

# Connecting the Dots



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LINKING THE GEE WHIZ EXPERIENCES WITH SKILLS & ASSESSMENTS



# What Will You Learn?

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- What are picture codes?
- How do they connect to developmental areas?
- What are Learning Indicators?
- Where can I find a list of them?
- What is the new component, “Connecting the Dots”?
- How can I use the, “Connecting the Dots” component to link to my formal assessment?



What is a  
“picture  
code” in the  
Gee Whiz  
curriculum?



# 10 Picture Codes...

## 10 Developmental Areas

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 = Language Development

 = Literacy Knowledge

 = Math Knowledge

 = Science Knowledge

 = Logic & Reasoning

 = Social Studies Knowledge

 = Social & Emotional Development

 = Music & Creative Arts

 = Physical Development & Health

 = Approaches to Learning

# One Experience ... Many Developmental Areas

## Packing and Shipping

(Toddlers–4 years,       )

Materials:

- **Assorted boxes**
- **Assorted types of tape**, crayons/markers, **tissue paper**, scissors, etc.
- Children use dramatic play to not only show what they know but also to build skills in many other areas. During this guided play experience, the children can pretend to pack and ship surprises to family or friends. This is also an excellent way for them to build fine motor control. Because different developmental levels will approach this experience differently, we are providing options.
- Toddlers/Twos/Young Threes: This age group will just enjoy putting things in boxes and taking them out. As they play, be sure to not only describe the objects they choose as well as their actions. This would be an excellent time to reinforce the opposites in and out as well.
- Older Threes/Fours/Advanced Preschoolers: These children can choose items to pack and then tape up the boxes in preparation for “shipping” them. As they do so, your most advanced group can even write their addresses on the boxes or can dictate them for you to write. Be sure to talk about letter names and beginning sounds during this time. Once packed, the children can even pretend to deliver their packages. Then, they can unpack them & repack them again and again. If possible, keep this learning station open for this entire unit.

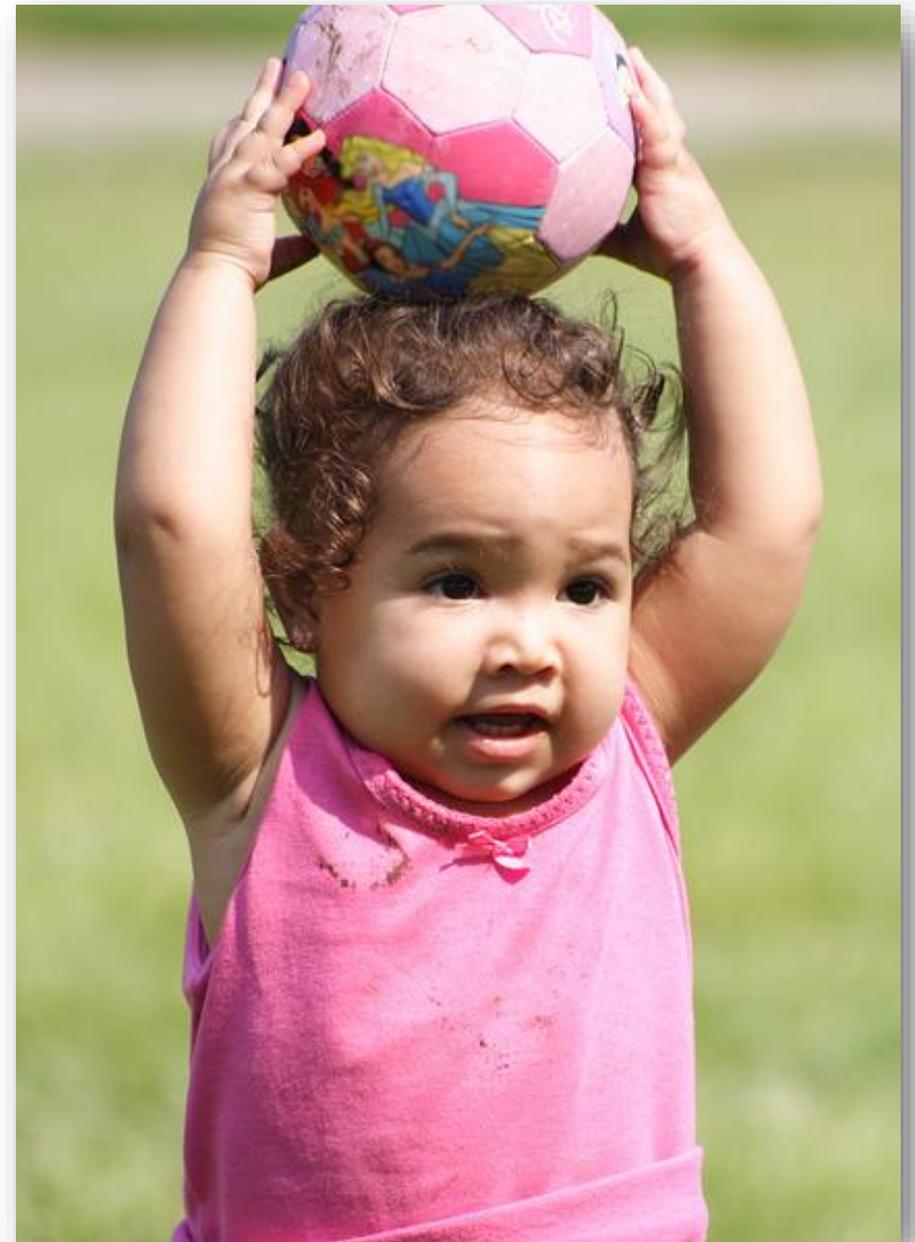
# What developmental areas are addressed during this experience?

## Materials:

- Recorded music
- **Playground or foam balls (soft)**

- During this experience, the children will build gross motor skills and practice cooperation as they either toss, or roll, balls back and forth with their friends. Because different developmental levels will approach this experience differently, we are providing options.
- Set out the balls and turn on the recorded music. Choose the option from below that you believe would work best for each child.
- Toddlers/Twos/Threes: Have these children sit on the ground. They can then roll the balls. They may, or may not, choose to roll the balls back and forth between each other. This is fine! If any of the children want to roll the balls back and forth with a friend, you can volunteer! As the balls roll, be sure to talk about how they move as well as what the children do to make them move. This exposes the children to cause and effect.
- Fours/Advanced Preschoolers: These children should be able to toss soft balls back and forth. To make the game more exciting, you can turn the music on and off. The child caught holding the ball when the music is off must make a silly face. In addition, as these children play, be sure to talk about the shape of the balls as well. This would be a meaningful time to introduce these children to the sphere shape.

- 🗨️ **Language Development** – Speaking & listening
- 😊 **Approaches to Learning** – Trying new things, cooperation
- ♥️ **Social & Emotional Development** – Engaging with others, self-regulation
- 🎵 and 🖋️ **Creative Arts** – Music & movement
- ❓ **Logic & Reasoning** – Problem-solving
- ➊ **Math Knowledge** – Shape recognition & positional concepts
- 👋 **Physical Development & Health** – Rolling/Tossing a ball, safety
- 📍 **Science Knowledge** – Using senses, physical world (gravity)



# What are Gee Whiz Learning Indicators?

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# Gee Whiz Learning Indicators

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- Specific skills associated with each of the 10 developmental areas
- 40 Learning Indicators in total
- Indicators link to skills/objectives commonly found on formal child assessments



# Here is an Example

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**Experience:** Packing & Shipping

**Developmental Areas Addressed:**

Language Development = 

Approaches to Learning = 

Social & Emotional Development = 

Creative Arts = 

Literacy Knowledge = 

Science Knowledge = 

Physical Development & Health = 

**Gee Whiz Learning Indicators for the area of Language Development that apply to this activity:**

**LD1** = Understands spoken language

**LD2** = Understands and then uses an ever-increasing vocabulary

**LD3** = Uses language to express ideas, wants and needs

**LD4** = Increasingly engages adults and other children in conversations

# Which of these Language Development Learning Indicators are addressed during this experience?

**LD1** = Understands spoken language

**LD2** = Understands and then uses an ever-increasing vocabulary

**LD3** = Uses language to express ideas, wants and needs

**LD4** = Increasingly engages adults and other children in conversations



# Which of these Social & Emotional Development Learning Indicators are addressed during this experience?

**SE1** = Demonstrates a secure relationship with caregivers or other adults as well as positive interactions with other children

**SE2** = Demonstrates a positive self-concept by sharing preferences, expressing feelings freely and displaying confidence

**SE3** = Demonstrates self-regulation by handling emotions in an appropriate way and following simple rules

**SE4** = Demonstrates a range of emotions



**PD1** = Understands the importance of exercise & rest

**PD2** = Takes pride in caring for self (e.g., brushing teeth, dressing, eating healthy foods, washing hands, etc.)

**PD3** = Practices safe habits and understands basic safety rules

**PD4** = Demonstrates gross motor skills (e.g., running, hopping, climbing, crawling, walking, etc.)

**PD5** = Demonstrates fine motor skills (e.g., writing, pouring, cutting, drawing, building, etc.)

# Which of these Physical Development & Health Learning Indicators are addressed during this experience?



# So... Where Can You Find the Gee Whiz Learning Indicators?

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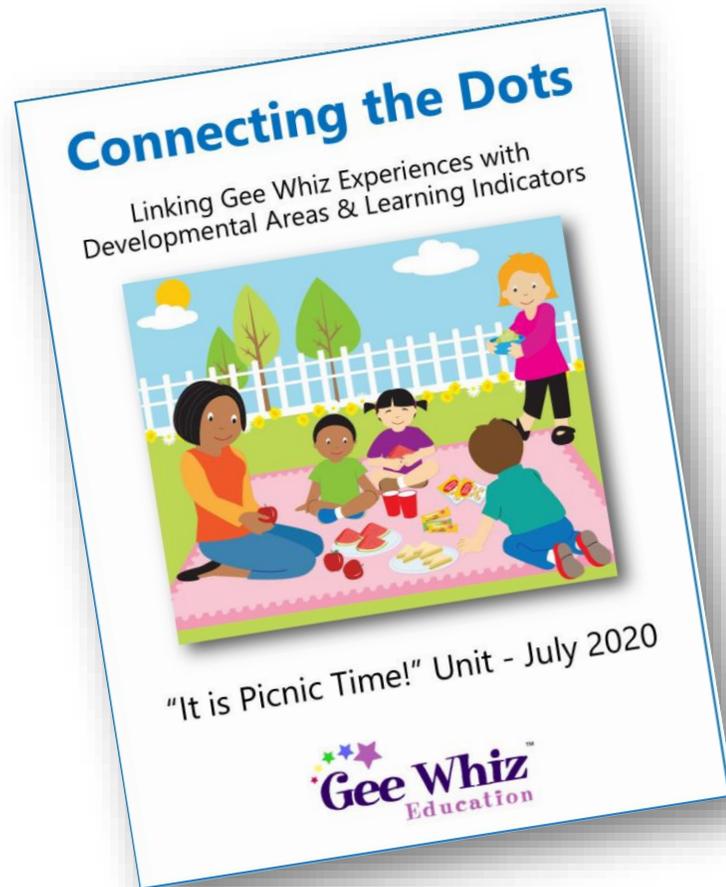
- Gee Whiz User's Guide
- In the back of each Teaching Guide – chart
- **NEW** Connecting the Dots booklet (included with each unit starting July 2020)



What  
formal child  
assessment  
do you use?



# Connecting the Dots – A New Gee Whiz Component



- Part of the curriculum beginning July 2020
- 16-17 booklet included for each unit
- Links all Gee Whiz Indicators to the experiences in the units
- Look up the Learning Indicator (skill) – Find all the Gee Whiz experiences in that particular unit that address it
- Write in codes for your child assessment skills/objectives to link to Gee Whiz Learning Indicators

# Questions?

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joining us!

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