EARLY CHILDHOOD EDUCATION

SCIENCE LEARNING | KNOWLEDGE | TECHNOLOGY LEARNING

DISCOVERY

- Building knowledge and discovery competence in individuals
- Emphasis on creativity in the intellectual realm

INNOVATION

- Building creativity at the interface of intellectual and physical realms
- Emphasis on application of knowledge
- More emphasis on teams and leadership

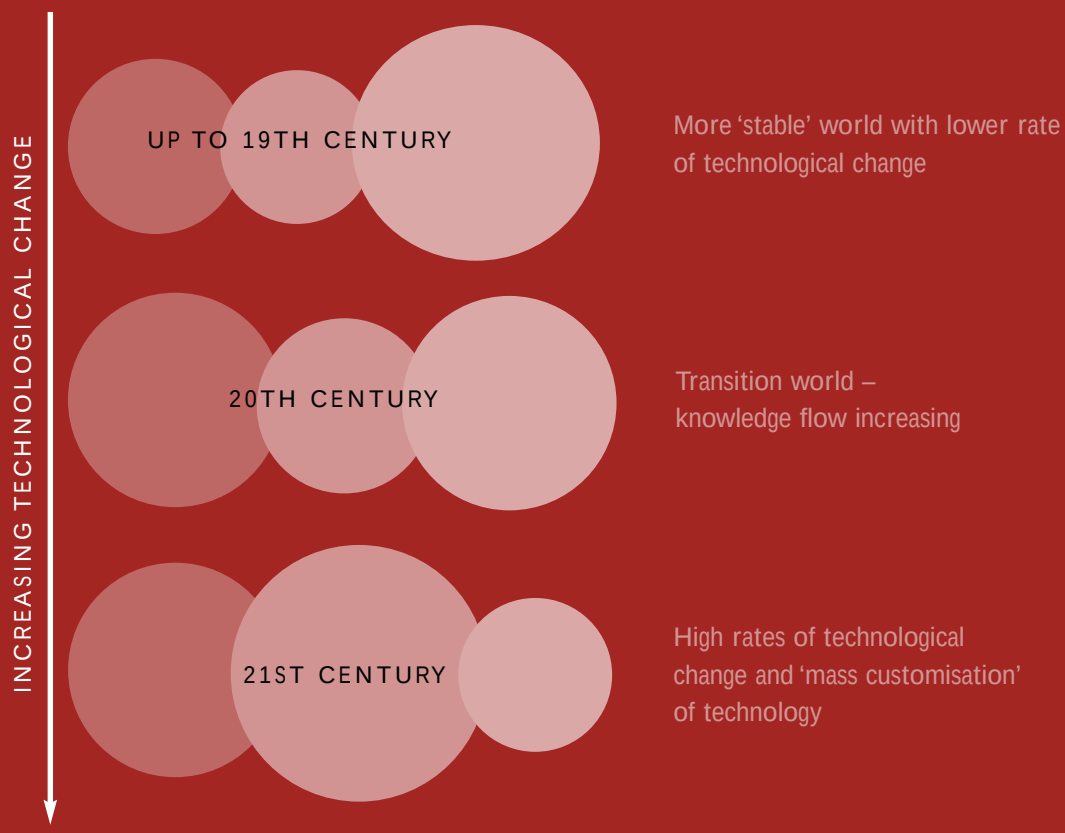
APPLICATION

- Building skill in physical world
- Emphasis on following and supervising established practice with increasing skill

The question WHY IS IT SO? leads to research

The question HOW IS IT DONE? leads to invention

- Knowledgeable, scholastic individuals
- Academic scholarship and research

- Creatively inventive individuals with collaborative and teamwork competence
- Design-based professions

- Skilled trades people and artisans
- Trades