



Creating Meaningful Learning Opportunities for Parents and Caregivers

Playful Learning Experiences transform everyday spaces where families live, work, and play into opportunities for learning.

Ultimately, Playful Learning Experiences aim to expand parents' skill sets and positively shape their everyday interactions with their children.

Developmental Science has demonstrated that guided play can advance cognitive skills, social skills, and quantitative skills. Parents' and caregivers' simple interactions with young children can build children's vocabulary, prepare them for school, and lay a strong foundation for lifelong learning.

Playful learning experiences are designed to help children build their abilities in:



Social
Emotional
Skills



Spatial
Relationships



Literacy



Verbal
Development



Curiosity &
Exploration



STEM



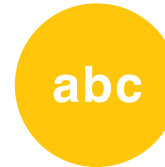
Early Math



Cognitive
Development



Executive
Functioning



Language
Development

EXPERIENCE THE GROCERY STORE



Turn shopping errands into adventures!

Cards and signage around the grocery store, featuring discussion and play prompts inspired by items in the store, help caregivers engage their child in brain-building ways while shopping by providing ideas for identifying shapes, colors, and amounts.

BRAIN FOCUS

abc

Language
Development



Literacy

1+1

Early Math



STEM

COST *(Depending on store size)*

\$0

\$5K

\$10K

\$15K

\$25K

EXPERIENCE LEARNING LIBRARIES

Turn wait time into brain-building time!

Interactive library materials and prompts engage children and families through reading, puzzles, and quizzes.

LOCATIONS

Medical waiting rooms, laundromats, hospitals

BRAIN FOCUS

abc

Language
Development



Literacy



Social
Emotional
Skills

COST

\$0

\$5K

\$10K

\$15K

\$25K

EXPERIENCE LAUNDROMAT THEATER



Turn wait time into brain-building time!

Play and interaction is encouraged at Laundromat Theater, where portable puppet installations set the stage for learning and cognitive engagement during traditional chore time.

BRAIN FOCUS



Language
Development



Literacy



Social
Emotional
Skills

COST

\$0

\$5K

\$10K

\$15K

\$25K

EXPERIENCE PLAYFUL STREET LIGHTS



What noise does a sidewalk sheep make?

Circulating animal shapes projected from neighborhood street lights at dusk stimulate interest and investigation in children, as well as encourage caregiver-child conversations and interactions.

BRAIN FOCUS



Spatial
Relationships



Verbal
Development



Curiosity &
Exploration

COST *(For 6-10 street lights)*

\$0

\$5K

\$10K

\$15K

\$25K

EXPERIENCE PUZZLE BUS STOPS

Tic Tac & Go!

Children twist and turn life-size puzzle pieces to create new images while waiting for the bus. Puzzles engage caregivers in conversation with children, increasing verbal responsiveness and supporting children's language development.

BRAIN FOCUS



Spatial
Relationships



Cognitive
Development



Verbal
Development



Curiosity &
Exploration

COST (TBD)

\$0

\$5K

\$10K

\$15K

\$25K

EXPERIENCE LIFE SIZE RULERS



Take steps toward early math skills!

Life Size Rulers embedded in the sidewalk, either painted on the ground or as a colorful foam mat, can be paired with easy actions like step counting and measurement games. Children develop number sense and learn fractions. How far can you jump?

BRAIN FOCUS



STEM



Spatial
Relationships



Curiosity &
Exploration



Early Math

COST (TBD)

\$0

\$5K

\$10K

\$15K

\$25K

EXPERIENCE JUMPING FEET



Developing early cognitive function: let's hop to it!

Hop-scotch embedded in neighborhood sidewalks, alongside movement prompts, engages children's memory, flexibility, problem solving, and planning abilities.

BRAIN FOCUS



Executive
Functioning



Spatial
Relationships



Early Math



Social
Emotional
Skills

COST (TBD)

\$0

\$5K

\$10K

\$15K

\$25K

EXPERIENCE PARKOPOLIS

This innovative life size board game, derived from cutting-edge research in the science of learning, fosters computational thinking and skills in a playful way. This human game board includes fraction dice to determine how many spaces one moves, as well as cards on metal shapes that can be flipped to ask a question that must be answered for the player to move forward.

LOCATION

Public spaces

BRAIN FOCUS



Executive
Functioning



Spatial
Relationships



Social
Emotional
Skills

COST TBD

Find Your Groove

Artist:

Rixy Fernandez

Prompt:

Find the Beat, Clap to it, Move to it,
Groove to it!

Related Math Concepts:

- Number/count sequence (PK-2)
- Numeral recognition(PK-2)
- Patterning (PK-2)
- Shape recognition, description, and composition (PK-2)
- Spatial thinking (PK-2)



Building With Light



Artist:
Julie Martini

Prompt:
I spy with my little eye something red
and rectangular

Related Math Concept:

- Shapes/shape parts/shape composition (PK-2)
- Spatial relationships (PK-2)
- Measurement language and comparisons (PK-2)

Giant Abacus

Description:

Life-size abacus/counting rack with between 3 and 5 horizontal bars, each with 10 movable beads. Each row will have two colors of translucent beads, 5 on the left in one color, and 5 on the right in another color, reinforcing benchmarks of 5 and 10 and the structure of the base-10 number system.

Prompt:

Do you think there are more grownups or children waiting here today? How could we find out? How could we keep track as people come and go?

Related Math Concept:

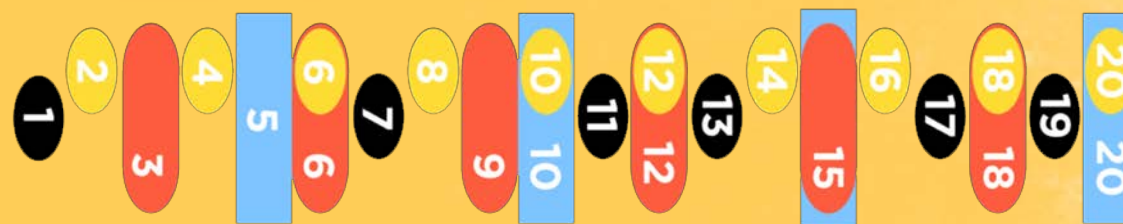
- Number and quantity (PK-2)
- Counting, including benchmarks of 5 and 10 (PK-2)
- Composing and decomposing numbers (PK-2)
- Addition and subtraction (PK-2)



Sidewalk Math

Sidewalk Math is a project by Lesley's Creativity Commons and has been collaboratively designed by math educators to build critical number sense skills in young children, by designers to engage children in kinesthetic learning, and by early childhood educators to ensure caregivers feel confident in practicing counting and patternmaking with children.

WWW.SIDEWALKMATH.COM



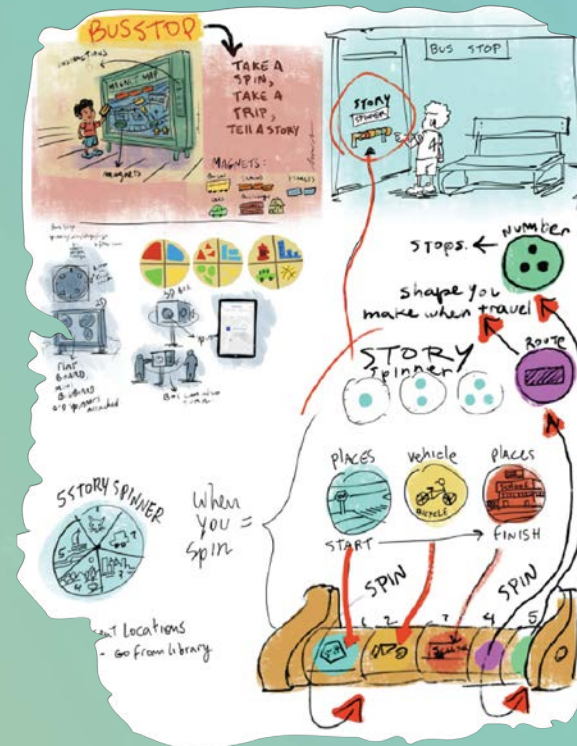
Spinners

WHAT CAN YOU SEE?

Possible Prompt(s):
Look around! Can you find something with all three attributes?

Measurement:

- Algebraic thinking: attributes and rules
- Geometry
- Data Collection and Analysis



WAYS TO GET THERE

Description:

Use the spinner to take a trip, tell a story.

Measurement:

- Spatial reasoning;
- Map as a mathematical model (PK-2 and potentially 3-5)

