

Making Modifications

STREAMin³ recognizes that each child, educator, and program has unique backgrounds, experiences, interests, strengths, and needs. Educators are encouraged to modify the components of the curriculum to best support children and program needs. When modifying the STREAMin³ curriculum, **it is important to remain true to the intention, or the purpose, of the activity**, while also making it work for the children and families in your program. This means that you'll continue to focus on the Core Skills and Intentional Teaching Practices when modifying the activity, routine, or material.

Types of Modifications

The guidance below offers ideas and suggestions for modifications that can be made to meet the needs of your children, families, and program.



Children's Interests

Modify activities to be more engaging and relevant for children by considering their interests. For example, to increase children's interest in using play-dough, you incorporate animal figurines that children have shown interest in.



Developmental Needs

Modify the way you scaffold, or support, each child during activities. This can be based on individual needs, skills, and/or developmental growth. For example, during a sorting activity, you prompt some children to sort by two characteristics, like shape and color. Other children to sort by one characteristic.



Availability of Resources

Swap or add to the type of materials that you use to implement an activity. For example, use empty food containers instead of building blocks.



Group Size

Modify the number of children you do activities with, or which children you gather for an activity. For example, you choose a group that is a mix of talkative and quiet children to encourage social interactions.



Time

Change the time of day and the amount of time you spend on activities to accommodate them within your schedule. For example, you have a field trip scheduled in the morning when you typically do STREAM Group Activities. You shift the activity to take place during afternoon Choice Time.



Setting

Modify where an activity happens or what your environment looks like to accommodate your program needs. For example, you decide to take your ramps and balls activity outside for an additional challenge.

