Te Whāriki Curriculum Goals examples for IP goal-setting



Well-being

Goal 1

Your child's health

- medical history
- can go to the toilet and get dressed on their own
- washes hands independently
- can pour their own drink
- feed themselves with utensils
- can blow their nose and brush their teeth
- sleep routine
- eats a variety of foods
- heading airs/cochlear implants and other assistive devices

Goal 2

Emotional well-being

- happy and settled
- can focus on tasks
- know and can tell you about how they feel
- self-esteem, confidence and trust in others
- can cope with change
- how do the respond to affection

Goal 3

Safety

- can look after themselves and others feels safe
- can make choices
- awareness of dangerous situations
- can be comforted easily when upset

Belonging

Goal 1

Family and community

- know their own name
- shares news and experiences
- awareness of interpreters and culturally appropriate introductions
- knows about the wider world
- feed themselves with utensils
- do they know their brothers, sisters and their ages?
- know the difference between boys and girls

Goal 2

Know they have a place

- cares for the environment, puts things away
- participates in family events
- plays alone or alongside others
- has a sense of belonging
- sense of ownership

Goal 3

Routines, customs and regular events

- can follow routines
- can cope with change how?
- How they respond to being told what to do (routines)

Goal 4

Behaviour

- shares toys and equipment
- takes turns
- understand what will happen if they don't behave
- assertiveness
- understand boundaries
- understand personal space and others' belongings

Contribution

Goal 1

Equal opportunities

- use a wide range of indoor and outdoor equipment
- join group games, take turns
- has respect for others
- self confidence

Goal 2

They know who they are

- joins in and will start a game
- expresses what they want, like and don't like
- asks for help
- joins in music and movement
- they know they have talent shows pride
- seeks praise
- learning styles

Goal 3

Playing with others

- can work through conflict with others
- helps others
- makes friends
- empathy knows what others are feeling
- how do they interact with others?
- use manners

Communication

Goal 1

Communicating without language

- can show enjoyment laughs and smiles
- can show unhappiness
- understands adult gestures (not NZSL) e.g. nodding, pointing

Goal 2

Use language to communicate

- talks to children and adults, initiates conversations
- can tell you how they feel
- asks and understands questions
- follows directions
- pays attention to what others say
- learn new words and signs
- do they show which language they like to use the most?
- enjoys playing with language and sound
- how easy is it to understand your child for you and for others?
- know when to use a loud and quiet voice
- uses eye contact

Goal 3

Stories and symbols

- like stories, enjoys books
- can retell stories
- can count and knows shapes
- know and can write their own name
- recognise letters

Goal 4

They are creative and expressive

- draws, paints, uses collage
- enjoys music and movement
- joins in role pay and dressing up

Exploration

Goal 1

Play

- make decisions and can solve problems
- join in role play/dress ups
- generalises skills in different settings
- completes a task
- sense of humour, persistence
- knows what objects are used for

Goal 2

Using their bodies

- know how to keep healthy
- gross motor skills walking, running, climbing, ball skills, balance, skipping
- fine motor skills cutting threading, holding brush, holding pencil correctly
- enjoys puzzles, explores mechanical tovs

Goal 3

Thinking skills

- asks questions
- experiments with equipment and materials
- predicting, makes guesses, compares
- see themselves as an explorer

Goal 4

Making sense of the world

- try new things using their senses
- cares for pets
- understands how to get along with others in society
- enjoy exploring different textures e.g. sand, water, bubbles
- understands the difference between hot/cold, fast/slow, big/small