COURSE OUTCOME MATRIX COURSE SYLLABUS PART 2 of 3

Course Number and Title	ED 214 Child Development

Credit Hours 3

Course Description

This course will explore the milestones that children typically achieve by the time they reach the age of eight. This course will give a working definition of child development and let educators investigate appropriate practices that impact the caring and teaching of young children. The principles of child development that are emphasized include language acquisition, creative expression, physical, cognitive and social/emotional development. Educators will learn the influences of the learning environment and the importance of intentional planning. This course will focus on gaining knowledge in teaching practices that support building positive relationships with children. This course follows the guidelines of West Virginia Core Competencies for Early Child Care and Education Professionals and the National Association of Young Children. Twenty-five hours of observation are required.

All teacher education students participate in clinical experiences which permit them to observe and interact with children or youth in activities which are examples of the teaching/learning process. These experiences are provided in cooperation with the local public schools, daycare centers, and Headstart programs. Students who enroll for these experiences must meet the standards of professionalism and conduct that apply to employees in the schools or center to which they are assigned.

Prerequisite(s)	None
and/or	
Corequisite(s)	

Required Textbooks/References/Course Materials:

Waymaker Lifespan	1st	Laura Overstreet and Lumen	Lumen Learning	1640872929	
		Learning Team			

General Education Outcomes

- 1 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).
- 2 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).
- 4 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	Active members of their school communities, help to foster change when needed.
6	
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8	

	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	Define early childhood development.	C-Remembering (1)	1,2,3	2	0	2	1	0	1
2	Explain developmentally appropriate practices and the developmental progression of children birth to age 8.	C-Evaluating (5)	1,2,3,4	2	0	2	2	0	1
3	Explain the influences of the learning environment and how its impacts the development of young children.	A-Valuing (3)	1,2,3,4	2	0	2	1	0	2
4	Explain ways of building positive relationships with children, and the importance of promoting positive social emotional teaching practices.	A-Valuing (3)	1,2,3,4	2	0	2	2	0	1
5	Describe how development is influenced by environmental and biological factors.	A-Valuing (3)	1,2,3,4,5	2	0	2	1	0	2
6	Describe the developmentally appropriate practices for utilizing technology with young children.	C Creating (6)	1,2,3,4	2	0	2	1	0	1
7									
8									
9									
10									

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

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