South Dakota State University

ECE 362 – Early Childhood Education Curriculum

Concepts addressed:
General principles of scientific inquiry, including but not limited to: cause and effect, systems, scale, change, variations, and structure and function

Students should refer to the text for this course, “Science Workshop” by Saul

Specifically, students should review:
Basic Science Workshop/inquiry
Begins with a meeting: How will you begin? What questions will you ask? What directions do you need to provide? What information might need to be disseminated? Will you need any props?

Exploration:
What will you plan for the children to explore? What materials/props will need to be set up? How will you do this? What possible questions might the children ask? What do you think some of the children’s observations might be? How will you draw on and enhance the children’s language and emergent literacy skills as part of this activity? (How will you record the children’s observations and questions?)

Investigation:
What materials/resources will you provide to assist the children in their quest for information? How will you draw on and enhance the children’s language emergent literacy skills as part of this activity? As the children work-how will you record and keep track of the possible new resources that the children might need in the future? What are some additional questions you might use to enhance the children’s investigation?

Documentation:
How do you plan to document what the children have learned (children’s writings, digital photos, 3-D designs, models, tape recordings, notes of children’s conversations, etc…)?

End With a Meeting:
The workshop should end with a meeting. How will you get the children to share their findings? What possible questions might you ask them? What new questions or directions might you leave the children with as they leave for the day?

Helpful websites include:
Early Childhood Science and Math: www.sciencelinkages.org
American Association for the Advancement of Science: www.project2061.org