Assessing Your Centers

Common Mistakes in Classroom Design

Stand in center of your room and decide:

		Yes	No
1.	Is there a clear entry to each center?		
2.	Is each center clean, organized, and inviting?		
3.	Are there enough materials to support the number of children who will be in the center (3 play units per child)?		
4.	Are materials/shelves labeled? Will children know where materials go?		
5.	Are there clear physical boundaries for each center?		
6.	Are the materials prepared before children arrive at the center or activity?		
7.	Are there an adequate number and variety of centers of interest to children and to support the number of children (at least 4 centers; 1 center for every 4 children)?		

Common Mistakes in Classroom Design

Sometimes teachers will:

- 1. Put everything up high so children can't reach/destroy it.
 - But what good is the manipulative if children can't see or touch it?
- 2. Provide a poster, book, or visual for every little thing that could possibly happen.
 - Cluttered classrooms often feel very chaotic and can be overstimulating
- 3. Provide lots of toys, books, and paper pencil activities to fill the learning day
 - But neglect to incorporate natural materials (crystals, fossils, feathers), objects, and visual elements that children can touch, smell, and taste to engage different types of learners
- 4. Think, "if I do it for them then they will learn the right way to do it."
 - But children need you to guide them but they can grow confident and gain independence through creative exploration
- 5. Think that children need their space; if they are too close together they will fight
 - Yet, having spaces where children must work together (e.g., double easel, bench seating for working at the computer, double swing) will promote peer relationships and help build friendship skills

^{**}If you have checked "No" in any row, decide how you can make changes.