Equipment for active preschoolers





Physical activity is important for **children's health and wellbeing.** When children are physically active, they benefit from improved:

- Physical development
- Cognitive function
- Sleep quality
- Social and emotional skills

Services should provide children with **time to be active both indoors and outdoors**, using a range of play equipment.

This resource provides a list of equipment educators may use to facilitate active play experiences in their everyday curriculum.

Top Tips



Most of the equipment listed can be used in both **indoor and outdoor play** environments.



You can use **upcycled materials** as a substitute for the equipment below.



The use of equipment such as bubbles, board games, watering cans, scarfs and elastics can further **encourage and extend** on active play learning experiences.

NQF Quality standard 1.2: Educators facilitate and extend on children's learning and development



Learning outcome 3: Children become strong in their physical learning and mental wellbeing.

EYLF





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Equipment for active preschoolers

HULA HOOPS

Indoor & outdoor experiences

- Home base for collecting games (eg. rob the nest)
- Obstacle course/hopscotch
- Markers for children to stand in (eg. relay races)
- Hula hooping

BEAN BAGS

Indoor & outdoor experiences

- Balance the bean bag on body parts (eg. head)
- Stack the bean bags to create shapes

Numeracy & literacy concepts

- Count each jump
 or hop
- Identify numbers and letters on the ground

Fundamental movement skills

Fundamental

movement skills

Jump and hop between, in

and out, and around the

Skip as you spin the hoop

Target for overarm and

over your body

underarm throw

hoops

- Overarm throw with a friend
- Under arm throw and catching to self
- Jump with the bean bag between your feet

mathematical conceptsCan you build with the

Engineering &

- bean bags so they don't fall?
- What else can you use to help build?
- How many bean bags did you use?

Fundamental movement skills

- Overarm throw to a friend to catch or strike with a bat
- Underarm throw to knock over skittles
- Bounce the ball on the spot with one hand or two
- Jump with the ball between your legs

door & outd

BALLS

Indoor & outdoor experiences

- Roll the ball along the ground to a friend
- Roll the ball along the ground to knock over skittles
- Roll the ball through a tunnel and children can crawl through the tunnel to collect

Science & engineering concepts

- How can the ball roll faster/slower?
- What causes the skittles to fall down?
- Why does a balloon fall slower than a ball?



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SCARVES

Fundamental movement skills

- Overarm throw and try to catch it before it hits the ground
- Underarm throw and catch to self

Indoor & outdoor experiences

- Dance to music
- Practice being a gymnast

Science & engineering concepts

- Do the scarves fall fast or slow?
- Why do you think they fall fast or slow?
- How can we make them fall faster?

Fundamental movement skills

- Run under the parachute whilst its high in the air
- Side-slide around whilst holding the parachute
- Jump when your colour is called out by an educator

PARACHUTE

Indoor & outdoor experiences

- Make waves
- Pop popcorn game using balls and bean bags
- Mushroom game (everyone hides underneath)

Mathematical concepts

- Count how many times the parachute is lifted into the air
- Start with 10 balls then recount how many are left every time balls fall off

Fundamental movement skills

- Jump over stepping stones
- Leap to each stepping stone
- Hop around the stepping stones
- Side-step to each stepping stone

STEPPING STONES

Indoor & outdoor experiences

- Pretend play (crocodiles in the water, don't fall in)
- Part of obstacle course
- Support transitions between activities

Engineering & mathematical concepts

- How far can you place the steps apart before you can't step across them?
- Can you count the steps as you walk along?



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SACKS

Fundamental movement skills

- Jump around obstacles
- Jumping races
- Side-sliding in the sack

Indoor & outdoor experiences

- Treasure collecting
- Use sacks on the ground to play "The floor is lava"

Mathematical concepts

- How far did you jump?
- How high did you jump?
- How many jumps did it take you to get from the start to the finish?



Fundamental movement skills

- Walk across the balance beam
- Walk backwards or hop to increase difficulty
- Place a toy/sandbag on the beam and pick up without falling off

BALANCE BEAMS

Indoor & outdoor experiences

- Balance on a chalk line during transitions
- Balance on one foot with eyes closed

Engineering & mathematical concepts

- How many steps does it take to get from one end to the other?
- How high off the ground are you?
- Why is balancing tricky?

MUSICAL INSTRUMENTS

Fundamental movement skills

- Run, jump, skip, leap, gallop or hop in time with the music
- Freeze game using FMS skills to move to the instrument (freeze when the music stops)

Indoor & outdoor experiences

- Free dancing
- Dancing freeze game (freeze when the music stops)
- Musical chairs

Logical and creative concepts

 Music is one of the few activities that uses both sides of the brain, building important brain connections.







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Equipment for active infants and toddlers





Physical activity is important for **children's health and wellbeing**. When children are physically active, they benefit from improved:

- Physical development
- Cognitive function
- Sleep quality
- Social and emotional skills

Services should provide children with **time to be active both indoors and outdoors,** using a range of play equipment.

Top Tips



You can use **upcycled materials** as a substitute for the equipment below.



Most of the equipment listed can be used in both **indoor and outdoor play** environments.

Set the environment up to be safe but also allow infants and toddlers to challenge themselves. Encourage, support and extend on **active play learning experiences**, eg. bubbles, soft climbing equipment, building blocks.

This resource provides a list of equipment that educators may use to facilitate active play experiences in their daily curriculum.

BALLS AND BEAN BAGS

Types of physical play

- Carrying
- Throwing
- Rolling
- Building

Experiences

- Roll ball to knock skittles
- Carry bean bags to buckets
- Throw balls to an educator
- Balance bean bag on head

Learning concepts

- Cause and effect
- Problem solving
- Perserverance and achievement
- Skill development
- Equipment manipulation







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Equipment for active infants and toddlers

CLIMBING EQUIPMENT

Types of physical play **Experiences** Learning concepts Problem solving Manoeuvre around Climbing Perserverance and equipment Grasping • Climb up and over achievement Build cubbyhouses Gross motor Building MUSICAL INSTRUMENTS **Experiences** Learning concepts Move to the sound Participation of the instruments Combining gross and Practise marching fine motor skills to the music TUNNELS **Experiences** Learning concepts **Types of physical play** Chase balls through the tunnel Environment Develop obstacle exploration courses **SCARVES**

Types of physical play

- Dancing
- Throwing
- Hide and seek

Experiences

- Dance to music
- Hide toys underneath scarves

Learning concepts

- Spatial awareness
- Body movements
- Rhythm

NQF **Quality standard 1.2:** Educators facilitate and extend on children's learning and development



EYLF

Learning outcome 3: Children become strong in their physical learning and mental wellbeing.

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Good for kids Good for life





Types of physical play

- Dancing
- Jumping
- Marching
 - Crawling
 - Ball play

Spatial awareness