Daily Curriculum Plan

Print Form

Toddler Room L.A, M.N, N.A 11/07/2013 Date: **Educators:** Room: Learning Outcome 1 Learning Outcome 2 Learning Outcome 3 Learning Outcome 4 Learning Outcome 5 Add multicultural dolls to home Outdoor Play - To trough add Digital camera and digital photo Marble Painting - Encourage Vanilla Scented Play dough corner - include clothing, baby sea shells, small sea creature frame. Encourage child/ren to each child to experiment with add scissors, rolling pins, shape toys, baby feeding equipment. figurines, spades, sand and take photos of friends etc. different colours & to male cutters, patty cases, paddle pop Upload them onto digital photo water. patterns. sticks. frame L/o: 4.4 L/o: 5.3 2.3 Outdoor Play 3.2 Group Experience Child Interest Child Interest Extension of Learning L/o: L/o: L/o: Create a height chart - add each Jean - Pierre's mum Amelie Magnetic Fish Game - Add Color Cups With Coloured Train table with train set - Add child's name and individual coming in after morning tea to magnetic fish puzzle, magnetic Teddies - Encourage children to train tracks, people figurines, sort the coloured teddies into the photo. make crepes with the children. items (paperclips) and magnetic small wooden railroad signs and correct coloured cup. fishing rods. small coloured blocks. **L/o:** 2.2 **L/o:** 4.3 L/o: 1.2 I: L/o: 3.1 L/o: 5.4 I: Extension of Learning Focus Child Family Input Child Interest Child Interest Group Time - Show photos/ Plant a vegetable garden. Talk Group Time - Mystery Bag. Add Computer Skills - Each child to Matching Game - Use fruit and images of people from different about the types of vegetables different materials into a bag that be given an opportunity to create vegetable flash cards with fruit cultures. Discuss similarities and that grow from the ground. child feels to guess what it is. a picture on paint program. and vegetable figurines. Discuss ways in which we can Focus on using mouse and differences. Encourage children to match

Input Key

1.3

L/o:

Intentional Teaching

Learning Outcome 1 Children have a strong sense of identity

L/o: 2.4

1.1 Children feel safe, secure, and supported.

1.2 Children develop their emerging autonomy, inter-dependence, resilience and sense of agency.

1.3 Children develop knowledgeable and confident self-identities.

1.4 Children learn to interact in relation to others with care, empathy and respect.

Learning Outcome 2 Children are connected with & contribute to their world

Child Input

2.1 Children develop a sense of belonging to groups & communities and an understanding of the reciprocal rights & responsibilities necessary for active communication.

2.2 Children respond to diversity with respect.

2.3 Children become aware of fairness.

2.4 Children become socially responsible and show respect for the environment.

Learning Outcome 3 Children have a strong sense of wellbeing

Extension of Learning

them together.

3.2

L/o:

3.1 Children become strong in their social and emotional wellbeing.

3.2 Children take increasing responsibility for their own health and physical wellbeing.

Learning Outcome 4 Children are confident & involved learners

I: Group Experience

L/o: 4.1

4.1 Children develop dispositions for learning such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination & reflexivity.

4.2 Children develop a range of skills & processes such as problem solving, enquiry, experimentation, hypothesizing, researching &

4.3 Children transfer & adapt what they learned from one context to another.

4.4 Children resource their own learning through connecting with people, place technologies and natural and processed

Learning Outcome 5 Children are effective communicators

L/o: 5.5

5.1 Children interact verbally & non-verbally with others for a range of purposes.

5.2 Children engage with a range of texts and gain meaning from those texts.

5.3 Children collaborate with others, express ideas and make meaning using a range of media and communication technologies.

5.4 Children begin to understand how symbols and pattern systems work.

5.5 Children use information and communication technologies to access information, investigate ideas and represent their thinking.

Parent Input / Suggestions

I: Intentional Teaching

clicking to select objects.

Margaret (Noah's mum) mentioned that he enjoys singing "Here is The Beehive"

Jeff (Kayla's dad) will come to talk about being a dentist.

Learning

Font Size:

Centre Logo:

look after them.

Rectangle

Square



| Curriculum | Reflection | Questions: |
|------------|------------|-------------------|
| | | |

| 1) Do the experiences and activities planned cover each of the EYLF Learning Outcomes? If no, what's missing? | |
|--|------------|
| 2) Has parent input / feedback been added onto the curriculum plan? If no, why not? | |
| 3) Does the curriculum assist in the development of Belonging, Being, Becoming? Why? | |
| Yes we enable all children within the program to develop their skills and abilities and promote independency through the daily routines. | |
| 4) Was the group broad goal achieved? How is it reflected in the curriculum plan? If no, why? | ⊙ Yes ∩ No |
| Yes we enable all children within the program to develop their skills and abilities and promote independency through the daily routines. | |
| 5) Were there sufficient resources for all the experiences planned? If no, why not? | ∘ Yes ∩ No |
| 6) Was the level of supervision appropriate in all areas of the curriculum plan? If yes, how? If no, why not? | |
| Yes, ratio was covered by all educators. | |
| 7) Is there anything that needs to be followed up with regards to children, parents, curriculum or staff? | ○Yes • No |
| 8) How did the experience / goals planned connect to service philosophy? | |
| The service philosophy was represented through the community experience. | |