#### **ADLTED 731A Course Outline as of Summer 2018**

## **CATALOG INFORMATION**

Dept and Nbr: ADLTED 731A Title: CHLD CARE 1--CHLD DEVEL

Full Title: Child Care Provider 1: Child Development

Last Reviewed: 11/26/2018

Units		Course Hours per Weel	k Ni	or of Weeks	<b>Course Hours Total</b>	
Maximum	0	Lecture Scheduled	0	8	Lecture Scheduled	0
Minimum	0	Lab Scheduled	3.00	4	Lab Scheduled	24.00
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	24.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 0.00 Total Student Learning Hours: 24.00

Title 5 Category: Non-Credit

Grading: Non-Credit Course

Repeatability: 27 - Exempt From Repeat Provisions

Also Listed As:

Formerly:

#### **Catalog Description:**

Introduction to the theories of child development and developmental milestones that guide healthy growth and development of children from birth to age 8. The role of the child care provider as a communicator with families and children will be explored.

## **Prerequisites/Corequisites:**

# **Recommended Preparation:**

#### **Limits on Enrollment:**

#### **Schedule of Classes Information:**

Description: Introduction to the theories of child development and developmental milestones that guide healthy growth and development of children from birth to age 8. The role of the child care provider as a communicator with families and children will be explored. (Non-Credit Course) Prerequisites/Corequisites:

Recommended:

Limits on Enrollment:

**Transfer Credit:** 

Repeatability: Exempt From Repeat Provisions

# **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

AS Degree: Area Effective: Inactive: CSU GE: Transfer Area Effective: Inactive:

**IGETC:** Transfer Area Effective: Inactive:

**CSU Transfer:** Effective: Inactive:

**UC Transfer:** Effective: Inactive:

CID:

## Certificate/Major Applicable:

Certificate Applicable Course

#### **COURSE CONTENT**

#### **Outcomes and Objectives:**

Upon completion of the course, students will be able to:

- 1. Demonstrate an understanding of young children's development.
- 2. Demonstrate developmentally appropriate practices in early childhood education.
- 3. Model and facilitate appropriate language and social behavior with children and adults including problem-solving and conflict resolution strategies.
- 4. Demonstrate respect for diverse family structures and cultures.
- 5. Use online community resources that help and support child care providers and parents.

## **Topics and Scope:**

- I. Theories of Child Growth and Development
  - A. Cognitive, social, emotional, and physical development
  - B. Fundamentals of brain development and the effect on early learning
  - C. Ages and stages of early childhood
  - D. Temperament and attachment
  - E. Typical and atypical development
  - F. Diversity of family structures
- II. Communication
  - A. Effective methods of talking and listening
    - 1. Active listening
    - 2. Appropriate language
  - B. Conflict resolution
    - 1. Positive guidance and discipline strategies
    - 2. Applying appropriate discipline strategies
  - C. Communicating with parents about child development
    - 1. Building trust
    - 2. Considering parents' points of view
    - 3. Community resources for providers

#### **Assignment:**

- 1. Create a collaborative display of developmental milestones of birth through eight years old including a description of each developmental state
- 2. Roleplay a variety of effective communication activities e.g. provider/parents; provider/child (4 6)
- 3. Weekly quizzes
- 4. In-class writings related to theories of child develoment, domains of development, and development milestones (4 6)

#### Methods of Evaluation/Basis of Grade:

**Writing:** Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

In-class writings

Writing 10 - 20%

**Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Poster or display

Problem solving 10 - 20%

**Skill Demonstrations:** All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Roleplaying

Skill Demonstrations 10 - 20%

**Exams:** All forms of formal testing, other than skill performance exams.

Quizzes

Exams 20 - 30%

**Other:** Includes any assessment tools that do not logically fit into the above categories.

Attendance and participation

Other Category 30 - 40%

# Representative Textbooks and Materials:

Instructor prepared materials