

EXAMPLE CURRICULUM PLAN

Weekly Program

MTOP OUTCOMES	LEARNING EXPERIENCES	BASED ON	RESOURCES	FOLLOW UP	О ι
1. STRONG SENSE OF IDENTITY	 OSHC World Map Children will be encouraged to share their countries of origin and cultures through discussions and by drawing and colouring in their flags. The flags will be displayed at the service. 	 Educational Calendar Intentional Teaching Evaluation Staff Input Children's Input Other (please specify) 	Flag Templates, Pencils, Textas	 Evaluation Done Y/N Please attach a copy *An evaluation should be completed for each activity 	0 0
2. CONNECTED WITH AND CONTRIBUTE TO THEIR WORLD	 Aboriginal Dreamtime Stories and Dot Painting Our children will read a Dreamtime story and recreate their favourite parts from the story using dot painting. 	 Educational Calendar Intentional Teaching Evaluation Staff Input Children's Input Other (please specify) 	How the Birds got their Colours Book, Cotton Buds, Paint, Paper, Drop Sheets, Paint Shirts	 Evaluation Done Y/N Please attach a copy *An evaluation should be completed for each activity 	
3. STRONG SENSE OF WELLBEING	 Mindfulness Yoga Our Yoga-trained Educators will teach the children some beginner Yoga poses and practice Mindfulness for a healthy mental wellbeing. 	 Educational Calendar Intentional Teaching Evaluation Staff Input Children's Input Other (please specify) 	Soft Mats	 Evaluation Done Y/N Please attach a copy *An evaluation should be completed for each activity 	0ı
4. CONFIDENT AND INVOLVED LEARNERS	 Science and Sport Experiments Volcano Eruption Static Electricity Why Do Balls Bounce? Test Your Reaction Time 	 Educational Calendar Intentional Teaching Evaluation Staff Input Children's Input HT JP Other (please specify) 	Printed Instructions	 Evaluation Done Y/N Please attach a copy *An evaluation should be completed for each activity 	lea Iea
5. EFFECTIVE COMMUNICATORS	 Charades Children will develop their non-verbal communication with their peers in a game of charades. 	 Educational Calendar Intentional Teaching Evaluation Staff Input Children's Input SM AL Other (please specify) 	Charades for Kids Board Game	 Evaluation Done Y/N Please attach a copy *An evaluation should be completed for each activity 	0 0

When completing the program write: EXPERIENCE — CHILD'S INITIALS — BASED ON — DATE - TICK TO INDICATE EXPECTED OUTCOME



MTOP LEARNING OUTCOMES

outcome 1: Children have a strong sense of identity

- Children feel safe, secure and supported
- Children develop their autonomy, inter-dependence, resilience and sense of agency
- Children develop knowledgeable and confident selfidentities
- Children learn to interact in relation to others with care, empathy and respect

Outcome 2: Children are connected with and ontribute to their world

- Children develop a sense of belonging to groups and communities and an understanding of the reciprocal rights and responsibilities necessary for active community participation
- Children respond to diversity with respect
- Children become aware of fairness
- Children become socially responsible and show respect for the environment

Outcome 3: Children have a strong sense of wellbeing

- Children become strong in their social and emotional wellbeing
- Children take increasing responsibility for their own health and physical wellbeing

Dutcome 4: Children are confident and involved earners

- Children develop dispositions such as curiosity, cooperation, confidence, creativity, commitment, enthusiasm, persistence, imagination and reflexivity
- Children use a range of skills and processes such as problem solving, inquiry, experimentation, hypothesizing, researching and investigate
- Children transfer and adapt what they have learned from one context to another
- Children resource their own learning through connecting with people, place, technologies, and natural and processed materials

utcome 5: Children are effective communicators

- Children interact verbally and non-verbally with others for a range of purposes
- Children engage with a range of texts and gain meaning from these texts
- Children collaborate with others, express ideas and
- make meaning using a range of media and
- communication technologies