People who help us: adult input plan

1 to 2 weeks · ages 2 to 5 · adult-led and child-initiated ideas for six learning areas

Big questions

- Who helps us at home, at kindy and in our town?
- What do they do, and what do they use?
- How can we help other people?

Key words

firefighter · police officer · paramedic · doctor · nurse · dentist · vet · teacher · librarian · bus driver · farmer · lifeguard

Area	Adult-led (small group, 10 to 15 minutes)	Child-initiated (set it up, then step back)
Talk and listening	Invite a visitor (a family member who is a nurse, a librarian or a bus driver). Children choose three questions to ask before they come.	A role-play area set up as a vet clinic, doctor's or café with badges, so children take turns being the helper and the person helped.
Early reading and writing	Write thank-you cards to a helper you all know, such as the cook, the cleaner or the crossing patrol; children dictate or write.	Forms, clipboards and appointment cards in the role-play area for children to fill in their own way.
Maths	Sort helpers' vehicles by size or by number of wheels; count each group and compare.	Number the parking spaces 1 to 10 in the block area; children park each vehicle on the matching number.
Exploring the world	Practise the emergency number on a toy phone with the card for your country, and talk about when we would call it.	Small-world town with roads, a fire station, a clinic and a school, plus vehicles and people figures.
Creative play and art	Make a helper hat or badge; each child chooses who they want to be and tells you why.	Junk-modelling table to build fire engines, ambulances, rubbish trucks and buses.
Moving and fine motor	Helper obstacle course: carry parcels like a postal worker, climb like a firefighter, steer like a bus driver.	Lengths of hose and buckets of water to put out chalk fires outdoors; bags and parcels for a delivery round.

Families: point out helpers when you are out (a bus driver, a librarian, a lollipop or crossing patrol) and talk about what they do.