



## EDUCATION

**PATHWAY:** Early Childhood Education

**COURSE:** Internship

**UNIT 1.3:** Portfolio



## INTRODUCTION

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**Annotation:**

Student will create a discipline plan as part of their portfolio.

**Special Note:**

The internship course is a capstone experience allowing students to demonstrate their mastery of pathway content. Students apply what they have learned in the first ECE courses. Some of the content in the first courses is repeated here – **ONLY AS A REVIEW. Teachers should review selected content as necessary based on the needs of the particular class.**

**Grade(s):**

<input type="checkbox"/>	9 <sup>th</sup>
<input type="checkbox"/>	10 <sup>th</sup>
<input type="checkbox"/>	11 <sup>th</sup>
<input checked="" type="checkbox"/>	12 <sup>th</sup>

**Time:** 90 min

**Author:** Diann Powers

**Additional Author(s):** Joanne Matricardi, Bettye Deriso, Dr. Barbara G. Harbort

**Students with Disabilities:**

For students with disabilities, the instructor should refer to the student's IEP to be sure that the accommodations specified are being provided. Instructors should also familiarize themselves with the provisions of Behavior Intervention Plans that may be part of a student's IEP. Frequent consultation with a student's special education instructor will be beneficial in providing appropriate differentiation.



## FOCUS STANDARDS

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### GPS Focus Standards:

#### EDU-ECEI-3

**Students will understand the need for a discipline plan.**

- a. Create a personal discipline plan.
- b. Include consequences as well as rewards in the plan.

### GPS Academic Standards:

- ELA10RL5
- ELA11W4
- ELA10C1
- ELA10C2
- ELA10LSV1

### National / Local Standards / Industry / ISTE:



## UNDERSTANDINGS & GOALS

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### Enduring Understandings:

- There are many different discipline plans used with various ages and stages in early childhood settings.
- There is a difference between discipline and punishment.

### Essential Questions:

- What is the goal of classroom management?
- What are classroom management strategies?

### Knowledge from this Unit:

- The goal of guidance is self-control.
- Natural and artificial consequences are a result of a child's behavior.
- Classroom management involves the active participation of the teacher and students.

### Skills from this Unit:

- The student will demonstrate how to positively react and prevent negative classroom situations.



## ASSESSMENT(S)

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**Assessment Method Type:** Select one or more of the following. Please consider the type(s) of differentiated instruction you will be using in the classroom.

- ☐ Pre-test
- ☐ Objective assessment - multiple-choice, true- false, etc.
  - ☐ Quizzes/Tests
  - ☐ Unit test
- ☐ Group project
- ☒ Individual project
- ☐ Self-assessment - May include practice quizzes, games, simulations, checklists, etc.
  - ☐ Self-check rubrics
  - ☐ Self-check during writing/planning process
  - ☐ Journal reflections on concepts, personal experiences and impact on one's life
  - ☐ Reflect on evaluations of work from teachers, business partners, and competition judges
  - ☐ Academic prompts
  - ☐ Practice quizzes/tests
- ☐ Subjective assessment/Informal observations
  - ☐ Essay tests
  - ☐ Observe students working with partners
  - ☐ Observe students role playing
- ☐ Peer-assessment
  - ☐ Peer editing & commentary of products/projects/presentations using rubrics
  - ☐ Peer editing and/or critiquing
- ☒ Dialogue and Discussion
  - ☒ Student/teacher conferences
  - ☐ Partner and small group discussions
  - ☒ Whole group discussions
  - ☐ Interaction with/feedback from community members/speakers and business partners
- ☒ Constructed Responses
  - ☐ Chart good reading/writing/listening/speaking habits
  - ☒ Application of skills to real-life situations/scenarios
- ☐ Post-test

**Assessment(s) Title:**

Individual Discipline Plan

**Assessment(s) Description/Directions:**

Student will discuss discipline plan with teacher and classmates and share charts or props.

**Attachments for Assessment(s):**



# LEARNING EXPERIENCES

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## Sequence of Instruction

1. Identify the Standards. Standards should be posted in the classroom for each lesson.

2. Review Essential Questions.

3. Identify and review the unit vocabulary:

- guidance
- pro-social behaviors
- indirect guidance
- direct guidance
- positive reinforcement
- consequence
- natural consequences
- artificial consequences
- time out
- I-message
- prompting
- redirecting
- modeling
- active listening

## 4. Lesson Plan

Create a personal discipline plan.

- Discuss various discipline plans used in students' lab settings or mentor schools.
- Write a personal discipline plan.
- If needed, create materials to be used with plan (chart or props)
- Include consequences as well as rewards in the plan.

## Attachments for Learning Experiences:

## Notes & Reflections:

Place in portfolio under Discipline Plan Tab



## UNIT RESOURCES

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### Web Resources:

- National Association for the Education of Young Children <http://naeyc.org>
- For guidance tips <http://daycare.about.com>
- For guidance problems <http://parenting-ed.org>

### Attachment(s):

### Materials & Equipment:

- Computer
- Internet
- Printer
- Paper
- Poster board
- various art supplies
- Herr, J. (2004). *Working with Young Children*. Tinley Park, Illinois: Goodheart-Willcox Co., pp. 197-259.
- Optional: Gordon, A.M. & Browne, K.W. (2004). *Beginnings and Beyond*. Clifton Park, NY: Thomson Delmar Learning, pp. 273-302.

### What 21st Century Technology was used in this unit?:

<input type="checkbox"/>	Slide Show Software	<input type="checkbox"/>	Graphing Software	<input type="checkbox"/>	Audio File(s)
<input type="checkbox"/>	Interactive Whiteboard	<input type="checkbox"/>	Calculator	<input type="checkbox"/>	Graphic Organizer
<input type="checkbox"/>	Student Response System	<input checked="" type="checkbox"/>	Desktop Publishing	<input type="checkbox"/>	Image File(s)
<input type="checkbox"/>	Web Design Software	<input type="checkbox"/>	Blog	<input type="checkbox"/>	Video
<input type="checkbox"/>	Animation Software	<input type="checkbox"/>	Wiki	<input type="checkbox"/>	Electronic Game or Puzzle Maker
<input type="checkbox"/>	Email	<input checked="" type="checkbox"/>	Website		