

Play-Doh Evaluation

Complete the following with your partner(s) in complete sentences. This part of the assignment can be done as a group. However, each person needs to fill in their own worksheet.

1. With the Play-doh, create a new character for Dr. Seuss's collection of short stories. You may call the character any of the following names, just be sure to <u>CIRCLE</u> the name you plan to use. (Remember this is an imaginary character so it should be original in design and look like nothing we've ever seen before!) Take a picture of your creation with Mrs. Graybill's camera when you are finished.

GZIEBE FSTRUNG SNUV ZADOO XYZEL

2. Describe how the PIES were used in the making of your character. Think about what children can do and learn from this experience. Use your notes if needed.

Physically: Describe how small motor skills were used in the making of your character.

Intellectually: Show me how you can teach the following skills with Play-doh. Use drawings to help you if necessary.

Counting.			
Sizes:			
Shapes:			

Counting

Classifying:

<u>Emot</u>	ionally:	How can Play-doh help children work through stress, emotions or feelings?
<u>Socia</u>	lly: How	can children play with Play-doh together? Give an example.
3.		vere supervising young children with Play-doh, what <u>two</u> rules or guidelines ou ask them to follow?
	#2:	
4.	Explain this char	how you and your partners used problem-solving and creativity in the making of racter.
5.	•	te the attached chart based on the creation you made for #1 and then explain racy and language were used in this project.
6.	Did you	like this play experience? Why or why not?
7.	What ap	ppeals to you about Play-doh?

8. The article we read in class about creativity discussed four important components: fluency, flexibility, originality and elaboration. Were these components evident in this activity? Explain using specific examples to support your answer. If any of the components were not evident explain how they might be incorporated.