

## Foundation module 1

Understanding childhoods

### Section 2 Child development

#### Exercise 1



#### Promoting child development in programming

##### Purpose

By the end of this exercise, participants will be able to:

- identify the adverse affects on child development that a particular course of action has on a group of children
- discuss ways in which these children's developmental needs could have been better served.

##### Timeframe

45 minutes

##### Resources

- enough copies of **Section 2, Handout 1** Case study for each participant

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##### Method

- 1 Divide the participants into small groups and give them the handout.
- 2 Ask the participants to brainstorm ways in which the solution chosen in the case study might have adversely affected the development of the children that the organisation was seeking to help. Invite them to consider their answers under the following headings:
  - **Social and emotional development**
  - **Physical development**
  - **Cognitive and language development**
- 3 In plenary, ask the participants to share their answers. Facilitate a discussion about ways in which the developmental needs of this group of children might have been better served by the agency. You may then like to ask the participants to consider, from their own experience, other examples of programmes which might have had an adverse effect on children's development and how they could have been improved.

