Joel, a Year 1 child, was playing in a role-play area set up as a building site, when he took some green material and wrapped himself up tightly in it. He wriggled his way across the building site as a ‘caterpillar’. He then curled up in one spot for a short while, before ‘emerging’ from his ‘cocoon’. He then took some orange material and entwined it with the green to become a ‘butterfly’. In the photograph, you can see Joel emerging from his cocoon. Joel’s ideas were heavily influenced by Eric Carle’s story, *The Hungry Caterpillar* (Carle, 1970) and generally, his ideas were scientifically accurate.

**Reflective questions**

- How can a building site develop scientific understandings, skills and attitudes?
- Joel’s ‘caterpillar activity’ deviates from the planned concepts. How could you encourage his interests, but still achieve the planned outcomes for the play activity?
- How could you further Joel’s understanding of the life cycle of the butterfly and other animals?
- What other play areas can support scientific development?

Set up one of your ideas and observe the children at play.

- How successful was the play area at achieving the planned outcomes?
- Were there other unplanned outcomes? How did you support these?