

# School-Age Curricular Framework Content Areas

DESCRIPTIONS. RATIONALE. EXAMPLES.

**School-Age Curricular Framework is a framework that recommends the content areas used to frame practices, interactions, and instruction for implementation to support children’s learning and development for YoungStar.**

- **A description of each content area is provided.**
- **Rationale is included for the purpose of identifying how a child’s learning and development may occur in the content areas.**
- **Examples of materials and experiences/activities are included and not meant to be inclusive of all the opportunities that can be associated with the content area.**

## **1. Language and Literacy**

Language and Literacy include reading, writing, speaking, gathering information, using information, thinking critically, understanding others, and expressing oneself.

Rationale	<ul style="list-style-type: none"> <li>• Increased enjoyment of literature and a desire to read</li> <li>• Enhanced vocabulary</li> <li>• Ability to express ideas</li> <li>• Experiences in reading, writing, speaking, researching information, applying information and thinking critically</li> </ul>
Examples	<ul style="list-style-type: none"> <li>• Library center with a variety of reading materials</li> <li>• Creating a play</li> <li>• Reading to younger children</li> <li>• Card and board games</li> <li>• Felt board stories</li> <li>• Magnetic word tiles and letters</li> </ul>

## **2. STEM-Science, Technology, Engineering and Mathematics (includes Numeracy)**

Science, Technology, Engineering and Mathematics includes providing 21st century skills that prepare children and youth for a global society. STEM should be hands-on and increase analytical and critical thinking skills. Numeracy is the ability to understand and work with numbers in everyday situations.

Rationale	<ul style="list-style-type: none"> <li>• Opportunities for Collaboration and teamwork</li> <li>• Ability to express Creativity and imagination</li> <li>• Demonstrate Critical thinking and problem-solving skills</li> <li>• Understanding how the world works</li> <li>• Understanding mathematical concepts and application to everyday experiences, also known as Numeracy. Mathematical concepts include number sense, operation sense, computation, measurement, geometry, probability and statistics.</li> <li>• Ability to use mathematical ideas effectively and communication mathematical reasoning</li> <li>• Incorporate numerical, special, graphical and statistical concepts</li> <li>• Plan implement, interpret results of experiments</li> <li>• Hypothesis and record observations</li> </ul>
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Examples	<ul style="list-style-type: none"> <li>• Set up partnerships with STEM content experts</li> <li>• Simple experiments</li> <li>• Building with various materials-toothpicks and marshmallow, playdoh, blocks....</li> <li>• Using various websites to research information based on children's interests</li> <li>• Geocaching</li> <li>• Take-a-parts: old computers, clocks, phones...</li> <li>• Loose Parts/natural materials</li> <li>• Having tools to support mathematics like: measuring tapes, calculators, rulers, unifix cubes, thermometers, balance scales...</li> <li>• Height and depth blocks</li> <li>• Pattern activities</li> <li>• Book on basic math concepts</li> <li>• Geo boards</li> </ul>
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### 3. Social-Emotional and Character Development

Social-Emotional and Ethical Development will promote the healthy development of each child by teaching the habits of thoughtfulness and deeds that help people live and work together as families, friends, neighbors, communities and nations. Programs can integrate character education, social/emotional development within their environments and reinforce core ethical values such as respect, responsibility and citizenship.

Rationale	<ul style="list-style-type: none"> <li>• Children will learn how to resolve conflict without aggression and be encouraged to generate positive solutions to problems.</li> <li>• Programs will partner with schools to develop a consistent message about the character traits that lead to success in life.</li> <li>• How to interact with a diverse group of people in school, in the community, and the workplace</li> <li>• Child will identify self-control methods</li> <li>• Children will express feelings</li> </ul>
Examples	<ul style="list-style-type: none"> <li>• Supporting the schools' effort to address bullying or implementing an anti-bullying curriculum</li> <li>• Help determine group rules</li> <li>• Be involved in establishing a problem resolution area in the environment</li> </ul>

### 4. Arts and Culture

Arts and culture activities include dance, theatre, music, visual arts and other types of creative expression.

Rationale	<ul style="list-style-type: none"> <li>• Help children think critically</li> <li>• Help children solve problems</li> <li>• Synthesize information</li> <li>• Enjoy the process of creating</li> </ul>
Examples	<ul style="list-style-type: none"> <li>• Children create and perform a play or puppet show</li> <li>• Children attend exhibits, performances, museums</li> <li>• Create 3-D items</li> <li>• Explore other culture's arts</li> </ul>

### 5. Global Learning

Within an increasingly interconnected world, young people must be challenged to develop a deeper understanding of other cultures and perspectives. They need to be able to collaborate and communicate with diverse audiences across the globe, investigate the world around them, and translate their ideas into actions to improve global conditions.

Rationale	<ul style="list-style-type: none"> <li>• Programs will integrate global learning and thinking</li> <li>• Provide a different lens through which young people can view the world around them</li> <li>• Provide opportunities for individuals to learn strategies for incorporating a global learning component to their existing afterschool experiences.</li> <li>• Learning from and working with individuals representing diverse cultures, religions and lifestyles</li> <li>• Understand other nations and cultures</li> </ul>
Examples	<ul style="list-style-type: none"> <li>• Provide a wide variety of books representing various cultures</li> <li>• Provide a wide variety of multicultural art material</li> <li>• World maps to explore</li> <li>• Access to computer to research other cultures</li> <li>• Multicultural instruments and CD's</li> </ul>

## 6. Health and Wellness

Programs must work within their programs to promote healthy living and well-being for children, youth, and staff alike. Efforts in addressing obesity, unhealthy dietary behaviors, inadequate physical activity, and behaviors that contribute to health risks, injuries, and violence are incorporated into daily experiences.

Rationale	<ul style="list-style-type: none"> <li>• Children will make informed choices concerning physical activities and nutrition</li> <li>• Participation in daily physical activity</li> <li>• Knowledge of basic nutrition facts</li> </ul>
Examples	<ul style="list-style-type: none"> <li>• Serving healthy and nutritious snacks and meals in appropriate serving sizes</li> <li>• Ensure that intentional physical activity is an integral part of daily activities</li> <li>• Yoga/Mindfulness activities</li> <li>• Healthy cooking activities</li> <li>• Gardening</li> </ul>

## 7. Media and Technology

Afterschool provides opportunities for children and youth to explore and learn through many different venues including media and technology. While research has identified areas of concern regarding inappropriate use of the media in children's lives, a goal in afterschool programming is to build and strengthen children's ability to make good choices in their daily use of media and technology.

Rationale	<ul style="list-style-type: none"> <li>• Provide a variety of learning experiences</li> <li>• Encourage active vs. passive involvement with media and technology</li> <li>• Provide child/youth-driven activities that promote good choices being made with children's use of technology.</li> </ul>
Examples	<ul style="list-style-type: none"> <li>• Media-radio, print, television and internet</li> <li>• Technology-smart phones, tablets, computers and electronic games</li> <li>• Make posters/flyers to advertise fundraisers or collection</li> <li>• Use the internet to research topics or events</li> <li>• Explore using different cameras</li> <li>• Use technology to enhance physical activities</li> </ul>

## 8. Environmental Learning

Environmental learning is a process that increases the child's knowledge and awareness of the overall environment.

Rationale	<ul style="list-style-type: none"><li>• Develop skills and expertise to address environment issues</li><li>• Appreciation and enjoyment of nature and outdoors</li><li>• Understanding the earth as a dynamic, physical and living system</li><li>• Foster attitude, motivations and communicate to make informed decisions and take responsible actions</li></ul>
Examples	<ul style="list-style-type: none"><li>• Plant community gardens</li><li>• Compost bin</li><li>• Trash walks</li><li>• Recycle projects</li><li>• Nature walks</li><li>• Scavenger hunts</li></ul>

## 9. Service Learning

Service learning is an instructional approach to give children opportunities to make positive contributions to the world. Because young people make a difference by meeting real community needs, service learning gives them more motivation to learn, a greater understanding of how to put their learning to good use, and a sense of democracy in action.

Rationale	<ul style="list-style-type: none"><li>• Promote academic, social, and civic development in children</li><li>• Empower young people to make a difference</li><li>• Provide opportunities for diverse groups to come together to make meaningful change</li><li>• Diverse groups can gain a better understanding and appreciation of one another</li></ul>
Examples	<ul style="list-style-type: none"><li>• Nursing home visits</li><li>• Fun Run</li><li>• Bake sale</li><li>• Putting together baskets for nursing home</li><li>• Cards</li><li>• Contributing to food pantry</li><li>• Putting together boxes to send overseas</li><li>• Coats for Kids</li></ul>