

EYLF Outcome 5 - Meanings and Examples

Children identify signs and symbols in their community and use them in their play.

Make picture signs (e.g. going to the airport) and use them in the children's play.

Children have memory and sequence games to tell and retell stories.

Take a set of photos of a child peeling a banana or getting dressed.

Children play games using repetition and rhyming to learn about patterns.

When you pack up after activities, sing a song while you do this or while they are washing their hands before meals

Children use real or pretend telephones, cameras and computers as props in their play

Use cardboard boxes to make a pretend computer. Or ask the council if they have a computer

Children use the internet to find information related to their interest

If you have a computer and internet you can find good stories and pictures

Children use technology for drawing, designing, counting and writing

Have good computer programs so children can practise drawing, counting and writing.

