

Rose³ Observation Sheet 2

Learning Experiences

Learning Experience:

Child/Children:

Age/Age Range:

Date:

EYLF Outcomes or Key Indicators Children:

Outcome 1: have strong sense of identity.

- feel safe, secure, and supported.
- develop their emerging autonomy, inter-dependence, resilience and sense of agency.
- develop knowledgeable and confident self identities.
- learn to interact in relation to others with care, empathy and respect.

Outcome 2: are connected with & contribute to their world.

- develop sense of belonging to groups and communities.
- respond to diversity with respect.
- become aware of fairness.
- are socially responsible and respect the environment.

Outcome 3: have strong sense of wellbeing

- become strong socially and emotionally.
- are more responsible for their health and physical wellbeing.

Outcome 4: are confident and involved learners

- develop dispositions for learning.
- develop a range of skills and processes.
- transfer and adapt what they have learned.
- resource their learning through connecting with the world.

Outcome: 5: are effective communicators

- interact verbally and non-verbally.
- engage with a range and gain meaning from text.
- express ideas and make meaning using a range of media.
- begin to understand how symbols and pattern systems work.
- use information and communication technologies_

Key Learning Area/Skills and Knowledge

Numeracy Number: Word, Amount, Numeral, Shape: Geometric 2D (flat) 3D (solid), Free form
Mathematical language, Pattern and sequence
Measurement: Volume, Area, Length/Width, Height, Weight/Mass

Literacy Vocabulary Reading Writing Listening
Communicating: Verbally/Nonverbally

Studies of Society and Environment Community
Social Groups, Family, Friends, Behaviour, Cultural
Diversity and Multiculturalism, Physical and social
environments, Natural Environments: Habitats, Plants,
Animals, People.

The Arts Mode/technique Medium Method Colour
Texture 2D or 3D representation Process Product
Processed and/or natural materials
Music Movement beat rhythm dance singing

Science Investigation, Problem Solving, Hypothesising
Experimenting, Natural Events, "Man-made" Events,
The Human Body, Growth and Development
(Environments, Plants, Animals, People)

Technology Internet, Email Telephone, Computer
Skills: hardware (mouse, keyboard) software

Health and Physical Education Gross motor: crawl,
stand, walk, run, jump, hop, skip, roll, dance
Fine motor: draw, write, pencil grip, pinch, roll in fingers
and hands, grasp

(this is not an exhaustive list...add further skills and
knowledge on reverse of page)

Learning Experience Evaluation:

Child/Children Developmental Assessment

Suggested Linked Experiences/Future Planning

General Comments:

Comments for Parent/Guardian:

Photographic Documentation and Additional Comments, Evaluation and Assessment on reverse