



Module Proposal Form: PLAY ZONE (CPCPZ)



1. Module Coordinator: Clybiau Plant Cymru Kids' Clubs – developed credit values and learning outcomes

Tutor/s (if different from Module Coordinator): Playworkers in Out of School Childcare Clubs

2. Children's University Activity Centre: Childcare Clubs in recognised CU Activity Centres Tel No: _____

3. Venue (if not the Activity Centre): Various Tel No: _____

4. Delivery Duration: Start Date: _____ Expected End Date: _____
 Time: From: _____ To: _____
 Day/s: _____

5. Target Age Group: Kids College (Age 5-8: school year 1-3) Approx. No. Students: _____
 Children's University (Age 9-13: school year 4-8) Approx. No. Students: various

6. Community Contribution: Please tick if there will be a service to the community, public performance / team event or 'match' watched by the public.

7. Please make clear the specific learning outcomes and skills expected:

Module Title (will appear in Directory): **Play Zone** includes activities that foster an environment where diversity is respected and valued. Play Zone, emphasises play opportunities that cater for the needs and abilities of all young people giving ideas on adapting and improvising games. It also includes instructions to help young people use different communication methods such as Braille, British Sign Language and Makaton.

A 'Useful Information' section includes books and contact details for local and national organisations that can provide information, resources and expertise.

Credit Value (learning hours): **Maximum of 20 credits per pack** (Min = 5 / Max = 20 and 30 for Youth University)

Learning Outcomes (will appear in Directory): The learner should be able to:
 1. Participate in new activities which use different senses including active and art and craft activities
 2. Replicate basic words/greetings using different communication methods such as Braille, British Sign Language, Makaton
 3. Participate in other relevant local/national/international environmental initiatives

Young people gain confidence and develop new communication skills, working with others to achieve a set objective, whilst being able to follow instructions. They also experience problem-solving activities and develop team working skills.

8. The Head of Establishment and Module Coordinator have read, and agree to abide by all procedures, rules and regulations issued in the Provider's Pack.

Signed (Head of Establishment): _____ Date: _____

Signed (Module Coordinator): _____ Date: _____

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Play Zone (CPCPZ)

Credit Values and Learning Outcomes
for accreditation with Children and Young
Peoples University Cymru



Please submit module completion forms to your local authority's Children's University Coordinator only when children and young people have reached a minimum of 5 credits (i.e. 5 hours) and a maximum of 20 credits (i.e. 20 hours and 30 hours for the Youth University).

The credit values relate to time and are estimated below for guidance.

You can only submit a maximum of 20 credits for the pack.

Activity	Learning Outcomes for Children and Young People Aged 3-16 years	Credit Value (1 credit = 1 hour of participation)
Parachute Games	<ol style="list-style-type: none"> 1. Demonstrate warm up and cool down techniques 2. Experience a new game 3. Acquire social skills 	1
Blindfold Trail	<ol style="list-style-type: none"> 1. Participate in a new game 2. Develop social and communication skills 3. Develop trust through activities 	1
Hand Volleyball	<ol style="list-style-type: none"> 1. Experience warm up and cool down techniques 2. Experience a new game 3. Develop social skills 	1
Orange Creams	<ol style="list-style-type: none"> 1. Develop cookery skills 2. Acquire social skills 3. List and identify basic food safety/hygiene 	1
Recycled Fashion Show	<ol style="list-style-type: none"> 1. Describe and demonstrate new art and craft ideas 2. Develop social skills 3. Participate in recycled fashion show 	3
Sand Play	<ol style="list-style-type: none"> 1. Create new games using sand 2. Develop social skills 3. Demonstrate communication skills 	2
Squeezy Paint Prints	<ol style="list-style-type: none"> 1. Experience new arts and crafts 	2



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	<ol style="list-style-type: none"> 2. Develop new social skills 3. Display paint prints 	
Ball Pit Treasure Hunt	<ol style="list-style-type: none"> 1. Demonstrate team work 2. Acquire social skills 3. Experience good communication 	1
Soft Play Obstacle Course	<ol style="list-style-type: none"> 1. Experience good team work 2. Develop social skills 3. Clear communication skills 	1
Festive Cards	<ol style="list-style-type: none"> 1. Develop new arts/craft skills 2. Develop social skills 3. Develop communication skills 	2