



# Postgraduate Certificate Child Drawing

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Global University

» Credits: 6 ECTS

» Schedule: at your own pace

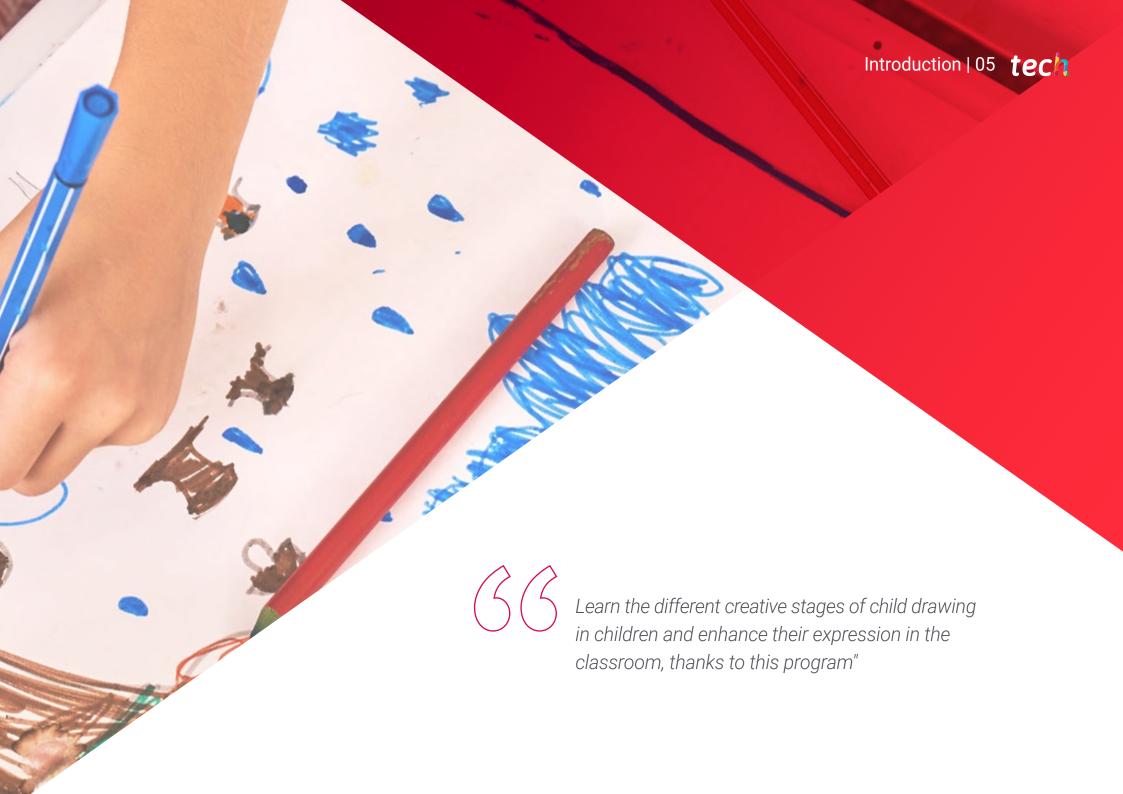
» Exams: online

Website: www.techtitute.com/us/education/postgraduate-certificate/child-drawing

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## tech 06 | Introduction

The Postgraduate Certificate in Child Drawing covers the different evolutionary stages of the artistic creations made by children until they reach adulthood. The professional who takes this course will study the evolutionary phases in depth in order to observe how graphic representation is transformed.

In this six-week program, child drawing will be studied in depth from its concept, its importance in language, instruments, materials and support. This teaching introduces the student to Luquet's realism and Lowenfeld's work, to later delve into doodling, figuration, schematic graphic representation and the beginning of visual realism.

An excellent opportunity for professionals seeking specialization in an extremely important field in Primary Education. The interactive content offered by this program, the Relearning system, based on the reiteration of content, and the online modality facilitate learning and the consolidation of knowledge.

This **Postgraduate Certificate in Child Drawing** contains the most complete and up-to-date educational program on the market. Its most notable features are:

- The development of case studies presented by experts in Primary Education
- The graphic, schematic, and practical contents with which they are created, provide practical information on the disciplines that are essential for professional practice
- Practical exercises where the self-assessment process can be carried out to improve learning
- Its special emphasis on innovative methodologies
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Content that is accessible from any fixed or portable device with an Internet connection



Learn how to use all the resources and techniques of child drawing in your classroom. Learn all the possibilities with this program"



The program's teaching staff includes professionals from the sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

Its multimedia content, developed with the latest educational technology, will allow the professional a situated and contextual learning, that is, a simulated environment that will provide an immersive training programmed to train in real situations.

The design of this program focuses on Problem-Based Learning, in which the professional will have to try to solve the different professional practice situations that will arise throughout the academic course. This will be done with the help of an innovative system of interactive videos made by renowned experts.

Learn about the evolution of artistic creations from Luquet and Lowenfeld. Enroll and become a specialist.

Improve your skills in Child Drawing and be the perfect teacher for your young students.







## tech 10 | Objectives



## **General Objectives**

- Design, plan, deliver, and evaluate teaching and learning processes, both individually and in collaboration with other teachers and professionals of the center
- Recognize the importance of rules in all educational processes
- Promote participation and respect for the rules of coexistence
- Develop the necessary skills in teachers to teach music and art education lessons in Primary Education







## **Specific Objectives**

- Understand the evolution from the time a child begins to draw until they reach adulthood
- Look at the transformation of graphic representation in people
- Learn basic knowledge about the work of Luque and Lowenfeld
- Learn about the technique of illustration in children's stories



It provides children with a tool that enhances their ability to develop social skills"







## tech 14 | Structure and Content

#### Module 1. Children's Drawings

- 1.1. Children's Art
  - 1.1.1. Scientific and Artistic Knowledge
  - 1.1.2. The Importance of Verbal and Visual Language
  - 1.1.3. Studies on Arts and Arts Education
  - 1.1.4. Children's Art
- 1.2. Art and Image Grammar
  - 1.2.1. Morphological Elements of the Image
  - 1.2.2. Composition Elements
  - 1.2.3. Imagen: Concepts and Theories
- 1.3. Drawing as a Language and Process
  - 1.3.1. What is Drawing?
  - 1.3.2. Drawing Process
  - 1.3.3. Drawing Origin and History
  - 1.3.4. Instruments, Materials and Media
  - 1.3.5. The Importance of Drawing
  - 1.3.6. Lines
  - 1.3.7. Structure
  - 1.3.8. Adaptability
  - 1.3.9. The Sensitive Line Causing a Drawing
  - 1.3.10. Basic Valuation
  - 1.3.11. Final Valuation
- 1.4. Luguet's Work
  - 1.4.1. Introduction
  - 1.4.2. Basic and Fundamental Concepts
  - 1.4.3. Luquet's Realism
  - 1.4.4. Luquet's Evolutionary Stages
- 1.5. Lowenfeld's Work
  - 1.5.1. Introduction
  - 1.5.2. Concept and Approach to the Work
  - 1.5.3. Lowenfeld's Evolutionary Stages





## Structure and Content | 15 tech

- 1.6. Stage of Scribbling and Stage of The Beginning of Figuration
  - 1.6.1. Introduction
  - 1.6.2. Doodling Stage (1-2-3)
  - 1.6.3. Doodling Phases
  - 1.6.4. Uncontrolled and Controlled Doodling
  - 1.6.5. Beginning of Figuration Stage (4-5-6)
  - 1.6.6. Human Figure
  - 1.6.7. Theme Variation
  - 1.6.8. Space and Color Awareness
- 1.7. Schematic and Early Realism Stage
  - 1.7.1. Introduction
  - 1.7.2. Schematic Stage (7-8-9)
  - 1.7.3. Human Figure
  - 1.7.4. Color and Space Use
  - 1.7.5. Early Realism Stage (10-11-12)
  - 1.7.6. Human Figure
  - 1.7.7. Color and Space
- 1.8. Visual Realism Stage
  - 1.8.1. Introduction
  - 1.8.2. Visual Realism Stage (12-13-14)
  - 1.8.3. Human Figure
  - 1.8.4. Color and Space
- 1.9. Different Materials and Painting Techniques
  - 1.9.1. Pastel
  - 1.9.2. Watercolors
  - 1.9.3. Tempera
  - 1.9.4. Acrylics
  - 1.9.5. Oil Paintings
  - 1.9.6. Collages
- 1.10. Illustrations and Drawings for Children
  - 1.10.1. Book Illustrations
  - 1.10.2. Illustration Genres
  - 1.10.3. Children's Story Illustration
  - 1.10.4. Techniques Used in Illustration





## tech 18 | Methodology

#### At TECH Global University School we use the Case Method

In a given situation, what should a professional do? Throughout the program students will be presented with multiple simulated cases based on real situations, where they will have to investigate, establish hypotheses and, finally, resolve the situation. There is an abundance of scientific evidence on the effectiveness of the method.

With TECH, educators can experience a learning methodology that is shaking the foundations of traditional universities around the world.



It is a technique that develops critical skills and prepares educators to make decisions, defend their arguments, and contrast opinions.



Did you know that this method was developed in 1912, at Harvard, for law students? The case method consisted of presenting students with real-life, complex situations for them to make decisions and justify their decisions on how to solve them. In 1924, Harvard adopted it as a standard teaching method"

#### The effectiveness of the method is justified by four fundamental achievements:

- Educators who follow this method not only grasp concepts, but also develop their mental capacity, by evaluating real situations and applying their knowledge.
- 2. The learning process is solidly focused on practical skills that allow educators to better integrate the knowledge into daily practice.
- **3.** Ideas and concepts are understood more efficiently, given that the example situations are based on real-life teaching.
- **4.** Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.



## tech 20 | Methodology

#### Relearning Methodology

At TECH we enhance the case method with the best 100% online teaching methodology available: Relearning.

Our University is the first in the world to combine case studies with a 100% online learning system based on repetition, combining a minimum of 8 different elements in each lesson, which represent a real revolution with respect to simply studying and analyzing cases.

Educators will learn through real cases and by solving complex situations in simulated learning environments. These simulations are developed using state-of-the-art software to facilitate immersive learning.



### Methodology | 21 tech

At the forefront of world teaching, the Relearning method has managed to improve the overall satisfaction levels of professionals who complete their studies, with respect to the quality indicators of the best online university (Columbia University).

With this methodology we have trained more than 85,000 educators with unprecedented success in all specialties. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.

In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

The overall score obtained by our learning system is 8.01, according to the highest international standards.

## tech 22 | Methodology

This program offers the best educational material, prepared with professionals in mind:



#### **Study Material**

All teaching material is produced by the specialist educators who teach the course, specifically for the course, so that the teaching content is really specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



#### **Educational Techniques and Procedures on Video**

TECH introduces students to the latest techniques, with the latest educational advances, and to the forefront of Education. All this, first-hand, with the maximum rigor, explained and detailed for your assimilation and understanding. And best of all, you can watch them as many times as you want.



#### **Interactive Summaries**

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive multimedia content presentation training Exclusive system was awarded by Microsoft as a "European Success Story".





#### **Additional Reading**

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.

# Expert-Led Case Studies and Case Analysis Effective learning ought to be contextual. Therefore, TECH presents real cases in which the expert will guide students, focusing on and solving the different situations: a clear and direct way to achieve the highest degree of understanding.

## Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises: so that they can see how they are achieving your goals.



#### Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



#### **Quick Action Guides**

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical, and effective way to help students progress in their learning.









## tech 26 | Certificate

This program will allow you to obtain your **Postgraduate Certificate in Child Drawing** endorsed by **TECH Global University**, the world's largest online university.

**TECH Global University** is an official European University publicly recognized by the Government of Andorra (*official bulletin*). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: Postgraduate Certificate in Child Drawing

Modality: online

Duration: 6 weeks

Accreditation: 6 ECTS



Mr./Ms. \_\_\_\_\_\_ with identification document \_\_\_\_\_ has successfully passed and obtained the title of:

#### **Postgraduate Certificate in Child Drawing**

This is a program of 180 hours of duration equivalent to 6 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra Ia Vella, on the 28th of February of 2024



<sup>\*</sup>Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University will make the necessary arrangements to obtain it, at an additional cost.

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