



Circle Time Tips and Considerations

For more tips and “how to strategies,”
click [HERE](#) to listen to Pre-K Teach & Play podcast episode #16 with guest Jen Davis.

Tip #1: Aim to use circle time to build a community of learners

Teaching Considerations and Reminders

- The only active ingredient in development and learning is RELATIONSHIPS. Circle time creates opportunities for children to form relationships with familiar adults and [friendships](#) with peers.
- Aim to “be present” vs. controlling and create open-ended ways for children to participate vs. focusing on narrowly defined rules and compliance.
- Utilize other adults to model participation and offer support (in and out of the circle area) vs. working as gatekeepers or physically moving children.
- Circle time is about whole group interactions vs. always requesting “eyes on me.”

Tip #2: Clarify why you are offering whole group circle time

Teaching Considerations and Reminders

- Know what’s your “what,” and be sure everyone from the building admin to the classroom associate is in agreement (aware) of “what” is being taught during circle time.
- Target different outcomes for different children in the same activity, and use circle time to strengthen existing skills.
- Be clear and consistent about expectations and offer choices within choices whenever possible.
- Learning occurs when we give targeted, specific, and timely [feedback](#).

Tip #3: Offer activities that ensure neurons fire together

Teaching Considerations and Reminders

- As they say...neurons that fire together, wire together...and sitting “crisscross applesauce” is about as passive as you can get.
- Think of children as your audience...how can you ensure high engagement before, during, and after circle time?
- Consider what comes before and after circle time that may be impacting a child’s engagement, interest, and/or ability to participate?
- Think about what you are doing vs. what children are doing. While long wait times are good for auditory processing of directives and questions, long wait times until you get a turn or an opportunity to be [active](#) doesn’t help neurons to fire.