

Our Continuous Provision Curriculum

Tinkering Tables

In its classic sense, tinkering is about pottering around with electronics or machines, but in this more up-to-date definition, tinkering is about playing with materials and figuring out how just about anything can be assembled.

Tinkering is about hands-on experiences, learning from failures, and unstructured time to explore and invent. And through the processes of exploration and invention lies the potential for innovation. Tinkering is important because it can help children understand how things are made, enables children to have focused and unstructured time to explore and test ideas, and it's at the heart of invention.

Tinkering is a hands-on experience where children are given time to explore and invent. It involves experimenting with authentic tools to help a child understand how things work. Tinkering definitely supports learning through doing and teaches children valuable lessons by helping them develop fine motor skills, problem solving abilities and peer relationships.

Through Tinkering, the children will be engaged in open-ended experiences that allow them to question, design, collaborate, and construct knowledge as they go. Tinkering promotes deep engagement in scientific and engineering practices. It also gives the learner an opportunity to take part in multiple cycles of design and discovery.



It is important to discuss the safety rules with children when playing in this area. Rules may include: The need to wear a yellow jacket and limit the number of children to two at the time; use safety goggles to protect our eyes; and the importance of putting the tools back in their place.

Areas of learning included when Tinkering: Understanding the World, physical development, communication and language, literacy, mathematics, expressive art and design, personal, social and emotional development.