1. **Title and Number of Credits:** CIEC 635 Creativity & Play in Early Childhood (3 graduate credits)

2. **Course Description:** Creativity and play are examined with an emphasis on their relationship to the development and education of young children. Theory and current research will be discussed, as well as active exploration of the ways in which these processes can be used to develop creative learning experiences. Hands on activities, analysis of current research and case studies, and individual and group projects will be included. Specific topics will include art, music and movement, creative drama, room arrangement and the environment, open-ended play materials, divergent thinking, play and literacy development, observation, and assessment.

3. **Pre-requisites:** None

4. **Course Objectives:**
   1. Understand the concepts of creativity and play within theories of child development and incorporate play and creative experiences into classroom settings by engaging in an action research project in their early childhood classroom (or other designated early childhood setting).
   2. Understand current quantitative and qualitative research on home, preschool, and school settings that support the development and assessment of creativity and play by reading and discussing classic and current research.
   3. Understand the relationship of creativity and play to literacy, social and emotional development, diverse learning styles (including children with autism and other special needs) and cultural backgrounds of young children through readings, discussions, and observations.
   4. Explore new ways (demonstrate openness to new ideas) to support young learners' musical and artistic expression through engaging in musical and fine arts experiences.
   5. Describe to families ways that they can support their children's creativity and play experiences at home by designing a family letter on those topics.

5. **Student Learning Outcomes:** The graduate-candidate will be able to:
   1. Demonstrate the ability to discuss and compare theories of play and creativity and the role of play, and integrate play and creative experiences into one's own early childhood setting.
   2. Demonstrate knowledge and understanding of current research to support the use of play and creative experiences.
3. Create ways to weave play and creative experiences into the home environment that support literacy, and social and emotional development.

4. Individualize ways for all children to develop play skills and opportunities for creative experiences; use authentic assessment tools and narrative reports to document play and creative experiences; and, respect the unique play and creativity styles of diverse learners.

<table>
<thead>
<tr>
<th>Student Learning Outcomes</th>
<th>NJ Teaching Standards</th>
<th>NAEYC Advanced Standards</th>
<th>NCATE Standards</th>
<th>COE Advanced Competencies</th>
<th>NJDOE/ ECE Standards</th>
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<td>1, 2, 3, 4, 6</td>
<td>P-3: 0.1-0.5, 1.1-1.4, 2.4, 3.1-3.2, 6.1-6.4</td>
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6. Course Content:

1. Theories and the role of play and development in early childhood:
   a. Vygotsky, Piaget, others
   b. Historical context
   c. Developmental context
   d. Political context

2. How children develop and interact creatively through the fine arts:
   a. drawing
   b. painting
   c. murals
   d. 3-dimensional constructions
   e. puppet making
   f. printing

3. How children develop and interact creatively through music:
   a. music from a multitude of genres and cultures
   b. creating original songs
   c. responding to music with instruments
4. How children develop and interact creatively through movement:
   a. creative dramatics
   b. improvisation
   c. setting up the indoor environment to promote movement activities
   d. setting up movement activities outdoors
5. Experiencing play and creativity through hands-on experiences in graduate class – experiencing and responding to various forms in play
6. Integrating play and the creative arts into early childhood classroom settings
   a. Room arrangement
   b. Environment
   c. Materials (including incorporating technology into play and creative experiences in developmentally appropriate ways)
7. Observing and assessing play and creativity
   a. Individualizing play and creative experiences for diverse learners (including children with autism and other special needs and English language learners)
8. Classic and contemporary research on play and creativity in early childhood settings
   a. Parten, Berk, Bredekamp, Kamii, Dyson, Kontos, Bhavnagri, Petrakos, Howe, Fromberg, Paley, Wing, Fayden, Seefeldt, & others
   b. Reggio Emilia inspired settings

7. Teaching/Learning Methods:
   1. Interactive in-person and Blackboard online discussions utilizing small groups, whole class, and individual responses
   2. PowerPoint presentations/lectureettes
   3. Written reflections on readings and other written assignments
   4. Engagement in artistic experiences in class (drawing, collage, painting, sculpture, music, etc.)
   5. Action research study presented orally in small groups

8. Evaluation Methods:
   1. Student Learning Outcome #1: Quality of action research project using attached rubric.
   2. Student Learning Outcome #2: Quality of action research project using attached rubric and discussions in class.
   3. Student Learning Outcome #3: Quality of family letter using attached rubric.
   4. Student Learning Outcome #4: Quality of action research project using attached rubric.

9. Recommended Textbook/Readings:


10. **Preparers' Names and Date:** Dr. Janis Strasser, Fall, 2003

11. **Original Department Approval Date:** Fall, 2003

12. **Reviser's Name and Date:** Dr. Janis Strasser, Spring, 2010

13. **Department Revision Approval Date:** Spring, 2010

14. **Bibliography:**


**Online Resources**

American Academy of Pediatrics: [http://www.aap.org](http://www.aap.org) (lists several good resources on selecting safe, appropriate toys; search toys)

The Association for the Study of Play: [http://www.tasplay.org](http://www.tasplay.org) (holds an annual conference and publishes the *Annual Volume of Play and Culture Studies*)

Community Playthings: [http://www.communityplaythings.com](http://www.communityplaythings.com) (you can subscribe to a free E-newsletter Collage).


Guggenheim Museum: [http://www.learningthroughart.org](http://www.learningthroughart.org)

National Association for the Education of Young Children: [http://www.naeyc.org](http://www.naeyc.org)


National Lekotek Center: [http://www.lekotek.org](http://www.lekotek.org) (makes play accessible to children with disabilities)
North American Reggio Emilia Alliance: http://www.reggioalliance.org