



## WALDORF EARLY CHILDHOOD EDUCATOR TRAINING

### ADMISSIONS POLICY

#### Entrance Qualifications

A personal interview with one of the Institute's Program Directors, or a substitute appointed by them, is necessary prior to acceptance. The school admits as regular students:

- Applicants who have preferably had experience working with young children, ideally in a Waldorf setting.
- Applicants preferably with some post secondary education, for example a University or College degree or an Early Childhood Education Certificate (see note).
- Applicants must complete and submit the West Coast Institute 'Waldorf Early Childhood Educator Training' application for admission form.
- Applicants must submit a brief biography. A resumé is optional.
- Applicants must submit a note from a licensed physician which certifies that the applicant to be in good health, free from communicable disease, including TB, and fit to undertake training
- Applicants must pay the \$100 non-refundable application processing fee with the application for admission; payable to *West Coast Institute*.
- Applicants must submit a copy of a current BC Teaching Certificate or a criminal record check provided by the local police department. Any charges involved must be borne by the applicant.
- All previous debts to the West Coast Institute must be settled prior to admission.

#### NOTE

Applicants must possess a basic Early Childhood Education Certificate if they wish to teach as a lead teacher in a Waldorf Kindergarten or Pre-school in British Columbia, licensed by the Ministry of Health. An individual can work as an Assistant in a Waldorf Kindergarten or Pre-school licensed by the Ministry, if they are in the process of completing the basic Early Childhood Education training program.

In addition, Applicants wishing to teach in a Waldorf Kindergarten in British Columbia funded by the Ministry of Education, must possess a British Columbia Teacher's Certificate or a Teaching Certificate issued by the Independent Schools in British Columbia.