

PLAY

- ◆ Stimulating environments
- ◆ Child-led learning
- ◆ Time to play
- ◆ Developing transferable skills
- ◆ Promoting independence & creativity

**QUALITY LEARNING & TEACHING**

- ◆ Providing opportunities for skills progression
- ◆ Moderation/assessment
- ◆ Tracking & monitoring
- ◆ Interactions/effective questioning
- ◆ Knowledge of Curriculum
- ◆ Knowledge of child development
- ◆ Pace and challenge
- ◆ Aiming for “Excellent lessons” and “Excellent experiences”
- ◆ Documentation of learning