

# Exploring and Thinking

Aistear describes children's Learning and development using four themes. **Exploring and Thinking** is one of these themes.

Aistear's theme of **Exploring and Thinking** is about children making sense of the things, places and people in their world. (See pages 43-52 for the full text on **Exploring and Thinking**.)

challenging

predicting

questioning



risk-taking

investigating

## Learning goals

In partnership with the adult, children will

1. explore their environment and use new physical skills
2. demonstrate a growing understanding of themselves and others
3. develop an understanding of change as part of their lives
4. learn about the natural environment and their own responsibility as carers
5. develop a sense of time, shape, space, and place
6. understand concepts such as matching, sorting, size, height, capacity, and money.

## Aim 1

Children will **make sense of the world** around them.

## Aim 2

Children will **use skills and strategies** for learning about their world.

## Learning goals

In partnership with the adult, children will

1. make connections between new learning and what they already know
2. gather and use information from different sources
3. explore and develop working theories about how the world works
4. demonstrate their ability to reason, negotiate and think logically
5. collaborate with others to share interests and to solve problems
6. use their creativity and imagination to solve problems.

## Learning goals

In partnership with the adult, children will

1. demonstrate growing confidence in being able to do things themselves
2. address challenges and cope with frustrations
3. make decisions and take increasing responsibility for their own learning
4. feel confident that their ideas and questions will be listened to
5. develop higher-order thinking skills such as problem-solving and predicting
6. act on their curiosity and take risks.

## Aim 4

Children will **develop positive learning dispositions**.

## Aim 3

Children will **explore ideas and objects using symbols**.

## Learning goals

In partnership with the adult, children will

1. make marks to record objects, events and ideas
2. associate symbols (pictures, numbers, letters, and words) with the things they represent
3. build awareness of the variety of symbols used to communicate, and use these
4. express feelings and ideas through playing, talking, writing, music, and art
5. use symbols to give and record information and to make sense of experiences
6. use books and ICT for enjoyment and as a source of information.

# Exploring and Thinking

curiosity



perseverance

problem-solving

## Aistear Toolkit

The online Aistear Toolkit provides a range of resources including video clips, tip sheets, information sheets, and podcasts to help you use *Aistear* in your setting. You can find the Toolkit at [www.ncca.ie/aistear toolkit](http://www.ncca.ie/aistear toolkit)