## **Teacher Observation Directions**

This template can be used as an instrument by the teacher to record a child's behaviors, as s, and verbalizations that will inform the teacher about the child's development. *Notes should* ive, only recording the observed events, and should not include a teacher's thoughts or opinion

#### **DO Write:**

## Noteworthy observation:

Sammy and John were playing in the block center. Sammy knocked some sower, John began to cry, be Sammy continued to walk away.

## What this tells me:

Sammy needs more interpersonal skill development

#### DO NOT Write:

### Noteworthy observation:

Sammy and John were playing the steer. 3 may know you for purpose.

## What this tells me:

He has pent-up gover issues and didn't conthat his provided.

## **Approaches to Learning**

childh ducation has five domains of learning and developmental standards, i.e., —emc. onal, language/communication, and cognitive. They reflect specific content young children should have and can do. 'Approaches to learning' is not about specific content know these skills are acquired in all domains. Approaches to learning involves a finct behavior patterns that children display as they engage in learning tasks across all development. Regardless of what young children are learning, they must be their approaches to learning abilities as positive strategies to direct that learning. Young children learn best when these approaches to learning are encouraged and supported in all domains of early development.

# **Teacher Observation Template**

Name of child:	Observer:	
Date & Time of Observation:		
Setting of scene:		
Noteworthy observation:		
What this tells me:		

Approaches to learning that were observed or or that me child needs to acquire:

	Appro	Observed	Need to Acquire
1.	Eagerness of the viosit		
	Shows curiosity at leager to . we new experiences.		
2	gagement, tt dve and Persistence		
	directions or interaction time when a saiding to tasks, questions, directions or interaction eks help when deeded; completes activities.		
3.	Creation and In ontion		
	ivities wativity and imagination.		
	Reflection		
	anning, setting goals and learning from experiences.		
5.	Reasoning d Problem Solving		
	Classifies, com s/contrasts objects, events and experiences; finds more than		
ļ.,	question or problem through active exploration and discussion.		
6.	rection and Confidence		
	Disk independence; makes choices, manages own time and effort.		
7.	Symbolization and Representation		
	Take on roles, explore actions and sensory experiences.		

AtL resources: Head Start, AZ, FL, ID, IN, and a PBS report.