygiene	50%
Undressing	0%
Communicative	
Transition to words	75%
Comprehension of words and sentences	100%
Produces communicative signals, words and sentences	83%
Cognitive	
Pre-academic	58%
Interaction with objects	100%
Social	
Interaction with adults	100%
Interaction with environment	50%
Interaction with peers	61%



### **Case Study – Integrating the Standards**

- Choose standard and activity adapted for student.
- What other standards did you address through that activity?



## **Ice Cream Activity**

















### Resources

- https://www.pre-kpages.com/supporting-sensory-needsin-the-classroom/
- https://mdek12.org/EC
- http://ectacenter.org/topics/atech/udl.asp
- http://www.nmec.msresaservices.com/allworkshops/categories-mde
- https://gsmu.mdek12.org/Public/Course/Browse



### Resources

- "Making Adjustments: Meeting the Needs of Diverse Learners Through Classroom Adaptations"
- CARA's Kit
- Project Start







### **Questions**







### Remember

Not every flower blooms on the first day of spring.







### **Candice Taylor**

619 Coordinator/
Early Childhood Instructional Specialist
<a href="mailto:cataylor@mdek12.org">cataylor@mdek12.org</a>
601-359-2932
601-359-2567

### Teresa Laney, M.S. CCC-SLP

Office Director
Special Education
TLaney@mdek12.org
601-359-3498

### Limeul Eubanks, Staff Officer III

PreK-12 Dance, Media Arts, Music, Theatre, Visual Arts, and World Languages <a href="mailto:LEubanks@mdek12.org">LEubanks@mdek12.org</a> 601-359-3461