

## DESCRIPTION, OBJECTIVES AND OPERATIONS

### Description

**Module: Reflective Programming: Creating Opportunities for Everyone to Learn** is a 3 hour interactive workshop, the **fourth** in a series designed to guide you and your teaching team to make connections between programming and children's behaviours.

- In the first module, the focus was on the physical space and how to create environments that are effective for everyone.
- In the second module, the fundamentals of structure and transitions were the focus to help build predictable routines and efficient transitions.
- In the third module, the teaching team learned how to foster positive relationships by helping them reflect and make connections between their responses and how they impact on children's behaviours.
- In all modules, tools were provided to engage in the *Process of Change* including the development of sustainable action plans.

*Reflective Programming: Creating Opportunities for Everyone to Learn* is a continuum in the *Process of Change*. Participants will have an opportunity to examine and put into practice the elements of programming ensuring children are motivated to explore, engage and learn within a group environment. Successful programming relies on the teaching team's skills and commitment to continually engage in observations, setting goals and objectives, planning, implementation and pedagogical documentation.

Participants will be provided with *A Manual Tool Kit* which includes strategies to support change and create a practical approach to programming. We are confident that your previous action plans are still being implemented, maintained, reviewed and updated regularly.

*Reflective Programming: Creating Opportunities for Everyone to Learn* will inspire you to make positive changes in your environment.

### Objectives

- 1) To inspire participants to engage in the *Process of Change* and recognize how programming impacts on children's behaviours.
- 2) To highlight the difference and the importance of a balance between *Educator Facilitated Learning* and *Child-Directed Learning*.
- 3) To provide the participants with the knowledge and practical tools to build a dynamic and engaging learning environment.

### Operations

- 1) Outline the impact of *Programming* on children's learning and behaviour.
- 2) Outline strategies for the planning and implementation of a sustainable action plan that will support effective *Programming*.