

Alignment of Gee Whiz Education Curriculum with the California Infant/Toddler Learning & Development Foundations

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 California Infant/Toddler Learning & Development Foundations.

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 www.geewhizeducation.com as well as in the Gee Whiz Education User's Guide.

California Infant/Toddler Learning & Development Foundations	Gee Whiz Education Learning Indicators
SOCIAL AND EMOTIONAL DEVELOPMENT	
Strand 1.0: Self	SE2 Demonstrates a positive self-concept by sharing preferences, expressing feelings freely and displaying confidence SE4 Demonstrates a range of appropriate emotions
Strand 2.0: Social Interactions	SE1 Demonstrates a secure relationship with caregivers or other adults as well as positive interactions with other children AL3 Engages in cooperative group experiences
Strand 3.0: Relationships	SE1 Demonstrates a secure relationship with caregivers or other adults as well as positive interactions with other children SE3 Demonstrates self-regulation by handling emotions in an appropriate way and following simple rules
APPROACHES TO LEARNING	
Strand 1.0: Motivation to Learn	AL1 Shows interest in many topics and a desire to try new things SE2 Demonstrates a positive self-concept by sharing preferences, expressing feelings freely and displaying confidence
Strand 2.0: Executive Functions	AL2 Displays persistence when completing tasks and is able to avoid distractions SE3 Demonstrates self-regulation by handling emotions in an appropriate way and following simple rules

Strand 3.0: Goal-Directed Learning

- AL2** Displays persistence when completing tasks and is able to avoid distractions
- LR1** Demonstrates the ability to identify a problem and then seeks ways to solve it

LANGUAGE DEVELOPMENT

Strand 1.0: Attending and Understanding

- LD1** Understands spoken language
- LD2** Understands and then uses an ever-increasing vocabulary

Strand 2.0: Communicating

- LD3** Uses language to express ideas, wants, and needs
- LD4** Increasingly engages adults and other children in conversations

Strand 3.0: Early Literacy

- LK1** Shows an interest in books and understands stories 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 (e.g., reading from left to right, logos as symbols, etc.)
- LK5** Begins to use a variety of writing tools to use writing (invented or true) as a way to convey thoughts and ideas

COGNITIVE DEVELOPMENT

Strand 1.0: Exploration

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

Strand 2.0: Emergent Mathematical Thinking

MK1 Understands that numbers tell “how many”

MK2 Recognizes that numbers go in a specific order

MK3 Recognizes shapes and positional concepts

MK4 Creates, imitates and/or extend patterns

MK5 Utilizes measurement (standard and nonstandard) to compare and contrast objects

MK6 Sorts or groups objects based on common characteristics

Strand 3.0: Imitation and Symbolic Thinking

LR2 Understands that symbols or objects can be used to represent different things

CA4 Engages in pretend play with, or without, the use of props

Strand 4.0: Memory

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

PERCEPTUAL AND MOTOR DEVELOPMENT

Strand 1.0: Perceptual Development

SK1 Utilizes observation and other senses to explore and gather information about objects and experiences

PD4 Demonstrates gross motor skills (e.g., running, hopping, skipping, etc.)

PD5 Demonstrates fine motor control (e.g., writing, pouring, cutting, etc.)

Strand 2.0: Motor Development

PD4

Demonstrates gross motor skills (e.g., running, hopping, skipping, etc.)

PD5

Demonstrates fine motor control (e.g., writing, pouring, cutting, etc.)

CA2

Uses movement and dance to express ideas and emotions