COURSE OUTCOME MATRIX COURSE SYLLABUS PART 2 of 3

Course Number and Title	ED 122 Curriculum and Instruction	on in			
	Early Childhood Education				
Credit Hours 3]				
Description experience All teacher	in the early childhood environmen education students participate in c	t with infan linical expe	developmentally appropriate curriculum fits, toddlers, and preschool children. Thirteriences which permit them to observe an	y hours of observation are red interact with children or yo	equired. outh in activities which
Headstart i		these expe	xperiences are provided in cooperation wi riences must meet the standards of profe		
Headstart i	programs. Students who enroll for t	these expe			
Headstart the schools Prerequisite(s) None	programs. Students who enroll for t	these expe			
Headstart the schools Prerequisite(s) None and/or	orograms. Students who enroll for to or center to which they are assign	these expe			

General Education Outcomes Utilize written and verbal language to discuss and comprehend information, incorporating a variety of technologies, such as text, data, and images (written language, verbal language, and information technology). Identify and interpret relevant information in order to formulate an opinion or conclusion (critical thinking). Demonstrate and communicate computational methods and mathematical reasoning in a variety of formats (using words, tables, graphs, mathematical equations, etc., as appropriate) (quantitative literacy and fluency). Communicate in appropriate ways with those who are culturally diverse (intercultural competence).

	Program Outcomes
1	Effectively use knowledge obtained in the education program in their chosen subject areas.
2	Create and maintain a learning atmosphere that fosters a supportive learning community.
3	Demonstrate knowledge in their content areas.
4	Foster and monitor student learning.
5	Participate as active members of their school communities; help to foster change when needed.
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	Course Outcomes (CO)	Bloom's Domain for CO (C, A, P), Category, and Level	Program Outcome(s)	Written Language	Verbal Language	Information Technology	Critical Thinking	Quantitative Literacy and Fluency	Intercultural Competence
1	Identify developmentally appropriate practice in early childhood education.	C-Remembering (1)	1,2,3,4	2	0	2	2	0	1
2	Compare a variety of early childhood curricula.	C-Analyzing (4)	1,2,3	2	0	2	1	0	1
3	Identify strategies for embedding developmental domains into the curriculum.	C-Analyzing (4)	1,2,3	2	0	2	2	0	1
4	Develop plans for effective small and large group play based activities for young children.	C-Evaluating (5)	1,2,3,4	2	0	2	2	0	2
5	Describe how young children learn and develop to create curriculum planning	C-Creating (6)	1,2,3,4	2	0	2	2	0	1
6	Integrate the early childhood curriculum through play	P-Perfect (3)	1,2,3,4	2	0	2	2	0	1
7	Describe strategies and methods used to identify children's individual	C-Evaluating (5)	1,2,3,4	2	0	2	1		2
8	Create curriculum planning strategies for purchasing equipment and materials needed for an early childhood	P-Articulate (4)	1,2,3,4,	2	0	2	2	2	1
9	Identify the rationale for including families in the planning process.	A-Receiving Phenomena (1)	1,2,3,4,5	2	0	2	1	0	2
10				0 151					

Bloom's Domain Legend
C = Cognitive
A = Affective

P = Psychomotor

General Education Outcome Legend
2 = Included and Measurable
1 = Introduced and/or Minimally Addressed and Not Measurable

0 = Not included

October 14, 2021 November 5, 2021 Approved: Reviewed: