Child Care Portfolio Project

Games and Activities for Learning

Some important tools in the child care profession are developmental games and activities. Using your research, the chapters in this unit, and a child care center observation visit, you will create a game or activity that encourages a child's physical, intellectual, emotional, or social development.

My Journal

If you completed the journal entry from page 292, refer to it to see what games or activities you researched or have used in the past. Add any additional notes about children's developmental games and activities after reading this unit.

English Language Arts Standards

NCTE 7 Conduct research and gather, evaluate, and synthesize data to communicate discoveries.

NCTE 8 Use information resources to gather information and create and communicate knowledge.

NCTE 12 Use language to accomplish individual purposes.

Project Assignment

In this project, you will do the following:

- Choose an age group to be the focus of your project
- Plan and conduct an observation visit to a child care center. If possible, discuss how to ensure the age-appropriateness of an activity with one of the child care professionals at the center.
- Develop a game or activity for the age group you chose. Be sure to include research that shows how your activity will support a child's physical, intellectual, emotional, or social development.
- Create a resource container and assemble or make the materials needed
- Present your research and demonstrate your activity to the class. Be prepared to discuss why this activity is appropriate for the age group.

Applied Child Care Professional Skills behind the Project

Your success as a child care professional will depend on your skills. Skills you will use in this project include the following:
- ▶ Identifying children's games and activities
- ▶ Distinguishing developmental levels between age groups
- ▶ Knowing how to support a child's physical, intellectual, emotional, or social development
- ▶ Determining how to develop a game or activity appropriate for a child's age or development
- ▶ Identifying the materials needed to perform the developmental activity

English Language Arts Skills behind the Project

The English Language Arts skills you will use for this project are research, writing, and speaking skills. Remember these key concepts:

Research Skills
- ▶ Perform research using a variety of resources
- ▶ Discriminate between sources
- ▶ Use the information you gathered to narrow your choices

Writing Skills
- ▶ Use complete sentences with correct spelling, grammar, and punctuation
- ▶ Consider your audience
- ▶ Use findings from research/interviews to communicate in writing

Speaking Skills
- ▶ Speak clearly, slowly, and concisely so that the audience can follow your presentation
- ▶ Be sensitive to the needs of your audience
- ▶ Adapt and modify language to suit different purposes

STEP 1 — Research Developmental Games or Activities

Conduct research, online and using your textbook, to find different children's games and activities that encourage development. Choose an age group to narrow your focus. Consider this age group when researching games. Write a summary of your research findings to:

- describe the types of games and activities used for your chosen age group.
- explain how games and activities selected for your chosen age group encourage physical, intellectual, emotional, or social development.
- list specific items or categories that are often used in these activities that promote development.
- identify the training and experience a child care professional needs to implement these games or activities.
- identify facts you need to know before creating an activity, such as the objective, age range, setting, and available supplies.

STEP 2 — Plan Your Observation

Use the results of your research to write a list of questions that you might have before you observe a child care setting. Your questions may include the following:

- What are some examples of games that promote a child's physical, intellectual, emotional, or social development?
- What are some of the standards or guidelines that help you select an age-appropriate game or activity?
- What are some safety considerations for my chosen age group?
- What skills do I need to create these games?

Child Care Portfolio Project Checklist

Plan

- ✔ Select and research your topic and summarize your findings.
- ✔ Plan your observation visit.
- ✔ Conduct a child care observation visit, and write a summary of the information that you collected.
- ✔ Create a game or activity and assemble the resources necessary to complete it.

Present

- ✔ Make a presentation to your class to share the results of your research and observation, and to demonstrate your game or activity.
- ✔ Invite students to ask any questions they may have. Answer these questions.
- ✔ When students ask you questions, demonstrate in your answers that you respect their perspectives.
- ✔ Turn in the summary of your research, your observation plan and results, an explanation of your game or activity, and the summary of how it promotes a child's development.

STEP 3 — Connect with Your Community

Identify a local child care facility that you can visit and observe children playing. Use the plan that you created in Step 2. Take notes during the observation, and write a summary of your findings.

STEP 4 — Share What You Have Learned

Use the Child Care Professional Project Checklist to plan and create an age-appropriate developmental game or activity based on your research and observations. Share what you have learned with your classmates.

STEP 5 — Evaluate your Child Care Professional and Academic Skills

Your project will be evaluated based on

- the extent of research and information about children's developmental games.
- how well your activity meets its learning goal or objective.
- the age-appropriateness of the content, structure, setting, and supplies.
- the quality of presentation.

CLICK TO IT • Project Worksheet *Go to this book's Online Learning Center at* **glencoe.com** *for a worksheet you can use to complete your portfolio project.*