

AGE CHARACTERISTICS

AGES 6 - 7

Characteristics:

- May experience mood changes
- Beginning to be more competitive
- Attention span is relatively short
- Frustrates easily
- Desires to impress leaders and peers
- Questions
- Social rules important
- Power of modeling
- Tentative assertion of independence

Program Implications:

- Gross motor activities should be emphasized including throwing, climbing, rolling, etc.
- Periodic quiet activities need to be programmed
- Consistency and fairness need to be emphasized by staff
- Need to be aware of the importance of being good role models

Activities:

Sports/Games

- Chasing Games
- Singing Games
- Individual Games of skill (jacks)
- Stunts
- Scavenger Hunts

Social

- Dramatic Plays
- Singing
- Rhythm Bands
- Instruments
- Story time

Arts/Crafts

- Nature Collections
- Making things w/ their hands (puppets)

AGE CHARACTERISTICS

AGES 8 - 10

Characteristics:

- Hand and eye coordination developed
- High stamina
- Sharper questioning techniques
- Spontaneous emotions
- Realization of personal limits (through peer comparison)
- Shows pride/affection for parents
- Pleasure gained from achievement
- More thoughtful toward others
- Developing a sense of humor
- Girls more mature physically, attitudinal
- Competitive and cooperative skills are developing

Program Implications:

- Offer more physical activities for a longer duration.
Alternate with less strenuous activity.
- Introduce cooperative activities - use of new games.

Activities:

<u>Sports/Games</u>	<u>Social</u>	<u>Arts/Crafts</u>
Relays	Singing	Construction
Team Sports	Dancing	(kites)
Active Hobbies	Outings	Collecting
(hiking, climbing)	Explorations	Nature Activities
Board games	Social Games	
	(mind benders)	

AGE CHARACTERISTICS

AGES 11 - 13

Characteristics:

- Girls approx. one year more mature
- Onset of adolescence
- New interests develop
- Selective memory with a very creative imagination
- Abstract logical thinking
- Pride in traditions
- Responses less impulsive, more thoughtful
- Competitiveness lessens
- Good sense of humor
- Hurt feelings can be concealed
- Closeness of peers, focus on "best friends," some arguments
- Easily influenced
- Often more self conscious about their bodies

Program Implication:

- Emphasis on problem solving and cooperative activities through such activities as initiative and new games
- Offer opportunities for gradual acceptance of additional responsibility

Activities:

<u>Sports/Games</u>	<u>Social</u>	<u>Arts/Crafts</u>
Team Games	Clubs	Handicrafts
Hobbies	Dramatics	Construction
Quiet Games	Social Activities	In-depth Projects
Physical Sports	Dances	
Initiatives		