

Problem-Based Learning in the Early Years: Design Matrix

Character <i>who needs help from the children</i>	Humpty Dumpty	Rainbow Fish	Elmer	?	Jack and Jill	Pirate
Hook <i>to engage the children - the way they discover the problem to solve</i>	Letter	Phone Call/Video Message (Morfo app)/Skype Call/Facetime	?	Mystery Box/Parcel	Visitor	Email
Organisation <i>of the 'Problem-Based Task'</i>	Adult Facilitator with 2-3 children.	Adult Facilitator with 6-8 children	Themed Session (1/2 day, day, week)	Pairs/Threes working independently	?	Open task with adult facilitator - children move in and out.
Product <i>that the children will create together</i>	Item of clothing (hat, boots, trousers etc)	Vehicle (boat, bus, cart etc)	Place to shelter (den, house, castle, shed etc)	Journey (map, route, obstacle course etc)	Food (sandwiches, cake, smoothie etc)	?
Resources Available <i>limited, open or mixed choice</i>	Outdoor Resources (mud, leaves, sticks, stones, large blocks etc)	?	Junk Resources (cardboard boxes, wall-paper, cartons etc)	Fabric - old clothes, blankets, carpet tiles.	Craft Materials (paint, tissue paper, card, glue, scissors)	Ingredients
Process <i>Attitudes/skills developed when working together</i>	Developing Team Roles - Resource Manager, Time-Keeper, Quality Checker	Use of Thumb Tool for making shared decisions	?	Using a quality checklist and developing the role of Quality Checker	Listening to ideas Sharing ideas	Finishing in time
Reflection/ Feedback <i>Way of engaging children in thinking about their learning</i>	Short Video Clip Specific Photographs	Sharing Circle Thumb Tool Talking Tool (Microphone, Dustpan, Teddy)	iMovie or Photostory	Skills Cards	?	Observations and Discussions - see/hear/documentation/ learning logs and journeys
Curriculum Element(s) <i>(Focus or Holistic)</i>	?	Numeracy Across Learning	Expressive Arts	Health and Well-Being Across Learning	Sciences	Literacy and English