

GCK  
OUR PHILOSOPHY

OUR BELIEFS

- **Every child comes to kindergarten with capabilities and competencies. We recognise that children start preschool with a range of skills, interests and experiences.**
- Development and learning occurs when children and families feel safe, secure, respected and supported.
- Families are considered as our partners so that their children will be positioned to learn with and from others. Every child will be able to co-construct learning
- The cultural competence of each educator is important. “Cultural competence is the ability to understand, communicate with and effectively interact with people across cultures.” Early Years Learning Framework p16
- Research underpins our planning for teaching and learning practices. Through play, **‘learning by doing’** the emergence and refinement of a wide variety of extraordinary competencies are shown by children. Play provides strength-based opportunities for children to discover, create, inquire and reason. Children take important risks, they improvise, imitate, approximate and imagine. When children play they are “realising achievements that will become their real actions and values in the future” - Vygotsky.
- Play is the place where literacy and numeracy capabilities are sensitively scaffolded, and challenged in manageable steps. They are planned for in just the right way so that there is intellectual stretch. High quality play environments exist when every educator is collaborative, reflective, intentional and guided by the principles and practices from our mandated learning framework (EYLF 2009). Every child will be given agency to initiate and lead their learning. “They have the right to be active participants and decision makers in matters affecting them.” *Belonging, Being and Becoming: The Early Years Learning Framework for Australia, 2009, p12).*
- Each and every child will grow and develop when the educational program centres on holistic pedagogy and when it is child focussed.
- **Every child is capable and competent**