

## HIGHER NITEC IN EARLY CHILDHOOD EDUCATION (2 YEARS)

### CERTIFICATION

Credits required for certification:

Core Modules	: 45
Life Skills Modules	: 9
Cross Disciplinary Core Modules	: 6
Electives	: 6
<hr/> Total	<hr/> : 66

### COURSE STRUCTURE

Module Title	Credits
<b>CORE MODULES</b>	
Sales Techniques & Engagement	3
Child Development & Observation	3
Principles & Practices of Early Childhood Education	3
Physical Play & Motor Skills Development	3
Creating a Supportive & Inclusive Environment for Young Children	3
Supervised Practical Learning	1
Being a Reflective Practitioner	3
Developing Children's Language & Early Literacy	3
Numeracy in the Early Years	3
Partnering Families & the Community	3
Planning Play & Exploratory Experiences for Young Children	3
Planning Aesthetic & Creative Experiences for Young Children	3
Caring for Young Children	3
Industry Attachment	8
<b>CROSS-DISCIPLINARY CORE MODULES</b>	
Robotic Process Automation for Business	3
Design Thinking for Business Services	3
Food Sustainability	3
Basics of Supply Chain Management	3
Basic Data Management & UX Design	3
Advanced Data Management & UX Design	3
Digital Design Principles	3
<b>ELECTIVES (INTER-DISCIPLINARY)</b>	
Effective Business Networking	2
Infographics for Presentation & Marketing	2
ASEAN Business Basics	2
Customer Experience Design	2
<b>ELECTIVES (GENERAL) AND LIFE SKILLS MODULES</b>	
For details, click <a href="#">here</a>	

*Note: The offer of electives is subject to the training schedule of respective ITE Colleges. Students are advised to check with their Class Advisors on the availability of the elective modules they intend to pursue.*

*The Higher Nitec in Early Childhood Education certification will be awarded by the National Institute of Early Childhood Development (NIEC) in collaboration with the Institute of Technical Education.*

## **MODULE OBJECTIVES**

### **Core Modules**

#### **Sales Techniques & Engagement**

On completion of module, students be able to apply sales techniques to sell to client needs and develop strong sales relationships.

#### **Child Development & Observation**

On completion of the module, students will be able to carry out holistic and authentic observation and assessment of children with the understanding of the theories, principles, milestones and stages of child development.

#### **Principles & Practices of Early Childhood Education**

On completion of the module, students will be able to apply key principles and practices of early childhood education, and adhere to data and information management guidelines related to their scope of work.

#### **Physical Play & Motor Skills Development**

On completion of the module, students will be able to apply knowledge of pedagogical strategies in motor skills development activities to engage all children and provide a learning environment that supports their learning and interaction.

#### **Creating a Supportive & Inclusive Environment for Young Children**

On completion of this module, students will be able to create an environment according to children's developmental needs, incorporating principles of diversity and inclusion with the application of child supervision strategies and guidance techniques to nurture positive behaviour in children.

#### **Supervised Practical Learning**

On completion of the module, students will be able to develop the dispositions of an educator, establish interactions with children and assist in the daily routines and transitions in the early years classroom.

#### **Being a Reflective Practitioner**

On completion of the module, students should be able to develop personal values and beliefs through reflection in alignment with early childhood ethical code of conduct and professional practices. They should also be able to apply self-care and stress management techniques to enhance one's well-being and resilience.

#### **Developing Children's Language & Early Literacy**

On completion of the module, students will be able to apply knowledge of pedagogical strategies in language and literacy activities to engage all children and provide a learning environment that supports their learning and interaction.

#### **Numeracy in the Early Years**

On completion of the module, students will be able to apply knowledge of pedagogical strategies in numeracy activities to engage all children and provide a learning environment that supports their learning and interaction.

#### **Partnering Families & the Community**

On completion of the module, students should be able to apply understanding of a family's values and its role in children's learning and development, facilitate the involvement of families, caregivers and community in collaborative programmes and identify key drivers of challenging situations.

#### **Planning Play & Exploratory Experiences for Young Children**

On completion of the module, students will be able to apply pedagogical knowledge to plan appropriate play and exploratory experiences, provide an environment that supports children's learning and interaction, and include the use of age-appropriate learning technologies.

### Planning Aesthetic & Creative Experiences for Young Children

On completion of the module, students will be able to apply knowledge of pedagogical strategies in visual arts and music activities to engage all children and provide a learning environment that supports their exploration, expression and interaction.

### Caring for Young Children

On completion of the module, students should be able to apply knowledge of sector's regulations and guidelines related to health, hygiene, nutrition and safety of children. They should also be able to establish trusting and respectful relationships to provide quality caregiving and nurture children's social emotional development.

### Industry Attachment

On completion of the module, students should be able to apply the skills and knowledge acquired to take on a range of job scopes at the company.

## Cross Disciplinary Core Modules

### Robotic Process Automation for Business

On completion of the module, students should be able to appreciate the applications of Robotic Process Automation (RPA) and be equipped with RPA skills to automate repetitive business processes and operations.

### Design Thinking for Business Services

On completion of the module, students should be able to develop innovative solutions in a business environment via transdisciplinary thinking approach that meets stakeholders' needs.

### Food Sustainability

On completion of the module, students should be able to gain an overview of food security system and the importance of sustainable food supply in Singapore. Students should also be able to understand the different types of sustainable farming and food production for plant, animal and aquaculture and the technologies applied.

### Basics of Supply Chain Management

On completion of the module, students should be able to identify and explain the purpose and value of the different components of a supply chain, produce a supply chain map of an industry, identify the order fulfilment process and outline the emerging trends and technologies.

### Basic Data Management & UX Design

On completion of the module, students should be able to customise system settings to suit the needs of the business while controlling the access to data using point and click security tools, and be able to visualise key business metrics in real-time.

### Advanced Data Management & UX Design

On completion of the module, students should be able to review the organisation's security design requirements, control user access to data and update the security design.

### Digital Design Principles

On completion of the module, students should be able to apply design elements and principles onto digital designs.

## Electives (Inter-disciplinary)

### Effective Business Networking

On completion of the module, students should be able to manage their professional image and build effective relationships with others.

### Infographics for Presentation & Marketing

On completion of the module, students should be able to communicate their presentation information more effectively through colours, visuals and infographics.

### ASEAN Business Basics

On completion of the module, students should be able to research and provide credible and relevant information on ASEAN country's business culture and business operations.

### Customer Experience Design

On completion of the module, students should be able to appreciate and understand how customers think, behave, share, and consume products/services from a customer journey perspective. This in turn will help students better understand how they can design better customer experiences to increase customer loyalty and generate more revenue.

### Electives (General) and Life Skills Modules

For details, click [here](#).