Power of Play & Group Management

Leverage play for positive outcomes and social/emotional growth through a series of trainings that highlight constructive tools and methods.



Power of Play and Group Management

Our two-session virtual interactive workshop teaches proven strategies to foster a stronger sense of engagement, prevent and redirect challenging behavior, develop social/emotional skills and enhance opportunities for physical activity. Taught by professional Playworks trainers, each workshop in the series draws on various learning styles and builds on core principles of child development. This training is ideal for educators working with children ages 3-5. The program's workshops include:

- 1. **The Power of Play**—This workshop introduces the importance of play and lays the foundation for creating a safe, healthy, and respectful environment for children. It also includes a discussion of the various barriers to play children may face and how to overcome those barriers. Attendees will learn and play group games that illustrate Playworks core values and contribute to early childhood development and kindergarten readiness.
- 2. **Group Management 1**: Proactive Strategies—Here we explore five key support strategies that adults can use to set children up for successful group behavior leading to positive climate and culture.

Playworks and the Indiana Department of Health are proud to offer this training to Early Childhood Educators at no cost. While attendance is free, participants must register and plan to attend both days. Materials will be mailed to each participant after registration and all attendees will be entered to win a mini play kit with all the equipment necessary to support Playworks games. Attendees will receive a clock hour certificate documenting attendance and content covered.

When:

April 19th and 21st 2022 5:45pm-8:15pm Hosted Via Zoom

Register at:

https://playworksidohpopgm.eventbrite.com





Please contact Abby Roach at abigail.roach@playworks.org with questions.
Thank you and play on!

