

Reviewed by: R. Roth
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Semester Effective: Spring 2016

Early Care, Education and Family Studies (ECEP) 1511 Creative Experiences for Children (3 Units)
(DS 3) CSU

[formerly Early Childhood Education 1511; Early Childhood Education 3]

Advisory: Eligibility for English 1000 and Reading 1005 strongly recommended

Total Hours: 48 hours lecture

Catalog Description: This course develops a sensitivity for children and their instructional needs and introduces learning experiences, techniques and curricula that promotes creativity in young children as well as the other domains of development. Various methodologies and theories will be presented for setting up developmentally appropriate environments conducive to creativity, respectful of culture and ability and where children's interest and need for play are emphasized. The value and benefit of play and creative experiences to the whole child will be explored.

Type of Class/Course: Degree Credit

Text: Bos, Beverly J., and Chapman, J. Tumbling. *Over The Edge: A Rant for Children's Play*. Roseville: Turn the Page P, 2005. Print.

Mayesky, Mary. *Creative Activities for Young Children*. 11th ed. Boston: Cengage, 2015. Print.
Additional Required Materials: None

Course Objectives:

By the end of the course, a successful student will be able to

1. identify the creative needs of individual children,
2. identify appropriate teaching skills, methods, materials and environments that support individual needs, interests and abilities,
3. explain activities that are developmentally, culturally, and linguistically appropriate,
4. create appropriate lesson plans to address the creative and developmental needs of children,
5. evaluate and apply current theory on the importance of play and creative expression to advocate for emergent, play based curriculum, and
6. demonstrate critical thinking skills, and competency in writing.

Course Scope and Content:

Unit I Introduction of Creative Needs in the Early Years
A. Domains of Development
B. Theory as it relates to Creativity

Unit II Learning by Discovery

- A. Play
- B. The Importance of Time
- C. Addressing Individual Needs and Interests

- Unit III Creating Environments
- A. Indoor and Outside Environments
 - B. Including Areas (art, music, story, dramatic play, science, large motor/blocks, manipulatives)
- Unit IV Sensitive Awareness of Special Needs, Ethnicity, and Diversity Issues
- A. Culture
 - B. Language
 - C. Ability and Accommodations
 - D. Developmentally, Culturally and Exceptionally Appropriate Activities
- Unit V Activities
- A. Reading and Storytelling
 - B. Music and Movement
 - C. Sand and Water Play
 - D. Indoor/Outdoor Activities
 - E. Math and Science
 - F. Art Activity
- Unit VI Technology in the Classroom
- A. Developmentally Appropriate Programs
 - B. Use and Time
 - C. Guiding children

Learning Activities Required Outside of Class:

The students in this class will spend a minimum of 6 hours per week outside of the regular class time doing the following:

1. Skill practice
2. Completing required reading
3. Written work

Methods of Instruction:

1. Multimedia presentations
2. Workshops
3. Visiting specialists
4. Class presentations
5. Reading and evaluations
6. Hands-on projects

Methods of Evaluation:

1. Written assignments, including:
 - a. journal entries

2. Computational or non-computational problem-solving demonstrations, including:
 - a. skill demonstrations
 - b. hands-on projects
 - c. presentations
 - d. field work
3. Other examinations
 - a. multiple choice
 - b. matching items
 - c. true/false items
 - d. completion
 - e. essay

Supplemental Data:

TOP Code:	130500 Child Development/Early Care and Education
SAM Priority Code:	C: Clearly Occupational
Funding Agency:	Y: Not Applicable
Program Status:	1: Program Applicable
Noncredit Category:	Y: Not Applicable
Special Class Status:	N: Course is not a special class
Basic Skills Status:	N: Not Applicable
Prior to College Level:	Y: Not Applicable
Cooperative Work Experience:	N: Course is not a part of a cooperative education program
Eligible for Credit by Exam:	Yes
Eligible for Pass/No Pass:	Yes