CHLD 55.6 Course Outline as of Fall 2014

CATALOG INFORMATION

Dept and Nbr: CHLD 55.6 Title: ART FOR YOUNG CHILD Full Title: Art for the Young Child Last Reviewed: 1/28/2019

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	3.00	17.5	Lecture Scheduled	52.50
Minimum	3.00	Lab Scheduled	0	6	Lab Scheduled	0
		Contact DHR	0		Contact DHR	0
		Contact Total	3.00		Contact Total	52.50
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 105.00

Total Student Learning Hours: 157.50

Title 5 Category:	AA Degree Applicable
Grading:	Grade or P/NP
Repeatability:	00 - Two Repeats if Grade was D, F, NC, or NP
Also Listed As:	
Formerly:	

Catalog Description:

Introduction of the developmental stages of art and exploration of appropriate activities for young children using various art media. Art education philosophies and creative development of children 0-8 will be addressed.

Prerequisites/Corequisites:

Recommended Preparation:

Eligibility for ENGL 100 or ESL 100 and Course Completion or Concurrent Enrollment in CHLD 10 OR CHLD 110.1 OR CHLD 110.2

Limits on Enrollment:

Schedule of Classes Information:

Description: Introduction of the developmental stages of art and exploration of appropriate activities for young children using various art media. Art education philosophies and creative development of children 0-8 will be addressed. (Grade or P/NP) Prerequisites/Corequisites: Recommended: Eligibility for ENGL 100 or ESL 100 and Course Completion or Concurrent

ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:

AS Degree: CSU GE:	Area Transfer Area	I	Effective: Effective:	Inactive: Inactive:	
IGETC:	Transfer Area			Effective:	Inactive:
CSU Transfer	:Transferable	Effective:	Spring 2009	Inactive:	
UC Transfer:		Effective:		Inactive:	

CID:

Certificate/Major Applicable:

Both Certificate and Major Applicable

COURSE CONTENT

Outcomes and Objectives:

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

1. Identify sequential stages of art development in the young child.

2. Analyze the essential elements of a good quality art program including the physical environment, materials and adult child interactions.

3. Assess art activities for the young child and discriminate between appropriate and inappropriate activities.

4. Develop a professional philosophy of art education for young children.

5. Collect and organize a variety of lesson plans for open ended art experiences that can be used with young children.

Topics and Scope:

A. Stages in a child's art development

1. Review of developmental capabilities of children 0-8

2. Sequence of development from beginning mark-making to representational work and beyond

- 3. Theories of children's artistic development
 - a. Kellogg, Lowenfeld, Howard Gardener
- b. Examples of children's art at various developmental stages
- B. Developing an appropriate environment
 - 1. Organizing the physical space
 - 2. Supplies for a comprehensive art program
 - 3. Developing a creative climate
 - 4. Responding to individual children's creative art process and art work
- C. Age appropriate art activities
 - 1. Safety
 - 2. Developmentally appropriate practice

- 3. Problems with imitative activities
- D. Art education philosophies
 - 1. Reggio Emilia/Project Based/Cognitive Approach
 - 2. Child centered
 - 3. Imitative
 - 4. Discipline based/Comprehensive Art Education
 - a. Art Appreciation
 - b. Noticing, responding and engaging
 - 5. Community Based Art Education; incorporating local artists into your program
 - 6. Examples of programs and activities associated with different philosophies
- E. Survey of Art Activities
 - 1. Criteria for selection of appropriate art activities
 - 2. Techniques for conducting an art experience
 - 3. Content areas and activities
 - a. Collage and assembleg
 - b. Tearing, cutting, and folding
 - c. Drawing
 - d. Painting
 - e. Printing
 - f. Modeling, carving and sculpture
 - g. Stitching and weaving
 - h. Woodworking
 - i. Color
 - j. Texture and sensory exploration
 - k. Light and Shadow
- F. Creativity
 - 1. Theories of creativity
 - 2. Factors that affect creativity in the classroom environment
 - 3. Moving from developing skills to invention and expression

Assignment:

1. Read text and handouts (4-10 pages per week).

2. Collect representative samples of children's art at various stages and write an analysis (1-2 pages) based on stage theories of artistic development.

3. Plan and graphically represent a developmentally appropriate art environment.

4. Participate in art activities for young children and write three to four, two page analysis papers.

- 5. Create a portfolio of developmentally appropriate art activities for young children.
- 6. Compose a written statement (1 page) of art education philosophy.
- 7. Write a reflection paper on the personal value of art experiences.
- 8. Produce an independent project on a topic related to children's art.
- 9. Produce a final portfolio reflecting topics covered in the course objectives.
- 10. Write a reflection on the meaning of creativity in early childhood education.

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.

Analysis papers, reflection paper, children's art philosophy, cumulative final portfolio.

Representative Textbooks and Materials:

Rapunzel's Supermarket: All About Young Children and Their Art. Kolbe, Ursula. Peppinot Press, Second Edition, 2007 (classic) Instructor prepared materials

Problem Solving: Assessment tools, other than exams, that demonstrate competence in computational or noncomputational problem solving skills. Problem solving Plan art environment, portfolio of activities, independent 35 - 45% project. Skill Demonstrations: All skill-based and physical demonstrations used for assessment purposes including skill performance exams. **Skill Demonstrations** Participate in art activities 10 - 20% Exams: All forms of formal testing, other than skill performance exams. Exams None 0 - 0% **Other:** Includes any assessment tools that do not logically fit into the above categories. Other Category None 0 - 0%

Writing

45 - 55%