

TE WHĀRIKI MĀTAURANGA MŌ NGĀ MOKOPUNA O AOTEAROA EARLY CHILDHOOD CURRICULUM

EMPOWERMENT | WHAKAMANA

Early childhood curriculum empowers the child to learn and grow.

Mā te whāriki e whakatō te kaha ki roto i te mokopuna, ki te ako, kia pakari ai tana tipu.



PRINCIPLES | KAUPAPA WHAKAHAERE

HOLISTIC DEVELOPMENT | KOTAHITANGA

Early childhood curriculum reflects the holistic way children learn and grow.

Mā te whāriki e whakaata te kotahitanga o ngā whakahaere katoa mō te ako a te mokopuna, mō te tipu o te mokopuna.

STRANDS, GOALS AND LEARNING OUTCOMES | TAUMATA WHAKAHIRAHIRA

WELLBEING MANA ATUA		BELONGING MANA WHENUA		CONTRIBUTION MANA TANGATA		COMMUNICATION MANA REO		EXPLORATION MANA ΑΟΤŪROA	
The health and wellbeing of the child are protected and nurtured.		Children and their families feel a sense of belonging.		Opportunities for learning are equitable, and each child's contribution is valued.		The languages and symbols of children's own and other cultures are promoted and protected.		The child learns through active exploration of the environment.	
Ko tēnei te whakatipuranga o te tamaiti i roto i tōna oranga nui, i runga hoki i tōna mana motuhake, mana atuatanga.		Ko te whakatipuranga tēnei o te mana ki te whenua, te mana tūrangawaewae, me te mana toi whenua o te tangata.		Ko te whakatipuranga tēnei o te kiritau tangata i roto i te mokopuna kia tū māia ai ia ki te manaaki, ki te tuku whakaaro ki te ao.		Ko te whakatipuranga tēnei o te reo. Mā roto i tēnei ka tipu te mana tangata me te oranga nui.		Ko te whakatipuranga tēnei o te mana rangahau, me ngā mātauranga katoa e pā ana ki te aotūroa me te taiao.	
GOALS	LEARNING OUTCOMES	GOALS	LEARNING OUTCOMES	GOALS	LEARNING OUTCOMES	GOALS	LEARNING OUTCOMES	GOALS	LEARNING OUTCOMES
Children experience an environment where:	Over time and with guidance and encouragement, children become increasingly capable of:	Children and their families experience an environment where:	Over time and with guidance and encouragement, children become increasingly capable of:	Children experience an environment where:	Over time and with guidance and encouragement, children become increasingly capable of:	Children experience an environment where:	Over time and with guidance and encouragement, children become increasingly capable of:	Children experience an environment where:	Over time and with guidance and encouragement, children become increasingly capable of:
Their health is promoted	Keeping themselves healthy and caring for themselves te oranga nui	Connecting links with the family and the wider world are affirmed and extended	Making connections between people, places and things in their world te waihanga hononga	There are equitable opportunities for learning, irrespective of gender, ability, age, ethnicity or background	Treating others fairly and including them in play te ngākau makuru	They develop non- verbal communication skills for a range of purposes	Using gesture and movement to express themselves he kōrero ā-tinana	Their play is valued as meaningful learning and the importance of spontaneous play is recognised	Playing, imagining, inventing and experimenting te whakaaro me te tūhurahura i te pūtaiao
Their emotional wellbeing is nurtured	Managing themselves and expressing their feelings and needs te whakahua whakaaro	They know that they have a place	Taking part in caring for this place te manaaki i te taiao	They are affirmed as individuals	Recognising and appreciating their own ability to learn te rangatiratanga	They develop verbal communication skills for a range of purposes	Understanding oral language ¹ and using it for a range of purposes he kōrero ā-waha	They gain confidence in and control of their bodies	Moving confidently and challenging themselves physically te wero ā-tinana
They are kept safe from harm	Keeping themselves and others safe from harm te noho haumaru	They feel comfortable with the routines, customs and regular events	Understanding how things work here and adapting to change te mārama ki te āhua o ngā whakahaere me te mōhio ki te panoni	They are encouraged to learn with and alongside others	Using a range of strategies and skills to play and learn with others te ngākau aroha	They experience the stories and symbols of their own and other cultures	Enjoying hearing ² stories and retelling and creating them he kōrero paki	They learn strategies for active exploration, thinking and reasoning	Using a range of strategies for reasoning and problem solving te hīraurau hopanga
		-	Showing respect for kaupapa, rules and the rights of others te mahi whakaute				Recognising print symbols and concepts and using them with enjoyment, meaning and purpose he kōrero tuhituhi	They develop working theories for making sense of the natural, social, physical and material worlds	Making sense of their worlds by generating and refining working theories te rangahau me te mātauranga
							Recognising mathematical symbols and concepts and using them with enjoyment, meaning and purpose he kōrero pāngarau		
						They discover different ways to be creative and expressive	Expressing their feelings and ideas using a wide range of materials and modes he kōrero auaha		



EXAMPLES OF LINKS TO THE NEW ZEALAND CURRICULUM

Key competency: Managing self For example, students have a 'can do' attitude and see themselves as capable learners. They are enterprising, reliable and resilient, set personal goals and have and beliefs. strategies for meeting challenges.

Learning area: Health and physical education

related movement contexts.

EXAMPLES OF LINKS TO TE MARAUTANGA O AOTEAROA

Values Individual learners develop values and attitudes that help them to identify and understand their own personal values

Learning area: Hauora (waiora strand) Students will explore and learn about food and nutrition that sustain the

Students learn about their own wellbeing, physical body, and explore the notion and that of others and society, in health- of sustenance that contributes to the wellbeing of mind and spirit.

EXAMPLES OF LINKS TO

THE NEW ZEALAND CURRICULUM

Key competency: Participating and contributing For example, students are actively involved in communities, including those access to the Māori world. They also

based on a common interest or culture for purposes such as learning, work, celebration or recreation.

Learning area: The arts Students explore, refine and

communicate ideas as they connect thinking, imagination, senses and feelings to create works and respond to the works of others.

EXAMPLES OF LINKS TO TE MARAUTANGA O AOTEAROA

The learner understands the values of their whānau, hapū and iwi, enabling know their identity and origins.

Learning area: Ngā toi

Values

Students investigate, use, develop knowledge of and explain how physical movement and the voice are used and applied in a wide range of dramatic contexts.

PATHWAYS TO SCHOOL AND KURA

Values

EXAMPLES OF LINKS TO THE NEW ZEALAND CURRICULUM TE MARAUTANGA O AOTEAROA

Key competency: Relating to others For example, students interact effectively Individual learners develop values and

with a diverse range of people in a variety attitudes of empathy and regard for of contexts. They learn to listen actively, recognise different points of view, negotiate and share ideas.

Learning area: Social sciences Students explore how societies work and how they can participate and take action as critical, informed and responsible citizens.



FAMILY AND COMMUNITY | WHĀNAU TANGATA

The wider world of family and community is an integral part of early childhood curriculum.

Me whiri mai te whānau, te hapū, te iwi, me tauiwi, me ō rātou wāhi nohonga, ki roto i te whāriki, hei āwhina, hei tautoko i te akoranga, i te whakatipuranga o te mokopuna. **RELATIONSHIPS | NGĀ HONONGA**

Children learn through responsive and reciprocal relationships with people, places and things.

Mā roto i ngā piringa, i ngā whakahaere i waenganui o te mokopuna me te katoa, e whakatō te kaha ki roto i te mokopuna ki te ako.

EXAMPLES OF LINKS TO

friends and for the school whānau.

The learner works cooperatively with peers and in groups.

Learning area: Tikanga ā-iwi

Students develop their knowledge and understanding of peoples' interactions with places and environments and how people sustain the environment.

EXAMPLES OF LINKS TO

Key competency: Using language,

symbols and texts For example, students work with and make meaning of the codes in which knowledge is expressed. They learn that languages and symbols are systems for representing and communicating information, experiences and ideas.

Learning area: Mathematics and statistics and relationships seen in aspects of Students explore relationships in quantities, space and data and learn to time. express these relationships in ways that help them to make sense of the world around them.

EXAMPLES OF LINKS TO THE NEW ZEALAND CURRICULUM TE MARAUTANGA O AOTEAROA

Values

Individual learners develop values and attitudes which lead to a desire to participate in all school learning activities, whether by contributing ideas, reading or listening.

Learning area: Pāngarau Students explore the use of the patterns quantity, sets of data, and space and

EXAMPLES OF LINKS TO THE NEW ZEALAND CURRICULUM

Key competency: Thinking

Students use creative, critical and metacognitive processes to make sense of information, experiences and ideas. Intellectual curiosity is at the heart of this competency.

Learning area: Science

Students explore how both the natural and physical world and science itself work so that they can participate as critical, informed and responsible citizens in a society in which science plays a significant role.

EXAMPLES OF LINKS TO TE MARAUTANGA O AOTEAROA

Values

Individual learners develop values and attitudes of understanding, awareness and aptitude in all learning as a guide into the contemporary world. The learner understands the values of

their whānau, hapū and iwi, enabling access to the Māori world.

Learning area: Pūtaiao

The student will gain competence in the skills of research, experimentation, investigation and problem solving. The student will develop scientific literacy as well as physical, ethical and cognitive competence.