



## ACCESS AND PARTICIPATION: FACILITATOR GUIDE

**Activity overview:** In this activity, participants will determine the materials or equipment that could increase a child's access and participation in planned activities, interactions, and routines.

**Directions:** Refer to some of the domains from the Head Start Child Development and Early Learning Framework. Ask participants to write down ways they could use special equipment or devices to increase a child's access and participation.

Domain	Increase access	Increased participation
<b>Example:</b> Science Knowledge & Skills	A raised garden as well as a ground-level garden	All children can reach the garden and work with their peers.
Creative Arts Expression	<i>Table top easel</i>	<i>All children can use an easel to paint, draw, and write.</i>
Physical Development & Health	<i>Beach balls, foam balls, and balsa wood airplanes</i>	<i>All children can throw, catch, and play sports with friends.</i>
Literacy Knowledge & Skills	<i>Technology device—tablet, smart phone, etc.</i>	<i>A child who is a dual language learner is able to play alphabet and word games.</i>
Mathematics Knowledge & Skills	<i>A giant calculator with large numbers</i>	<i>A child with visual impairment can see and touch numbers.</i>



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