## Alignment of Gee Whiz Education Curriculum with the Michigan's Early Childhood Standards of Quality for Infant and Toddler Programs

The Gee Whiz Education curriculum is a comprehensive approach designed to help educators address the unique needs of mixed-age groups. This document details specifically how the Gee Whiz Education Learning Indicators align with the developmental standards required in the state of Michigan for children (infants/toddlers).

Additional information on the Gee Whiz Education approach to learning, including the program philosophy and the evidence/research on which the program is based, can be found on our website <a href="www.geewhizeducation.com">www.geewhizeducation.com</a> as well as in the Gee Whiz Education User's Guide.

Michigan Early Childhood Standards (Infant/Toddler)	Gee Whiz Education Learning Indicators	
WELL-BEING		
Goal 1: Infants and toddlers experience environments where their physical health is promoted.	PD1 Understands the importance of exercise & rest PD2 Takes pride in caring for self (e.g., brushing teeth, dressing, eating healthy foods, etc.) PD3 Practices safe habits and understands basic safety rules PD4 Demonstrates gross motor skills	
	PD5 Demonstrates fine motor skills	
Goal 2: Infants and toddlers experience environments where their social and emotional well-being is nurtured.	SE1 Demonstrates a secure relationship with caregivers or other adults as well as positive interactions with other children	
	SE2 Demonstrates a positive self-concept by sharing preferences, expressing feelings freely an displaying confidence	
	SE3 Demonstrates self-regulation by handling emotions in an appropriate way and following simple rules	
	SE4 Demonstrates a range of emotions	
	AL2 Displays persistence when completing tasks and is able to avoid distractions	
	LD3 Uses language to express ideas, wants and needs	
	LD4 Increasingly engages adults and other children in conversations	
	PD3 Practices safe habits and understands basic safety rules	
Goal 3: Infants and toddlers experience environments where they are kept safe from harm	SE1 Demonstrates a secure relationship with caregivers or other adults as well as positive interactions with other children	
	SE2 Demonstrates a positive self-concept by sharing preferences, expressing feelings freely and displaying confidence	

Full versions of the Michigan standards used to create this alignment document can be found at: <a href="https://www.michigan.gov/mileap/-/media/Project/Websites/mileap/Documents/Early-Childhood-Education/gsrp/standards/ECSQ\_IT\_approved\_422341\_7.pdf?rev=94991865519f4c2093d3fbe3583da45a&hash=99160C23AE93F8FC83220D9E55B28100</a>

Michigan Early Childhood Standards (Infant/Toddler)	Gee Whiz Education Learning Indicators	
BELONGING		
Goal 1: Infants and toddlers experience environments where they know they belong and have a place.	SE1 Demonstrates a secure relationship with caregivers or other adults as well as positive interactions with other children SE2 Demonstrates a positive self-concept by sharing preferences, expressing feelings freely an displaying confidence LD1 Understands spoken language LD2 Understands and then uses an ever-increasing vocabulary LD3 Uses language to express ideas, wants and needs LD4 Increasingly engages adults and other children in conversations	
Goal 2: Infants and toddlers experience environments where they are comfortable with routines, schedules, and activities.	SS1 Understands how families are unique an different SS2 Develops a basic understanding of community, including common jobs SE1 Demonstrates a secure relationship with caregivers or other adults as well as positive interactions with other children AL1 Shows interest in many topics and a desire to try new things	
Goal 3: Infants and toddlers experience environments where they increasingly understand the nature and boundaries of acceptable behavior.	LD3 Uses language to express ideas, wants, and needs LD4 Increasingly engages adults and other children in conversations SE3 Demonstrates self-regulation by handling emotions in an appropriate way and following simple rules SE4 Demonstrates a range of appropriate emotions	
Goal 4: Infants and toddlers experience environments where positive connections among their families, the program, and the children are affirmed.	AL1 Shows interest in many topics and a desire to try new things SE1 Demonstrates a secure relationship with caregivers or other adults as well as positive interactions with other children	
EXPLO	RATION	
Goal 1: Infants and toddlers experience environments where the importance of spontaneous play is recognized and play is valued as meaningful learning.	SK1 Utilizes observation and other senses to explore and gather information about objects and experiences SK3 Gathers information about the natural world through hands-on exploration AL1 Shows interest in many topics and a desire to try new things CA4 Engages in pretend play with, or without, the use of props	
Goal 2: Infants and toddlers experience environments where they gain confidence in and greater control of their bodies.	PD4 Demonstrates gross motor skills (e.g., running, hopping, skipping, etc.) PD5 Demonstrates fine motor control (e.g., writing, pouring, cutting, etc.	

Michigan Early Learning Standards (Infant/Toddler)	Gee Whiz Education Learning Indicators	
EXPLORATION (CON'T)		
Goal 3: Infants and toddlers experience environments where they learn strategies for active exploration, thinking, and reasoning.	SK1 Utilizes observation and other senses to explore and gather information about objects and experiences SK2 Makes and test predictions using simple experimentation SK3 Gathers information about the natural world through hands-on exploration LR1 Demonstrates the ability to identify a problem and then seeks ways to solve it LR2 Understands that symbols or objects can be used to represent different things	
Goal 4: Infants and toddlers experience environments where they develop a growing sense of social relationships, the natural environment, and the physical world.	SK1 Utilizes observation and other senses to explore and gather information about objects and experiences SK2 Makes and test predictions using simple experimentation SK3 Gathers information about the natural world through hands-on exploration SE1 Demonstrates a secure relationship with caregivers or other adults as well as positive interactions with other children LD1 Understands spoken language LD2 Understands and then uses an ever-increasing vocabulary LD3 Uses language to express ideas, wants, and needs LD4 Increasingly engages adults and other children in conversations	
Goal 5: Infants and toddlers experience environments where their interests and initiative provide direction for learning opportunities and for the practice and mastery of developing skills.	AL1 Shows interest in many topics and desire to try new things SE2 Demonstrates a positive self-concept by sharing preferences, expressing feelings freely and displaying confidence	
COMMUNICATION		
Goal 1: Infants and toddlers experience environments where they develop attitudes and skills to communicate successfully with others.	LD1 Understands spoken language LD2 Understands and then uses an ever-increasing vocabulary LD3 Uses language to express ideas, wants, and needs LD4 Increasingly engages adults and other children in conversations	
Goal 2: Infants and toddlers experience environments where they have opportunities to communicate through the use of symbols/pictures, signs, and stories.	LK1 Shows an interest in books and understands they are a way of sharing information LK2 Understands that language is made up of words, which can be broken down into syllables LK4 Understands concepts about print MK1 Understands that numbers tell "how many"	

Michigan Early Childhood Standards (Infants/Toddlers)	Gee Whiz Education Learning Indicators
COMMUNICA	TION (CON'T)
Goal 3: Infants and toddlers experience environments where they discover and develop different ways to be creative and expressive about their feelings and thoughts.	CA1 Participates in musical activities including singing and utilizing instruments CA2 Uses movement an dance to express ideas and emotions CA3 Utilizes a variety of art materials (both two- and three-dimensional) to express self CA4 Engages in pretend play with, or without, the use of props
CONTRI	BUTION
Goal1: Infants and toddlers experience environments where the opportunities for learning are equitable, irrespective of gender, ability, age, home language, ethnicity, or background.	SE1 Demonstrates a secure relationship with caregivers or other adults as well as positive interactions with other children SE2 Demonstrates a positive self-concept by sharing preferences, expressing feelings freely and displaying confidence SE3 Demonstrates self-regulation by handling emotions in an appropriate way and following simple rules SE4 Demonstrates a range of emotions AL3 Engages in cooperative group experiences
Goal 2: Infants and toddlers experience environments where they are affirmed as individuals.	SE2 Demonstrates a positive self-concept by sharing preferences, expressing feelings freely and displaying confidence LD3 Uses language to express ideas, wants and needs AL1 Shows interest in many topics and a desire to try new things
Goal 3: Infants and toddlers experience environments where they are encouraged to interact and learn with and alongside others.	SE1 Demonstrates a secure relationship with caregivers or other adults as well as positive interactions with other children SE2 Demonstrates a positive self-concept by sharing preferences, expressing feelings freely and displaying confidence SE3 Demonstrates self-regulation by handling emotions in an appropriate way and following simple rules SE4 Demonstrates a range of emotions AL3 Engages in cooperative group experiences
Goal 4: Infants and toddlers experience environments where they and their families are empowered to make contributions within the program and as members of their communities.	SS1 Understands how families are unique and different SE2 Demonstrates a positive self-concept by sharing preferences, expressing feelings freely and displaying confidence  LD3 Uses language to express ideas, wants, and needs