

ECERS-R: BLOCKS (ITEM 22)

Teacher name: _____ Classroom name: _____ Date _____

Accessibility target:

- Indicator 3.1, 3.3, 5.1, 7.1: *Accessible* = Children have free access for at least 1 hour in programs of 8 hours or more (See p7 of the ECERS-R spiral for chart to determine the amount of time required for part-day programs).
- Indicator 5.4: *Substantial Portion of the Day (SPD)* = At least 1/3 of the time the children are in attendance. This is calculated from program open to program close; For example, 1 hour in a 3-hour program or 3 hours in a 9-hour program. *Substantial portion of the day* is calculated separately for each item. It is based on what is observed during the 3-hour observation, plus the teacher response during the interview about what happens during the rest of the day.

Considerations:

- Blocks must have at least 2 inches of smooth surface area on the majority of sides, and be able to stack easily. Blocks less than 2 inches or blocks of any size that interlock are considered fine motor materials (e.g. small blocks, Duplos, Legos).
- Accessories for blocks are separated into 3 categories: people, animals, and transportation (cars, trains, etc.).
- Store blocks and accessories by type, organized in a space for block play with a steady surface for building.
- Indicator 3.1 requires enough blocks and accessories to be *accessible* for at least 2 children to build independent structures at the same time: 10–20 of 1 type of blocks plus 1 type of accessory (must be stored with the blocks).
- Indicator 3.2 requires some clear floor space for blocks that is not used for other activities at the same time. This means that other types of materials (e.g., fine motor interlocking blocks) should not be stored in the block area.
- Indicator 5.1 requires enough space, blocks, and accessories to be *accessible* for three or more children to build sizable independent structures at the same time. There must be at least 2 types of accessories stored with the blocks.
- Indicator 7.1 requires at least 2 different types of blocks and all 3 types of accessories (stored with the blocks) be accessible.

Sets of blocks and # in each set

1.
2.
3.

Accessories: People

1.
2.
3.

Accessories: Transportation

1.
2.
3.

Accessories: Animals

1.
2.
3.



