

HS180
Creative Curriculum
3 Credits

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HS180 Version: 7



Creative Curriculum

Calendar Description

This course is an exploration of curriculum planning, implementation and evaluation in the areas of art, games, movement and music. These curriculum areas are explored within the framework of a play oriented, interactionist approach. This approach enables students to design and implement interactive activities for children. Students are provided the opportunity to acquire strategies for supporting the development of children within the preschool, school and community setting.

Rationale

This is a required course for the Early Learning and Child Care Certificate program. Art, games, movement, and music activities are a central component of programs for children. Students need to develop competence and confidence in their ability to engage children in art, games, movement and music activities.

Prerequisites

None

Co-Requisites

None

Course Learning Outcomes

Upon successful completion of this course, students will be able to

1. explore theories about how children learn and discuss the implications for planning.
2. define curriculum.
3. design a learning environment for young children.
4. demonstrate planning methods when programming in early learning settings.
5. identify how art, games, movement and music activities meet the developmental needs of children.
6. acquire a repertoire of art, games, movement and music activities suitable for early learning settings.

7. plan, prepare and implement art, games, movement, and music activities for children.
8. reflect upon the developmental appropriateness of the activities and their role with the children.

Resource Materials

Required Text(s):

Dietze, B., & Kashin, D. (2019). *Playing and learning in early childhood education* (2nd ed.).

Toronto: Pearson.

Required Materials:

Although most of the materials and equipment for the practical experiences with children are supplied by the School of Health and Human Services, students are required to supply some basics that they need for a variety of projects throughout the program.

Students are responsible for supplying the following: scissors, stapler, utility knife, ruler, glue stick, felt markers, and crayons.

Human Services supplies are to be used for program assignments or projects only. Any supplies for student use are the responsibility of the student.

Conduct of Course

This course includes lectures, power point presentations, readings and discussions to develop an understanding of art, movement, games, and music in relationship to child development. Videos illustrate and reinforce concepts. On-campus students will have scheduled opportunities to plan, implement and evaluate activities with children from the Child Development Centre. All students must implement and document activities with children to meet the requirements for the assignments.

Evaluation Procedures

Students must complete all assignments.

Art Activity Assignment	30%
Learning Environments Assignment	30%
Music, Movement, Games Assignment	30%
Discussion	10%
Total	100%

Grade Equivalents and Course Pass Requirements

A minimum grade of D (50%) (1.00) is required to pass this course.

Letter	F	D	D+	C-	C	C+	B-	B	B+	A-	A	A+
Percent Range	0-49	50-52	53-56	57-59	60-64	65-69	70-74	75-79	80-84	85-89	90-94	95-100
Points	0.00	1.00	1.30	1.70	2.00	2.30	2.70	3.00	3.30	3.70	4.00	4.0

Students must maintain a cumulative average grade of C (GPA - Grade Point Average of 2.00) in order to qualify to graduate.

Attendance

Regular attendance is essential for success in any course. Absence for any reason does not relieve a student of the responsibility of completing course work and assignments to the satisfaction of the instructor. Frequent absences may result in the student being placed on probation. Further absences may result in suspension from the program.

On-line attendance is demonstrated by keeping up with readings and assignments, participation in dialogue on the discussion board and completing course work assignments to the satisfaction of the instructor.

In cases of repeated absences due to illness, the student may be requested to submit a medical certificate.

Instructors have the authority to require attendance in classes.

Course Units/Topics

Module I	Designing Curriculum
Unit 1	Theories about how children learn
Unit 2	Elements of curriculum planning (
Unit 3	Approaches to planning

Module II Exploring Art Curriculum

- Unit 1 Art and development
- Unit 2 Exploring art media
- Unit 3 Planning and implementing art experiences

Art Activity Assignment Due

- Unit 4 Displaying art and visual media

Module III Exploring Movement and Games Curriculum

- Unit 1 Games and development
- Unit 2 Equipment and safety
- Unit 3 Selecting, planning and implementing games
- Unit 4 Sports for Children
- Unit 5 Selecting, planning, and implementing movement and dance activities

Learning Environments Assignment Due

Module IV Exploring Music Curriculum

- Unit 1 Developmental influences of music on children
- Unit 2 Selecting, creating and teaching songs
- Unit 3 Instruments and recordings
- Unit 4 Selecting, planning and implementing games/movement and music activities

Games/Movement and Music Assignment Due



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