

SYLLABUS
PART I
EDISON COMMUNITY COLLEGE
ECE 127S CREATIVE ACTIVITIES
4 CREDIT HOURS

COURSE DESCRIPTION

Discusses the planning, implementing, and evaluating of developmentally appropriate activities for young children in the creative areas of art, music, movement, and play. Includes experiences and methods for developing self-expression and creativity. Lab experience in Edison's Child Development Center is required. Prerequisite: ECE 115S. Lab fee.

COURSE GOALS

The student will:

Bloom's Level		Program Outcomes
2	1. Explain creativity as a product, process, skill, set of personality traits, and set of environmental conditions.	1, 2
4	2. Compare and contrast creativity and divergent thinking with conformity and convergent thinking.	21
2	3. Discuss the importance of creative play, music, movement and creative art in the developmentally appropriate curriculum and the importance of early exposure to creative activities.	1, 2, 11, 12, 13, 14
1	4. Define the developmental stages in creative play, music, movement and creative art and their importance to the growing child.	1, 12
2	5. Describe techniques for facilitating creative play, music, movement and creative art that will make the experiences fulfilling and joyful for both teacher and child.	14
3	6. Develop a beginning resource collection of songs, games, and ideas for experiences to foster creativity in children with diverse backgrounds.	14
5	7. Plan for both organized and spontaneous art, music and movement experiences varying the time, content and format for various ages, interests and abilities.	11, 12
5	8. Create materials and equipment appropriate to the child's developmental level including diverse physical needs and diverse cultures.	13
5	9. Plan activities and environments that will incorporate music, movement and creative art into creative play.	11, 12
3	10. Demonstrate communicating with parents the importance of nurturing creativity through experiences at home in creative play, music, movement and creative art.	5, 6
3	11. Demonstrate a commitment to professionalism through service learning activities.	15

CORE VALUES

The Core Values are a set of principles which guide in creating educational programs and environments at Edison. They include communication, ethics, critical thinking, human diversity, inquiry/respect for learning, and interpersonal skills/teamwork. The goals, objectives, and activities in this course will introduce/reinforce these Core Values whenever appropriate

TOPIC OUTLINE

1. Creativity.
2. Divergent thinking/convergent thinking.
3. Importance of creative play, music, movement, and creative art.
4. Theory.
5. Developmental stages in creative play, music. Movement and creative art.
6. Planning, preparing materials, and implementing activities and learning centers for creative play, music, movement, and creative art.
7. Resource collections.
8. Communicating with parents.

TEXTS AND MANUALS

Capon, Jack. Perceptual-Motor Lesson Plans, Level 1. Front Row Experience.

Isenberg, Joan P. and Mary Renck Jalongo. Creative Expression and Play in the Early Childhood Curriculum. Merrill, 1993.

OPTIONAL TEXTS AND MANUALS

Dodge, Diane Trister and Laura J. Colker. Creative Curriculum, Third Edition. Washington D.C., Teaching Strategies, 1992.