



Family Experiences Classroom Checklist

How well does your classroom reflect children's home settings? To evaluate your setting, here is a checklist that is organized by several interest areas.

Art area

- Paint, crayons, and paper mirror skin colors of people in the community.
- Other art materials representing the art and crafts of the community are available (for example, weaving supplies, clay).

Block area

- Toy people are multiracial and without sex-role stereotyping.
- Animal figures simulate those found in you area (for example, house pets).
- Toy vehicles represent those found in community.

Book area

- Books written in children's home languages are included.
- Books depict a variety of racial, ethnic, and cultural groups, focusing on modern lifestyles and including natural-looking illustrations of people.
- References to color in books are nonstereotypic (avoid books that associate black with evil, white with purity and goodness).
- Books represent a variety of family situations, including single-parent families, two-parent families, biracial couples, step-parents, and children cared for by extended family members.
- Books portray women and men in realistic situations, with girls and boys playing active roles, and both women and men seen as independent problem-solvers.
- Books show children and adults with various disabilities. Disabled characters are portrayed as real people who happen to have handicaps rather than as objects of pity.

House area

- There are multiracial girl and boy dolls with appropriate skin colors, hair textures and styles, and facial features.
- Contents and arrangement of house area reflect homes found in community (for example, patio area in the southwest.)
- Kitchen utensils, empty food containers reflect what children see their family members using.
- Dress-up clothing is reflective of the community, including occupations of the children's parents.
- Whenever possible, child sized wheelchairs, crutches, glasses with lenses removed, and so forth, are available.

Music and movement area

- Music tapes and instruments are reflective of children's cultures.
- A variety of instruments are available for children's use.
- Movement games that are characteristic of the culture are played.

Toy area

- Puzzles reflect the community atmosphere (for example, rural or urban).
- Puzzles represent occupations of parents and others in the community.
- Toy figures, puzzles, and so forth, depict multiracial people and avoid sex-role stereotyping.