

Joy!



What is inside?

Joy! Curriculum pertaining to the following questions:

What does it offer?

- Joy! has been designed to provide the 21st century child with opportunities to learn, explore, form ideas and test those ideas, be creative, solve problems and become confident, unique, purpose-filled young learners with character and integrity.
- The programme encourages educators to value and support each child's uniqueness, creating a place of learning where young learners feel secure, loved, appreciated and encouraged to reach their full potential.
- Themes are relevant, value-based and age appropriate, equipping each learner to be an effective member of society, living a life of purpose, character and integrity, secure in who they are as unique individuals, and understanding their individual roles of responsible stewardship to preserve our natural resources for future generations.
- The programme satisfies all six Early Learning and Development Areas as set out in the National Curriculum Framework and the daily activities incorporate all Core and Auxiliary Developmental Areas of the young child.

How does the programme do what it does?

- Concrete hand-on opportunities are the main tools of instruction, encouraging young learners, on a daily basis, to use their senses through play, exploration and discovery.
- The programme caters for every area of the young child's development, inspiring
 - confidence, a sense of well-being, identity and belonging, and 'I am loved, safe and secure'
 - critical, creative thinking, problem solving and uniqueness
 - cognitive and perceptual skills
 - physical and emotional strength
 - communication and language skills
 - mathematical exploration and pre-coding
 - knowledge, life skills and an understanding of the natural world
 - a sense of well-being, belonging and purpose according to God's Word, His plans and purposes for the world, and how to be more like Jesus.
- Each week includes the following activities:
 - Daily Jesus/Devotional Times with illustrated stories and an application
 - A Baking Activity
 - Daily Science and age appropriate experiments

- A Music Lesson, which stimulates creativity, free expression and use of body and space
- A Movement Lesson, incorporating different areas of physical development in order for the child's whole body to be physically stimulated in every area in each lesson
- Daily Perceptual Activities
- Daily art activities, (*3 per day*) planned to ensure the children are becoming increasingly creative as the year progresses and each activity designed to encourage unique creative thinking, problem solving and motor development.
- Free play which includes fantasy play, outdoor play (bats, balls, climbing apparatus, sand and water play, woodwork) and indoor play (block building, puzzles, and educational games)
- Daily end-of-day Story Time and Prayer

Why is the approach different?

- The programme has been designed to change young children's lives and to make a difference to the way they think.
- At the heart of the programme are the character traits of Jesus, helping each child steadily gain insight and understanding of their Creator and the amazing world He has created for them to enjoy and take care of, and how to make age appropriate choices that will allow them to fulfil His plans and purposes for their lives. It inspires a desire to know Him and be more like Him.
- Children are filled with hope and purpose as they begin to understand and make sense of the world God created and how important they are in God's plans and purposes.
- As children begin to understand the way the world works as God intended it to, they begin to understand that He has given us the responsibility of taking care of this beautiful world and all that is in it.
- As they are appreciated, valued and supported in their uniqueness and given every opportunity to reach their full potential in a creative, stimulating environment that is conducive to age-appropriate learning, young children become fearless, enthusiastic little members of society who are ready to tackle the world and be the 'difference' that it needs.

