

Carnegie Mellon University Children's School
Classroom Observation Session for students in
16-223 Creative Kinetic Systems
Wednesday, September 28, 2022

The course project will center on interactive marble machines which evoke wonder and delight.

Consider how to go beyond momentary wonder and delight to engage children's curiosity and creativity.

According to Erik Erikson (developmental psychologist / psychoanalyst), children's primary objectives in childhood are:

- **AUTONOMY** (toddler/preschool) *I can do it MYSELF!*
- **INITIATIVE** (preschool/kindergarten) *Let's try ... MY idea!*
- **INDUSTRY** (kind/elementary) *Look at MY accomplishments!*

Consider how your projects align with children's objectives.

At the Children's School, observe the children's interest, attention, and engagement with the various activities, adults, and peers they encounter.

Age Level Being Observed: 3's 4's K (Circle One)

- What sparks / catches children's interest? What did not?

- What holds children's attention? What did not?

- What engages children's curiosity and creativity?

- Which of the children's objectives for autonomy, initiative and industry are related to the engagement you observed?

What can you do in your project to extend the moment of delight so children can engage more fully and explore more deeply? How can you promote children's experience of autonomy, initiative and industry?