

### Chapter 3 Handout Essay

You have decided to open a school and day-care center for children from 18 months to 12 years of age. You plan base the curriculum for each age group on Piaget's theory of cognitive development. What kind of activities you should plan for 18-months-olds? The 5-years-olds? The 8-years-olds? The 12-years-olds? (Use the space bellow to list the points you want to make and organize them. Then write the essay on a separate piece of paper.)

### Piaget's Stages of Cognitive Development

Age	Piaget's Stage & Description	Response Example	Comments
18 months	<b>Sensorimotor</b> [birth to 2 years] <ul style="list-style-type: none"> <li>Experiences world through senses and interaction: looking, touching, mouthing, grasping, smelling, tasting</li> <li>Lack object permanence: an awareness that objects continue to exist when no longer perceived/seen [Out of sight, out of mind]</li> <li>Stranger anxiety</li> </ul>	These children experience the world through their senses and actions. Provide a sensorimotor environment filled with toys and other objects that foster touching, mouthing, crawling and smelling.	
5 years	<b>Preoperational</b> [2 to 6 years] <ul style="list-style-type: none"> <li>Represents things with words &amp; images</li> <li>Lacks logical reasoning; Ability to pretend</li> <li>Respond best to positive rather than negative instructions</li> <li>Egocentrism; unable to take another's point of view; you see what they see.</li> <li>Lacks concept of conservation</li> </ul>	Would enjoy lots of opportunities for pretend play, dress-up and make believe games such as "go to work" and "school".	
8 years	<b>Concrete Operational</b> [7 to 11 years] <ul style="list-style-type: none"> <li>Thinks logically about concrete events</li> <li>Abstracts logic: grasps concrete analogies</li> <li>Mathematical transformations: performs arithmetical operations</li> <li>Have begun to internalize thoughts and reflections</li> <li>Conservation</li> </ul>	Logical and concrete activities such as arithmetic games, puzzles, cards, checkers and chess and other logical thinking concrete events Games and activities should build on what they know, provide concrete examples	
12 years	<b>Formal Operational</b> [12 to adult] <ul style="list-style-type: none"> <li>Abstract reasoning</li> <li>Potential for mature moral reasoning</li> </ul>	Problem solving activities based on hypothetical propositions and deductive reasoning.	