

Introduction



This Spring issue provides readers with a variety of topics that include nature-based learning, the implications of screen time, how STEM experiences impact cognitive development, and how coaches can impact the mental health of youth athletes. There is also information on student questioning, strategies to empower independent learners, and the utilization of in-class simulations as an effective pedagogy. The International Journal of the Whole Child continues to be committed to promoting holistic learning and the development of the whole child.

Article #1:

Teacher Perceptions of Elasticity in Student Questioning
Brian Stone, Rachael Pearson

The authors of this article discuss the importance of teachers cultivating an elastic learning environment in their classrooms. The authors include the findings of their pilot study to illustrate the benefits of taking an elastic approach with students. In addition, the authors suggest different ways for teachers to increase the elasticity of their classrooms via teacher training, professional development, and administrative support.

Article #2

4-H Forestry: Using Nature-Based Programming to Enhance Positive Youth Development Outcomes
Amy Long

The author of this article explains the importance of positive youth development (PYD) practices and how they can be enhanced by incorporating nature-based experiences. In addition, the author gives an overview of The Thrive Naturally 4-H Forestry Program and how it was used to generate research data via post program surveys. Their findings support the program's capacity to benefit both children and their caregivers.

Teacher Talk: Theory to Practice

Failing to Learn, Learning to Fail: Strategies to Create Empowered and Independent Learners
Lando Carter, Katie Schrodt, Bonnie Barksdale

The authors discuss the importance of using failure as a catalyst for future success. This involves fundamentally altering the way students currently perceive failure through the implementation of positive alternatives like the Language of Failure Quote Bank, Failure Self-Talk Quote Bank, Failure Indices, Brave Speller Chart Sample, Got It and Gonna Get It Card Sorters, and Due Date Windows. The authors encourage teachers to use authentic examples, self-disclosure, and creativity to demonstrate to students the power of failure in the pursuit of learning.

Tech Talk

Screen Time: Issues and Recommendations

Nancy Caukin

The author discusses the different forms of screen time, as well as the potential consequences unrestricted screen time can have on childhood development. In addition, the article provides recommendations for appropriately monitoring screen time for different age groups. Furthermore, the author highlights specific resources to help parents implement strategies to manage their child's screen time and generate more positive outcomes.

Science, Technology, Engineering, Art, and Mathematics: STEAM

The Impact of Authentic Early Childhood STEM Experiences on Cognitive Development

Brian Stone

The author of this article discusses STEM education and the corresponding positive impact it has on the cognitive development of young children. In addition, the article explains the importance of allowing children the opportunity to engage in play, to inquire, to follow their interests/curiosities, to develop STEM identities, and to be creative. The author provides recommendations for educators and parents looking to implement STEM activities within these contexts.

Families and Children: Health and Wellness

Mental Health of Youth Athletes and the Roles of Coaches

Chandler Coley, Tiffany Wilson

The authors discuss how the popularity of sports in America could serve as an opportunity to provide mental health related services to youth athletes. In addition, the article explains how coaches' existing influence on the lives of their players makes them ideal candidates to facilitate the delivery of these mental health related services. The authors describe coaches and players' perceptions of mental health, the perception to change, and the recommended next steps towards implementation.

Play: Development, Learning, Therapy

Changing Students Belief in a Just World: In-Class Simulations as Effective Pedagogy

Susan Elswick, Peter A. Kindle, David H. Johnson, Brooke Blaaid, Laura Brierton Granruth, Elena Delavega, Michael L. Burford, Jeffrey D. Thompson

The authors discuss existing literature pertaining to cognitive dissonance, learning, and game and simulation practices in training future school-based mental health professionals. In addition, the authors describe the results of their quasi-experimental non-random comparison group study covering one simulation activity. Furthermore, the article seeks to provide guidance on how to implement simulations.

Education by the Numbers

Donald Snead

The data provided by the author in “Education by the Numbers” discuss the correlation between education attainment and employment.

Education: Words and Meanings

Multiage: Words and Meanings

Sandra Stone

The author of this article provides a definition of Multiage Education and articulates the differences between the Multiage System and the Graded System. In addition, the author includes a table that clarifies the distinctions among different systems as well as examples falling into each category. This article serves to give readers a deeper, more informed understanding of how multiage was intended to be used in an educational context.

Pictures for Reflection

Growing Up is a Playful Way to Go

Kathy Burris, Larry Burris

The authors discuss how a simple metal frame can be used in a multitude of ways to inspire imagination and play.

Page Turners: Books for Children

Michelle J. Sobolak, Patricia Crawford, Maria Genest, Katrina Bartow Jacobs, Carla K. Meyer,

In this article, different children’s books are listed with descriptive summaries on each one. The books include: *Agatha May and the Angler Fish; Big; Hello, Puddle!; Kitty; The Last Stand; Oh, Panda; Rabbit, Duck, and Big Bear; What’s Inside a Caterpillar Cocoon? (And Other Questions about Moths and Butterflies); Freaky Heart.*