

# Access Points for ECE Routines and Play



When children  
are asked to...

Add an access point:

## Join Circle Time

- Offer a choice of **where** to sit (carpet spot, cushion, chair, lap) or **how** to “sit” (on your bottom, knees, stand, or even walk)
- Provide fidgets, scarves, or small objects to hold.
- Use visual props (puppets, picture cards, felt board pieces).
- Build in movement breaks (stand and stretch, wiggle song).
- Invite children to lead songs, fingerplays, or greetings.

## Explore Learning Centers

- Rotate materials to spark new curiosity.
- Provide open-ended props (blocks + animals, dramatic play items).
- Use picture or object choice boards for children to select activities.
- Offer visual boundary markers (rugs, shelves) to define spaces.
- Ensure multiple ways to participate (build, pretend, draw, sort).

## When children are asked to...

## Add an access point:

### Engage in Play

- Introduce role cards, dress-up props, or story starters.
- Add peers as “play partners” to scaffold social interaction.
- Provide AAC tools or visuals to support joining in.
- Allow flexible entry points—watching, joining, leading.

### Listen to a Story

- Give children props to act out the story (puppets, story baskets).
- Use repeated lines, chants, or motions they can join in.
- Offer “wobble seats” or lap items for sensory regulation.
- Provide picture cues or sequencing cards.
- Invite children to retell with drawings, dramatization, or play.

### Transition Between Activities

- Use songs, chants, or movement games.
- Provide picture cues or individual visual schedules.
- Offer jobs during transition (line leader, door holder).
- Allow choices for how to move (hop, tiptoe, crawl).
- Embed sensory breaks (stretching, breathing).

### Create (Art, Writing, Building)

- Offer multiple tools (crayons, markers, paintbrushes, clay).
- Use adaptive grips, vertical surfaces, or large paper rolls.
- Allow dictation, drawing, or collage to express ideas.
- Provide stamps, stickers, or stencils.
- Celebrate the process, not just the product.