

## Age-appropriate Teaching Methods



### **Toddler: 1-3 yrs.**

- can stay attentive to an activity for 3-6 minutes
- normal development includes building physical skills and coordination: learning how to kick a ball, climb stairs, and hold a pencil to scribble
- play-based learning helps toddlers learn about the world through listening, looking, touching, tasting, and smelling
- short memory
- actions and objects much easier to understand than words
- enjoy songs and rhymes
- good activities include looking at picture books, free play, listening to short, simple stories with hand motions, and singing songs

### **Preschool: 3-5 yrs.**

- typical attention span is 5-10 minutes
- 3-5 year olds become more independent and curious about the world around them
- children typically are able to ride a tricycle, use safety scissors, play with other children, and recall parts of a story
- good activities include group games, independent tasks (with a teacher or aide available to help if needed), reading books, listening to short stories, singing songs, simple crafts

### **Grade-schooler: 6-8 yrs.**

- attention span of 15-20 minutes
- concrete and literal minded
- thrives on praise and acceptance
- are concerned about group acceptance
- good activities include singing songs, drawing or painting, competition and games, memorizing Scripture, reading out loud, writing/worksheets, and acting out stories

### **Grade-schooler: 9-12 yrs.**

- attention span: 30-40 minutes
- like to be challenged
- are able to learn abstract concepts
- generally want to be affiliated with the beliefs and values of important adults in their lives
- good activities include singing songs, drawing or painting, competition and games, memorizing Scripture, reading out loud, writing/worksheets, and acting out stories

### **Teen: 13-18 yrs.**

- attention span is longer (up to an hour)
- typically teens tend to be energetic, adventurous, and risk-taking
- able to begin making life goals and tend to question their parents' points of view
- like to be challenged
- are able to learn abstract concepts
- good activities/tasks include team games, object lessons, independent/group devotion/study time, handouts, workshops, instruction using multiple methods (media, music, crafts, skits, etc.), community service