

We Grow Up by Playing



In this interactive tour, students are taken on an entertaining journey that calls upon their imagination. They discover the extraordinary collection of toys and games used by the Ursulines and their students in the 18th, 19th and 20th centuries.

These pioneers in education quickly realized the importance of play in childhood learning and development. The monastery's archives show how the Ursuline teachers incorporated play in the classroom as well as during recess and free time.

DURATION: 30-MINUTE TOUR + 45-MINUTE CREATIVE WORKSHOP

TOPICS COVERED

- Learning

Students explore the world of learning through play.

- History

Students discover children's games from the 18th, 19th and 20th centuries.

- Differences

Students observe the differences between their lifestyle and those of children from previous centuries.

THE TOUR

Students explore the themes presented during their interactive tour of the objects in the Ursulines' collection. Throughout the tour, they participate in the following activities related to the program topics:

- Matching game
- Riddle game
- Spontaneous creative game
- Manipulative game

CREATIVE WORKSHOP

Students make zoetropes, an optical toy invented in 1834 that gives the illusion of movement from the drawing of a still character. Students bring their creations home at the end of the workshop.

COMPONENTS OF THE COMPETENCIES

Preschool

Psychomotor development

- Explore the space around them and manipulate various objects.
- Practice gross and fine motor skills.
- Discover different reactions and possibilities of the body.

Emotional development

- Show a desire to learn and pleasure in creating.
- Participate independently in learning activities.
- Express likes, dislikes and emotions.
- Share personal impressions and demonstrate self-confidence.

Social development

- Examine their understanding of the world.
- Identify with their cultural background.
- Show an interest in others.
- Be open to new realities.

Language development

- Stay on topic in the conversation.
- Take account of different time-related concepts.

Cognitive development

- Ask questions and relate ideas.
- Show interest and curiosity.

Development of work methods

- Use creativity.
- Demonstrate perseverance in the creation of a project.
- Complete the activity and the project.

Reservations and information

[Online reservations](#)

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