

# A PLAYFUL PAST ONLINE

## Early Years Digital Visit



Thank you for choosing to learn with the State Library of South Australia.

### YOUR BOOKING

You are booked into **A PLAYFUL PAST ONLINE Early Years Digital Visit**.

Please log on 10 minutes prior to your booked digital visit to test the connection and be ready to start on time.

The web link to launch your session will be emailed to you.

Learning will be facilitated by an experienced Education Officer.

All the information for your Digital Visit and required materials can be found on our website's Education page under

[A PLAYFUL PAST ONLINE DIGITAL VISIT](#)

### ICT REQUIREMENTS

The SA Government's recommended online platform is Microsoft Teams. Your emailed link will enable your Digital Visit to be opened in the MS Teams app or in a web browser. To ensure full functionality of this multimedia-rich session we recommend that you [DOWNLOAD](#) Microsoft Teams app to your device rather than relying on Teams via a web browser. Speakers and a web camera will also be required, or connection through a Smart Board.

Chrome or Safari are the recommended browsers for viewing the multimedia resources.

Online learning protocols will be highlighted at the start of your Digital Visit to ensure safety, access and participation. Please [CONTACT US](#) prior to your Digital Visit if you have any questions regarding ICT requirements.

### LEARNING WITH THE STATE LIBRARY

Learners will explore the concept of play and why people play. They will study images of historical toys and games from the State Library's Children's Literature Research Collection and learn more about the role of their State Library in collecting, preserving and sharing the histories and stories of South Australia.

Key inquiry questions include:

- *What is play and why do people play?*
- *How is the present different from and similar to the past?*

The learning experiences are aligned with the Australian Curriculum, with a particular emphasis on the learning area of Humanities and Social Sciences: History and the general capabilities of literacy, critical and creative thinking.

Effective learning principles strongly underpin the learning design.

Many elements of this program have been co-designed in partnership with children to provide relevant learning experiences that effectively engage early years learners.

### MORE TO EXPLORE

After your Digital Visit you might like to find out more by visiting the State Library of South Australia's

[DIGITAL COLLECTIONS - TOYS AND GAMES](#)

## RECOMMENDED PRE-VISIT LEARNING

**Explore** the [UNITED NATIONS CONVENTION ON THE RIGHTS OF THE CHILD](#) and highlight article 31 relating to play.

**Reflect** on play and individual preferences.

**Play** with a range of toys and games.

**Research** games that are played universally around the world.

**Discuss** the [MAP OF INDIGENOUS AUSTRALIA](#) and locate where your school is located. There will be an opportunity for the students to share this as a part of the Acknowledgement of Country at the beginning of the Digital Visit.

**View** [WELCOME TO THE STATE LIBRARY K-6 VIDEO](#) and discuss the role of the State Library. This will be viewed during the Digital Visit.

**Read** 'Australian kids through the years' - Author: Tania McCartney, Design: Andrew Joyner (2015).

## PRE-VISIT PREPARATION

All pre-visit information can be found on the website under PRE-VISIT PACKAGE

- ☐ **Arrange a space near an interactive whiteboard** for learners to view the screen and spread out for partner and group work
- ☐ **Organise learners into partners and groups of 4** to assist with collaborative processes.
- ☐ **Colour print A3** [A PLAYFUL PAST COLLECTION CARDS](#) which includes 8 pages of collection cards, 1 collection information sheet and 1 poster showing toys and games from the State Library's collection.
- ☐ **Cut COLLECTION CARDS** to make 8 packs, each containing 4 cards with the same coloured borders.
- ☐ **Print and disseminate** INFORMATION FOR SUPPORTING ADULTS letter to share with adults that may be assisting.

### DIGITAL VISIT OVERVIEW

Log on 10 minutes before the start of your Digital Visit to check connectivity and safety

Welcome, Acknowledgement of Country and introduction to the State Library

View a video and discuss:

What is play and why do people play?

In groups of 4 explore the State Library's collections of toys and games to notice:

What has changed? What has stayed the same?

Pass the collection card packs on to the next group. Repeat 3 times.

Group discussion

Posing inquiry questions

View a video co-designed by children that explores some games that are played universally around the world

FINISH

If you have any queries prior to the day, please contact Maureen at [slsaeducation@sa.gov.au](mailto:slsaeducation@sa.gov.au)



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