

Course Outline:

Development and utilization of new materials and equipment to promote learning. Age appropriate practices and the individual needs of the child will determine what type of design will be chosen. Special emphasis will be placed on economy in the production of these materials.

Projects:

1. Small Muscle Activities:
 - a. puzzles - three different types
 - b. table activities
 - c. manipulative and problem solving activities (i.e. math activity)
2. Large Muscle Activities:
 - a. floor game
 - b. large muscle - perceptual-motor activity
3. Visual Aides:
 - a. flannel board
 - b. pellow story board
 - c. felt concept set
 - d. others - this varies
4. Learning Environment:
 - a. design of active-learning classroom
5. Room Equipment:
(this will be determined on an individual basis according to age and need)

Grades will be based on the accumulation of points on the following:

Attendance and participation – 50 points
Individual projects – 20 points each
Project file – 25 points
Readings – 10 points each

(points will be deducted for all late work)

STUDENTS MUST COME PREPARED TO WORK IN CLASS

- Last day to drop without penalty is April 18, 2000