

# Alignment to Maryland's Developmental and Learning Standards from Birth to Three Years of Age

The following references are examples of teaching in the Little InvestiGators<sup>™</sup> Infant and Toddler Program that align to the Maryland Healthy Beginnings and the Social Foundations Framework for Infants and Toddlers.

	Indicator	Α.	Feelings About Self And Others	Cita	tions or examples and corresponding page	
Age			Others		tions or examples and corresponding page nbers	
Birth to	Four	•	Express comfort and	-	Play and Grow Cards:	
Months		-	discomfort, enjoyment	7	Signal Log	
Four to	Eight		and unhappiness in her	8	See, Say, and Sign	
Months	-		environment	22	Hush Now, Baby	
				76	Read It, Show It	
				78	Such a Dear One	
				Play	and Grow Cards:	
		•	Shows interests in	21	Who's That?	
			familiar adults	22	Hush Now, Baby	
				23	Gurgle, Coo, I'm Listening to You	
				24	Walk and Talk	
				25	Toy Store	
				26	I See Baby!	
				97	Tummy to Tummy	
		•	Demonstrates	Play	and Grow Cards:	
			attachment to individuals	21	Who's That?	
				22	Hush Now, Baby	
				23	Gurgle, Coo, I'm Listening to You	
				24	Walk and Talk	
				25	Toy Store	
				26	I See Baby!	
		•	Shows awareness of	-	/ and Grow Cards:	
			other children	79	Fuzzy Bear	
				80	Paper Mobile	
				81	1, 2, 3, Boing!	
				98	Do You See Who I See?	
				100	Your Friend Hops!	

#### Personal and Social Development

Calms herself	Play and Grow Cards:
	8 See, Say, and Sign
	13 Hungry Me!
	22 Hush Now, Baby
	76 Read It, Show It
	78 Such a Dear One

	Indicator	Α.	Feelings about Self and		
			Others	Citat	ions or examples and corresponding page
Age		В.	Relating to Others	num	bers
Eight to	Eighteen	•	Show self-awareness and	Play	and Grow Cards:
Months			likes and dislikes; begin	101	More, Please!
			to develop self-worth	103	Yes or No?
			-	171	Show a Feeling
				172	Look in the Mirror
				173	Family Photo Album
				200	Collecting Nature's Gifts
		•	Rely on trusted adults to	Play	and Grow Cards:
			feel safe trying new	174	Scavenger Hunt
			activities	175	Big Hug, Small Hug
				176	Here Are My Eyes!
				181	Musical Jam
				182	Parade Day
		•	Show awareness of	Play	and Grow Cards:
			unfamiliar adults	176	Here Are My Eyes
				177	See Me
				180	Construction Crew
				181	Musical Jam
				182	Parade Day
		•	Interact with other	Play	and Grow Cards:
			children	100	Your Friend Hops!
				176	Here Are My Eyes!
				177	See Me
				179	Puppy to the Rescue
				180	Construction Crew
				181	Musical Jam
		•	Begin to express a variety	-	and Grow Cards:
			of feelings		It's OK!
				123	Snug as a Bug
				174	Scavenger Hunt
				175	Big Hug, Small Hug
		•	Gain in self-	178	Our Happy Puppy
			control/regulation	-	and Grow Cards:
				119	Yummy, Yucky
				121	It's OK!
				123	Snug-as-a-Bug

		171 Show a Feeling
		C C
		11, 11,
Eighteen to	A. Learning about Self	Citations or examples and corresponding page
Twenty-Four	B. Relating to Others	numbers
Months	Shows more awareness	Play and Grow Cards:
	of herself and her	215 I Am Special
	abilities	224 Daily Wrap-Up
		245 Growing, Changing
		258 A Story About Me
		259 We Are All Here!
	Continue to need the	Play and Grow Cards:
	security of a trusted adult	204 Time for Bed
	as she explores	213 Bedtime for Bears
		248 Friendship Match
		266 Work Buddies
		292 Zoo Groove!
	Continue to show caution	Play and Grow Cards:
	around unfamiliar adults	213 Bedtime for Bears
		248 Friendship Match
		266 Work Buddies
		292 Zoo Groove!
	• Show more, but still	Play and Grow Cards:
	limited self-regulation	214 Potty Party
		216 Stop, Sit, and Share
		217 The Cleanup Song
		219 Instant Freeze
		255 Lacing Boards
		298 Explorer Go-Go
	• Ask for help, if needed, in	Play and Grow Cards:
	verbal and non-verbal	201 One Cracker, Two Crackers
	ways	216 Stop, Sit, and Share
	Ways	221 Name That Toy
		219 Instant Freeze
		257 Faces & Feelings
		262 Take a Turn!
	Know resources available	Play and Grow Cards:
	in the room, and how to	206 Point and Pick
	use some of them	207 The Getting Dressed Song
		214 Potty Party
		217 The Cleanup Song
		254 Two Together
	a Chowingroom interest	Play and Grow Cards:
	Show increase interest	262 Take a Turn!
	and assert independence	263 That One, Please
	when with other children	266 Work Buddies
		299 Tunnel Explorer
		300 Catch, Friend!

		-		Diase	and Grow Cardes
		•	At times shows concern	-	and Grow Cards:
			for other children's		Faces and Feelings
			feelings	263	That One Please!
				264	5
				266	Work Buddies
				267	Zookeepers
	Indicator	Α.	Learning about Self		
		В.	Relating to Adults	Citat	ions or examples and corresponding page
		C.	Relating to Other	num	
Age			Children		
Twenty-	-Four to	•	Show increasing self-	Plav	and Grow Cards:
Thirty M			awareness	322	Neat and Tidy
				323	Be a Star
				330	
				345	, ,
					•
				364	5
				366	The Emotion Show
		٠	Continue to need adult	394	Swing Set Memories
			approval but show more	-	and Grow Cards:
			independence	302	Pick It Up, Put It Away
				322	Neat and Tidy
				323	Be a Star
				369	Shining Sunbeams
				372	We Work It Out
				373	Ready, Set, Crow!
		•	Be more interested in		and Grow Cards:
			unfamiliar adults, but still	321	Neat and Tidy
			cautious	324	Plates Are Circles
			cautous	386	Road Trip
				398	Garden Club
				397	Jump Rope Tangle
			Shara his faalings		and Grow Cards:
		•	Share his feelings	323	Be a Star
			through talking and	369	Shining Sunbeams
			pretend play		We Work It Out
				372	
				373	Ready, Set, Crow!
				374	A Spot for Me
				399	Step Right Up!
		٠	Use coping skills with	-	and Grow Cards:
			task, and interactions	302	Pick It Up, Out It Away
			with peers and adults	322	Neat and Tidy
			-	323	Be a Star
				324	Plates Are Circles
				372	We Work It Out
				373	Ready, Set, Crow!
			Show increasing colf		and Grow Cards:
		•	Show increasing self-	322	Neat and Tidy
			regulation		

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		323 Be a Star
		324 Plates are Circles
		345 Stop Your Feet!
		369 Shining Sunbeams
	Play along-side other	Play and Grow Cards:
	children	300 Catch, Friend!
		343 Fort Fun
		395 Two by Two
		397 Jump Rope Tangle
		400 On the Job
	• Show more awareness of	Play and Grow Cards:
	the feelings of another	368 Show Kindness
	child	369 Shining Sunbeams
		370 Talk It Out
		371 What's In a Smile?
		395 Тwo By Two
Thirty to Thirty	A Increasing Colf	
Thirty to Thirty- Six Months	A. Increasing Self- Awareness	
	B. Relating to Adults	Citations or examples and corresponding Teacher
(Three years old)	-	Guide page numbers
	C. Relating to Other Children	Guide page numbers
		Play and Grow Cards:
		418 Help-a-lot
	freely, showing	410 Help-a-lot 457 You Can Choose
	independence and	460 I See Me
	competence	461 What Does It Show?
		462 Artistic License
		466 Just Like Little Critter
	• Imitate and attempt to	Play and Grow Cards:
	Imitate and attempt to     please familiar adults	418 Help-a-lot
	please faithliar adults	452 Little Loves
		с ,
		<ul><li>464 How Many Hugs?</li><li>472 Show Your Feelings</li></ul>
		Play and Grow Cards:
	Demonstrate cautious	434 Book Buddies
	curiosity about unfamiliar	464 How Many Hugs?
	adults	475 Art with a Heart
		475 Art with a Heart 476 Find a Friend
		476 Find a Friend 477 Making Waves
		Play and Grow Cards:
	Play cooperatively with	400 On the Job
	other children	
		456 Kiddie Catering 470 On Our Own
		477 Making Waves

• Share feelings through	Play and Grow Cards:
talking and pretend play	461 What Does it Show?
	462 Artistic License
	463 Taking Care of Baby
	<b>o</b> ,
	472 Show Your Feelings
	473 Are You Sunny Yellow?
<ul> <li>Show increased self-</li> </ul>	Play and Grow Cards:
regulation	401 Let's Put It Away
	402 Transition Signals
	418 Help-a-lot
	419 Sidewalk Talk
	420 Please, Casey
• Begin to understand the	Play and Grow Cards:
feelings of other children	461 What Does It Show?
	463 Taking Care of Baby
	464 How Many Hugs?
	465 All Kinds of Characters
	476 Find a Friend

#### Language Development

	Indicator	Α.	Understanding and	
			Communicating	
		В.	Pre-reading and Pre-	Citations or examples and corresponding page
Age			Writing	numbers

Birth to Four	Listen and express	Play and Grow Cards:
Months	herself	1 Talk with Me
Wonens	nersen	2 Do You Want?
		6 Rattle Play
		28 Where's the Beat?
		29 Wave to Me
		33 Reading with Feeling
	<ul> <li>Recognize and react to</li> </ul>	Play and Grow Cards:
	the sounds of language	1 Talk with Me
	the sounds of language	2 Do You Want?
		6 Rattle Play
		28 Where's the Beat?
		29 Wave to Me
		33 Reading with Feeling
	• Begin to build a receptive	Play and Grow Cards:
	vocabulary	30 Who Is This?
	vocusulary	31 Can You Shake It?
		32 Where Is ?
		34 Sing a Silly Song
		35 Pat with Me
		36 Back and Forth
		82 What Do You See?
		83 Hello, Hello
Birth to Four	Listen and express	Play and Grow Cards:
Months	herself	1 Talk with Me
	hersen	2 Do You Want?
		6 Rattle Play
		28 Where's the Beat?
		29 Wave to Me
		33 Reading with Feeling
	<ul> <li>Recognize and react to</li> </ul>	Play and Grow Cards:
	the sounds of language	1 Talk with Me
		2 Do You Want?
		6 Rattle Play
		28 Where's the Beat?
		<ul><li>28 Where's the Beat?</li><li>29 Wave to Me</li></ul>
		29 Wave to Me
	<ul> <li>Begin to build a receptive</li> </ul>	29 Wave to Me
	<ul> <li>Begin to build a receptive vocabulary</li> </ul>	<ul><li>29 Wave to Me</li><li>33 Reading with Feeling</li></ul>
	<ul> <li>Begin to build a receptive vocabulary</li> </ul>	<ul><li>29 Wave to Me</li><li>33 Reading with Feeling</li><li>Play and Grow Cards:</li></ul>
		<ul> <li>29 Wave to Me</li> <li>33 Reading with Feeling</li> <li>Play and Grow Cards:</li> <li>30 Who Is This?</li> </ul>
		<ul> <li>29 Wave to Me</li> <li>33 Reading with Feeling</li> <li>Play and Grow Cards:</li> <li>30 Who Is This?</li> <li>31 Can You Shake It?</li> </ul>
		<ul> <li>29 Wave to Me</li> <li>33 Reading with Feeling</li> <li>Play and Grow Cards:</li> <li>30 Who Is This?</li> <li>31 Can You Shake It?</li> <li>32 Where Is?</li> </ul>
		<ul> <li>29 Wave to Me</li> <li>33 Reading with Feeling</li> <li>Play and Grow Cards:</li> <li>30 Who Is This?</li> <li>31 Can You Shake It?</li> <li>32 Where Is?</li> <li>34 Sing a Silly Song</li> </ul>
		<ul> <li>29 Wave to Me</li> <li>33 Reading with Feeling</li> <li>Play and Grow Cards:</li> <li>30 Who Is This?</li> <li>31 Can You Shake It?</li> <li>32 Where Is?</li> <li>34 Sing a Silly Song</li> <li>35 Pat with Me</li> </ul>

	Indicator	Α.	Understanding and			
			Communicating	Cita	itions or examples and corresponding page	
Age		В.	B. Pre-Literacy		numbers	
Four to	Eight	•	Use various sounds and	Play	y and Grow Cards:	
Months			movements to	8	See, Say, and Sign	
			communication	23	Gurgle, Coo, I'm Listening To You	
				30	Who Is This?	
				31	Can You Shake It?	
				32	Where is?	
		•	Recognize and react to	Play	y and Grow Cards:	
			the sounds of language	1	Talk with Me	
				2	Do You Want?	
				6	Rattle Play	
				28	Where's the Beat?	
				29	Wave to Me	
				33	Reading with Feeling	
		•	Respond to sounds and	Play	y and Grow Cards:	
			words heard often	30	Who Is This?	
				31	Can You Shake It?	
				32	Where Is ?	
				34	Sing a Silly Song	
					Pat with Me	
				36	Back and Forth	
				82	What Do You See?	
		٠	Begin to respond to some	83	Hello, Hello	
			of the vocabulary		y and Grow Cards:	
			associated with picture	3	Take Note!	
			books	4	This Little Piggy	
				33	Reading with Feeling	
				37	l See a	
				39	Paper Play	
Age	Indicator	Α.	Understanding and			
			Communicating			
		В.	Pre-Reading and Pre-		tions or examples and corresponding page	
			Writing	nur	nbers	

Eight to Twelve	Show more interest in	Play and Grow Cards:
Months	speech	103 Yes or No?
	specch	104 The Hello Song
		125 Pat-a-Cake
		127 Hold It, Say It
		129 I Write, You Write
		183 What We See
		185 Chat with Me
	Recognize and react to	Play and Grow Cards:
	the sounds of language;	129   Write, You Write
	begin to understand that	132 Picture Hunt
	letters make sounds	134 What's Under There?
	(phonological awareness)	135 Books to Touch
	(priorioregical anal cricos)	136 Songs in Books
		137 Rhythm and Rhyme
	• Start to understand and	Play and Grow Cards:
	use common rules of	101 More, Please!
	communication	102 Where Are You?
		105 What'll I Do with Baby?
		126 Pick a Book
		128 Face Time
		184 Time to Shine
	Demonstrate increasing	Play and Grow Cards:
	vocabulary and	101 More, Please!
	comprehension by using	102 Where Are You?
	words to express herself	103 Yes or No?
		104 The Hello Song
		125 Pat-a-Cake
		127 Hold It, Say It
	• Explore writing and	Play and Grow Cards:
	drawing as a way of	129 I Write, You Write
	communication	134 What's Under There?
		135 Books to Touch
		136 Songs in Books
		137 Rhythm and Rhyme

	Indicator	C.	Understanding and Communicating		
			Pre-Reading and Pre-	Citat	ions or examples and corresponding page
Age			Writing	num	bers
Twelve	to	•	Understand the meaning	Play	and Grow Cards:
Eightee	n Months		of many words and	102	Where Are You?
			gestures	126	Pick a Book
				127	Hold It, Say It
				128	Face Time

		183 What We See
		184 Time to Shine
		185 Chat With Me
		Play and Grow Cards:
	<ul> <li>Recognize and react to</li> </ul>	129 I Write, You Write
	the sounds of language:	132 Picture Hunt
	begin to understand that	134 What's Under There?
	letters make sounds	135 Books to Touch
		136 Songs in Books
		137 Rhythm and Rhyme
	• Start to understand and	Play and Grow Cards:
	use common rules of	101 More, Please!
	communication	102 Where Are You?
		105 What'll I Do with Baby?
		126 Pick a Book
		128 Face Time
		184 Time to Shine
	Demonstrate increasing	Play and Grow Cards:
	vocabulary and	101 More, Please!
	comprehension by using	102 Where Are You?
	words to express herself	103 Yes or No?
	words to express hersen	104 The Hello Song
		125 Pat-a-Cake
		127 Hold It, Say It
		Play and Grow Cards:
	Communicating using	103 Yes or No?
	consistent sounds,	
	words, and gestures	104 The Hello Song
		106 Tummy Taps
		119 Yummy, Yucky
		125 Pat-a-Cake
		128 Face Time
	• Explore writing and	Play and Grow Cards:
	drawing as a way of	129 I Write, You Write
	communication	134 What's Under There?
		135 Books to Touch
		136 Songs in Books
		137 Rhythm and Rhyme
Eighteen to	Uses an increasing	Play and Grow Cards:
Twenty four	number of words and put	201 One Cracker, Two Crackers
Months	words together into	221 Name That Toy
	phrases and simple	224 Daily Wrap Up
	sentences	250 Big Little Build
		271 What Are You Doing?
		272 Toy Hunt
	• Recognize and react to	Play and Grow Cards:
	the sounds of language:	202 Rhyme Around the Circle
	begin to understand that	203 Rhyming Routines
	letters make sounds	222 Please Stand Up
	ictici s make sounds	

ГГ	
	228 Storm Sounds
	275 Vroom! Vroom!
Start to understa	
use common rule	es of 204 Time for Bed
communication	222 Please Stand Up
	223 Clap, Jump, Touch!
	229 Animal Sounds
	269 Go to It!
	270 Animal Parade
	273 Marching Ants
Demonstrate incr	easing Play and Grow Cards:
vocabulary and	202 Rhyme Around the Circle
comprehension b	y using 203 Rhyming Routines
words to express	
	276 Outdoor Q & A
	295 Storytelling Baskets
Communicating u	
consistent sound	
words, and gestu	
	224 Daily Wrap Up
	250 Big Little Build
	271 What Are You Doing?
	272 Toy Hunt
Explore writing a	
drawing as a way	
communication	226 Imitation Creations
communication	235 Foam Painting
	227 Chalk Changes
	274 Connect the Rocks
Be able to follow	simple Play and Grow Cards:
suggestions and	201 One Cracker, Two Crackers
directions with	221 Name That Toy
increasing consist	271 What Are You Doing?
	272 Toy Hunt
- Dogin to deviate	
Begin to develop     imitative reading	225 Debug Dhuman
imitative reading	226 Imitation Creations
	227 Chalk Changes
	274 Connect the Rocks

	Indicator	Α.	Listening and	
			Speaking	Citations or examples and corresponding page
Age		В.	Pre Reading	numbers

Twenty Founts		Dieu and Crow Carder
Twenty –Four to	Demonstrates active	Play and Grow Cards:
Thirty Months	listening strategies	301 That's My Name!
		302 Pick It Up, Put It Away
		326 Act It Out
		328 Listening Station
		375 The Hokey Pokey
	Become aware of the	Play and Grow Cards:
	sounds in spoken	304 Lunchtime Letters
	language; understand	305 Waiting, Waiting
	that the letters make	327 Say It Loud!
	sounds (ph aw)	336 Sss, Sss, Snake!
	• Enter into conversation	Play and Grow Cards:
		325 What Is It?
		327 Say It Loud!
		329 The Animal Game
		330 Meet My Family
		370 Talk It Out
	• Use words and some	Play and Grow Cards:
	common rules of speech	302 Pick It Up, Put It Away
	to express his ideas and	325 What Is It?
	thoughts	326 Act It Out
	thoughts	328 Listening Station
		330 Meet My Family
		370 Talk It Out
	• Recognize that drawings,	Play and Grow Cards:
	paintings and writing are	303 Learning Labels
	meaningful	304 Lunchtime Letters
	representations	332 Floor Art
		333 Information Station
		334 Magnet Match
		335 Name That Drawing
	<ul> <li>Understand questions</li> </ul>	Play and Grow Cards:
	and simple directions	301 That's My Name!
		325 What Is It?
		327 Say It Loud!
		329 The Animal Game
		330 Meet My Family
		331 What's the Word?
	• Begin to develop fluency	Play and Grow Cards:
	by imitative reading	303 Learning Labels
		304 Lunchtime Letters
		305 Waiting, Waiting
		333 Information Station
		335 Name That Drawing
		337 Sing Along!
		338 Listening Station
		358 Come Read with Me!
	1	

	Recognize that symbols	•	and Grow Cards:
	ave corresponding		Learning Labels
n n	neaning	304	Lunchtime Letters
		332	Floor Art
		333	Information Station
		334	Magnet Match
		335	Name That Drawing
• D	Develop vocabulary,	Play	and Grow Cards:
la	anguage usage and	302	Pick It Up, Put It Away
S	ome conventions of	325	What Is It?
s	peech	326	Act It Out
		328	Listening Station
		330	Meet My Family
		370	Talk It Out
• S	how comprehension by	Play	and Grow Cards:
	lemonstrating	303	Learning Labels
	inderstanding of text	304	Lunchtime Letters
	luring and after reading	305	Waiting, Waiting
	5 5	333	Information Station
		335	Name That Drawing
		337	Sing Along!
		338	Listening Station
		358	Come Read with Me!
• u	Jse writing tools for	Play	and Grow Cards:
	cribbles and drawings	315	Artists' Corner
		332	Floor Art
		335	Name That Drawing
		367	Paint a Forest
		396	Chalk Portrait
		220	

	Indicator	A. Listening and	
		Understanding	
		B. Expressing Thoughts and	
		Ideas	
		C. Entering into	Citations or examples and corresponding page
		Conversations	numbers
Age		D. Pre-Reading	

	<b>_</b>	
Thirty Months to	Demonstrates active	Play and Grow Cards:
36 Months (3	listening skills	401 Let's Put It Away
years old)		402 Transition Signals
		421 Simon Says
		423 What Happens Next?
		428 Reader Response
	Develop phonological	Play and Grow Cards:
	awareness by becoming	403 The Name Game Song
	aware of the sounds of	417 Good Morning Song
	spoken language	421 Simon Says
	•	425 My Name is Joe
	• Use more conventions of	Play and Grow Cards:
	speech as she speaks	424 Stop and Talk
		426 This is Me!
		427 My Story
		478 Nature Talk
		479 Talk and Play
		480 Soft, Slimy, Sticky
		481 Ask Me a Question
	• Expand her vocabulary	Play and Grow Cards:
	with many more	422 Memory Lane
	connecting and	423 What Happens Next?
	describing words	424 Stop and Talk
		426 This Is Me!
		427 My Story
		478 Nature Talk
		479 Talk and Play
		480 Soft, Slimy, Sticky
	Have more meaningful	Play and Grow Cards:
	Have more meaningful	401 Let's Put It Away
	conversations with peers	421 Simon Says
	and adults	423 What Happens Next?
		427 My Story
		478 Nature Talk
		479 Talk and Play
		480 Soft, Slimy, Sticky
		481 Ask Me a Question
		Play and Grow Cards:
	Begin to develop writing	429 Art Gallery
	skills	429 Art Gallery 430 Bedtime for Teddy
		430 Bedtime for reddy 431 Letter Race
		445 Merry Mail
		482 Drive-Through

	•	Understanding and	Play	and Grow Cards:
	•	respond to simple	-	Memory Lane
		directions and requests	424	Stop and Talk
		directions and requests	425	My Name is Joe
			425	This is Me!
			420	
			478	Nature Talk
			479	,
			480	
			481	-
	•	Begin to develop fluency	•	and Grow Cards:
		by imitative reading	428	•
			430	Bedtime for Teddy
			432	
			433	,
			434	Book Buddies
			491	Community Garden
	•	Recognize that symbols	-	and Grow Cards:
		have corresponding	429	Art Gallery
		meaning	430	Bedtime for Teddy
			431	Letter Race
			433	Tell a Story
			445	Merry Mail
			482	Drive-Through
	•	Develop vocabulary,	Play	and Grow Cards:
		language usage and some	423	What Happens Next?
		conventions of speech	424	Stop and Talk
		•	426	This Is Me!
			427	My Story
			478	Nature Talk
			479	Talk and Play
			480	Soft, Slimy, Sticky
			481	Ask Me a Question
	•	Show comprehension by		and Grow Cards:
	ľ	demonstrating	428	
		understanding of text	430	Bedtime for Teddy
		during and after reading	432	•
		auting and after reading	433	Tell a Story
			434	Book Buddies
			491	Community Garden
				and Grow Cards:
	•	Use writing tools for	429	Art Gallery
		scribbles and drawings	445	Merry Mail
			446	Wee Workspace
			440	
			462	
			475	
1			489	Water Painting

## **Cognitive Development**

	Indicator	Δ	Discovering and Learning			
	malcator			Cita	Citations or examples and corresponding page	
Age					bers	
	Four	•	Dogin to understand that	Play and Grow Cards:		
	Birth to Four		Begin to understand that			
Months			she can make things	17	Music, Please!	
			happen	19	Choose a Toy	
				31	You Can Shake It!	
				44	Whoopsie Daisy!	
				56	Reach and Rattle	
				58	Again!	
Four to	-	•	Cause things to happen	Play	y and Grow Cards:	
Months				55	Knock Them Down!	
				56	Reach and Rattle	
				66	Fill the Basket	
				68	Round and Square	
				74	Pots and Pans Play	
				90	See, Shake, and Hear	
		•	Remember what has	Play	and Grow Cards:	
			happened recently	15	Goodnight, Friends	
			,	16	Chatter and Coo	
				59	Family Story Time	
					Peek-a-Boo Box	
					Elephant Song	
				91	Hi, Neighbor	
				92	Where Is Buddy?	
			Show awareness of		and Grow Cards:	
		•		5	Transition Tunes	
			happenings in his	15	Goodnight, Friends	
			surroundings	18	Hello Over There!	
				60	Peek-a-Boo Box	
Ciclet to	Turalina				Where is Buddy?	
-	Twelve	•	Make expected things		y and Grow Cards:	
Months			happen		Sounds to Go!	
					Block Demolition	
				165		
				196	5	
				197	6	
		•	Remember what has		and Grow Cards:	
			happened recently, and	114	•	
			find hidden objects	115		
				124		
				148	Treasure Box	
				150	Treasure Hunt	
				152	That's Me!	
				155	Hungry Puppet	

•	Show awareness of	Play and Grow Cards:
	happenings in his	164 Block Demolition
	surrounds	165 Watch What Happens
	surrounus	
		168 Rowing the Boat
		180 Construction Crew
		199 Ruf, Ruf, Reach
•	<ul> <li>Look at the correct</li> </ul>	Play and Grow Cards:
	picture or object when it	129 I Write, You Write
	is named	134 What's Under There?
		135 Books to Touch
		136 Songs in Books
		137 Rhythm and Rhyme
•	Explore objects in various	Play and Grow Cards:
	ways	129 I Write, You Write
	,	134 What's Under There?
		135 Books to Touch
		136 Songs in Books
		137 Rhythm and Rhyme
	Imitate gestures and use	Play and Grow Cards:
	-	160 Do What I Do
	of objects	161 Skyscraper Stackers
		·
		163 Ring-a-ling!

	Indicator	Α.	Exploring and Learning	
				Citations or examples and corresponding page numbers in Teacher Guides
Age				

Twelve to	•	Use objects and toys	Play	and Grow Cards:
Eighteen Months	-	more purposefully	129	I Write, You Write
		more purposeruny	134	What's Under There?
			135	Books to Touch
			136	Songs in Books
			137	Rhythm and Rhyme
		Chow on increasing		and Grow Cards:
	•	Show an increasing	114	Cleanup Time!
		ability to remember and	114	Outdoor Gear
		participate in imitative	113	
		play		Treasure Box
			148	
			150	Treasure Hunt
			152	That's Me!
			155	Hungry Puppet
	•	Use his senses to	-	and Grow Cards:
		investigate the world	164	Block Demolition
		around him, including	165	
		solving problems	168	Rowing the Boat
			180	Construction Crew
			199	Ruf, Ruf, Reach
	•	Look at the correct	Play	and Grow Cards:
		picture or object when it	129	l Write, You Write
		is named	134	What's Under There?
			135	Books to Touch
			136	Songs in Books
			137	Rhythm and Rhyme
	•	Use objects and toys	Play	and Grow Cards:
		more purposefully,	138	Kitchen Puzzles
		exploring cause and	139	Animal Taxi
		effect relationships	144	Fabric Pull
			147	Shake, Rattle, Tap
			164	Block Demolition
			165	Watch What Happens
			166	Ramp It Up
		Begin to understand		and Grow Cards:
		rules and routines	-	Yes or No?
		i dies and i outilies	114	Cleanup Time!
			116	Snack Time Counting
			121	It's OK!
			122	Naptime
Indicator	Α.	Mathematical Exploring	_ <b></b>	· · · ·
		and Learning		
	В.	Scientific Exploring and		
	5.	Learning	Citat	ions or examples and corresponding page
Age	C.	Exploring Social Learning		bers in Teacher's Guide
1.6C	С.	Exploring Jocial Learning	Inam	

Eighteen to	Begin to sort objects	Play and Grow Cards:
Twenty-Four	according to one	226 Imitation Creations
, Months	criterion	241 Sort It Out
		243 Make a Pair
		250 Big, Little Build
		274 Connect the Rocks
	Begin to explore	Play and Grow Cards:
	concepts of number, size,	212 Fruit Pops
	and position	201 One cracker, Two Crackers
		219 Instant Freeze
		239 Tunnel Adventure
		250 Big, Little Build
		273 Marching Ants
		285 Mountain Climbers
	• Seek information through	Play and Grow Cards:
	observation and	209 Rainbow Shoes
	exploration	214 Potty Party
		244 Park the Car
		255 Lacing Boards
		287 Waterfall
	• Expect certain things to	Play and Grow Cards:
	happen as a result of her	241 Sort It Out
	actions	242 Baby Bubble Bath
		243 Make a Pair
		244 Park the Car
		287 Waterfall
	Improve memory for	Play and Grow Cards:
	details	210 Morning Checklist
		211 Picture Perfect Placemats
		245 Growing, Changing
		246 Weather Report
		247 Hide and Peep!
		288 Moo, Moo, Quack!
		289 A Place for Puggles
	• Explore and solve	Play and Grow Cards:
	problems	255 Lacing Boards
	providents	266 Work Buddies
		291 Sand Castle Swap
		297 Field Day Fun
		299 Tunnel Explorer
	Begin to understand	Play and Grow Cards:
	rules and routines	216 Stop, Sit, and Share
		217 The Cleanup Song
		220 Special Spot
		266 Work Buddies
		291 Sand Castle Swap
		297 Field Day Fun

Have beginning awareness of the order of her environment	Play and Grow Cards:260Neighborhood Album265Circle Time266Work Buddies267Zookeepers268Flower Faces289A Place for Puggles
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	dicator	<ul><li>A. Exploring and Learning</li><li>Math Concepts</li><li>B. Exploring and Learning</li><li>Science Concepts</li></ul>	Citations or examples and corresponding page numbers in Teacher's Guide		
Age		C. Exploring Social Learning			
Twenty Fou	ur to	Use imagination,	Play and Grow Cards:		
Thirty Mon	nths	memory and reasoning	312 Picture Perfect		
		to plan and make things	319 I Can Do It!		
		happen	352 Little Architect		
			354 Finding Fido		
			355 Clay Constructor		
		<ul> <li>Improve memory for</li> </ul>	Play and Grow Cards:		
		details	312 Picture Perfect		
			313 Hoop Time		
			353 Tip Me Over		
			354 Finding Fido		
			359 3-D Map		
			387 Wiggledy-Woo		
			388 Mud Pie Play		
		Have beginning understanding of consequence when	Play and Grow Cards:		
			302 Pick It Up, Out It Away		
			322 Neat and Tidy		
		following routines and	323 Be a Star		
		recreating familiar	324 Plates Are Circles		
		events	372 We Work It Out		
			373 Ready, Set, Crow!		
		<ul> <li>Seek information</li> </ul>	Play and Grow Cards:		
		through observation,	310 Weather Watchers		
		exploration and	311 Zip! Zoom! Zing!		
		description	319 I Can Do It!		
		investigations	350 Natural Scientists		
			<ul><li>351 Veterinarian Corner</li><li>392 Confident Climbers</li></ul>		
		<b>-</b>	Play and Grow Cards:		
		Explore new ways to do	351 Veterinarian Corner		
		things	352 Little Architect		
			355 Clay Constructor		
			356 Polly to the Rescue		

	• Show interest in quality	Play and Grow Cards:
	and number	317 Grape Gobblers
	relationships	350 Natural Scientists
	relationships	357 Rubber Duckies
		361 Ducks on Lily Pads
		390 Stair Stepper!
		395 Two By Two
	<ul> <li>Show interest in</li> </ul>	Play and Grow Cards:
	concepts, such as	324 Plates Are Circles
	matching and sorting	329 The Animal Game
	according to color,	339 Shape Sorting
	shape, and size	340 Tower Trials
	shape, and size	350 Natural Scientists
		352 Little Architect
Thirty Months-	Use imagination,	Play and Grow Cards:
Thirty Six Months	memory and reasoning	411 The Season Tree
(3 Years Old)	to plan and make things	444 Sea Creatures
	happen	445 Merry Mail
	happen	449 Pancake Bake
		491 Community Garden
		492 Growing Garden
		493 Hula Hoop Sort
		495 On a Farm
	• Think ahead and explore	Play and Grow Cards:
	ideas	411 The Season Tree
	lueas	439 If You Build It
		444 Sea Creatures
		477 Making Waves
		480 Soft, Slimy, Sticky
		491 Community Garden
		492 Growing Garden
		493 Hula Hoop Sort
		499 Traveling Water
	Have beginning	Play and Grow Cards:
	understanding of	401 Let's Put It Away
	e e e e e e e e e e e e e e e e e e e	402 Transition Signals
	consequences when following	407 The Crossing Song
	routines and recreating	412 Mealtime Melody
	familiar events	419 Sidewalk Talk
		420 Please, Casey
	<ul> <li>Seek information</li> </ul>	Play and Grow Cards:
		411 The Season Tree
	through observation,	444 Sea Creatures
	exploration and	445 Merry Mail
	descriptive investigations	481 Ask Me a Question
		491 Community Garden
		492 Growing Garden
		492 Growing Garden 493 Hula Hoop Sort
		435 Ruid Ruop Suit

	499 Traveling Water
<ul> <li>Explore new ways to do</li> </ul>	Play and Grow Cards:
things, showing more	444 Sea Creature Sift
independence in	451 Stacking Tall
problem solving	477 Making Waves
	449 Pancake Bake
	494 Garden Helpers
	499 Traveling Water
• Show interest in quantity	Play and Grow Cards:
and number	414 Pass the Crackers, Please
relationships	419 Sidewalk Talk
	451 Stacking Tall
	464 How Many Hugs?
	496 Freestyle
Show interest in	Play and Grow Cards:
concepts such as	414 Pass the Crackers, Please
matching and sorting	493 Hula Hoop Sort
according to a single	495 On a Farm
criteria	

## **Physical Development**

	Indicator	A. Coordinating	
		Movements	Citations or examples and corresponding page
Age			numbers in Teacher's Guide
Birth to	Four	Use many repetition	ns to Play and Grow Cards:
Months		move various body	parts 10 Hold On!
			29 Wave to Me
			32 Where Is?
			34 Sing a Silly Song
			35 Pat the Ball
			36 Back and Forth
			40 Roll and Stretch
			43 Four Corners
			86 Kick and Splash
Eight to	Twelve	Change position and	d Play and Grow Cards:
Months		begin to move from	40 Roll and Stretch
		place to place	46 Crinkle Crawl
			51 Walk with Me
			52 Rock and Sing
			55 Knock Them Down!
			86 Kick and Splash
			89 Roll Over!

	Coordinate eyes and	Play and Grow Cards:
	hands while exploring or	9 Super Sippers
	holding objects	12 See and Touch Shapes
	notaling objects	41 Shake It Up
		42 Tug-a-Lug
		44 Whoopsie Daisy!
		45 This One or That One?
		47 Follow the Finger
		50 Pick Up Practice
Indicator	A. Coordinating	Citations or examples and corresponding page
	Movements	numbers in Teacher's Guide
Age Twelve to		
	Move constantly showing	Play and Grow Cards: 139 Animal Taxi
Eighteen Months	increasing large muscle	
	control	141 Baby Basketball
		143 Exploration Station
		147 Shake, Rattle, Tap
		187 Walk About
		191 Picking Up Paw-Paws
		193 Streamer Play
		194 Push and Pull
		195 Nature Walk/Crawl
	Use hands in various	Play and Grow Cards:
	ways	138 Kitchen Puzzles
		142 Little Artists
		144 Fabric Pull
		186 Flower Garden
		188 Bubbles, Bubbles, Everywhere
		189 Little Squirt
		190 Color Cubes
		192 Bowling
Eighteen to	Show increased balance	Play and Grow Cards:
Twenty-Four	and coordination in play	277 Kick Ball
Months	activities	278 Jungle Walk
		280 Delivery Service
		284 Freeze!
		285 Mountain Climbers
		297 Field Day Fun
	• Have increased eye-hand	Play and Grow Cards:
	coordination	230 Where Is Thumbkin?
		233 Soft Landings
		235 Foam Painting
		279 Sponge Fun
		281 Car Wash
		282 Pudding Paint
		283 Rainbow Rice
	Be able to do more	Play and Grow Cards:
	things for herself	207 The Getting Dressed Song
		212 Fruit Pops

	The Cleanup Song Kitchen Sink Art

	lu d'actau	A Coordinational course and	
	Indicator	0 0	
		Small Muscle Groups	
		B. Improving Self-Help	Citations or examples and corresponding page
		Abilities	numbers in Teacher's Guide
Age			
Twenty-		Use his whole body to	Play and Grow Cards:
Thirty M	ionths	develop spatial	343 Fort Fun
		awareness	346 Balloon Bounce
			376 Goal!
			378 Walk the Line
			381 Special Delivery
			382 Balance Beam Maze
			383 Bear's Stairs
			384 Marching Band
		<ul> <li>Use improved eye-hand</li> </ul>	Play and Grow Cards:
		coordination to explore	339 Shape Sorting
		and manipulate objects	340 Tower Trails
			344 Cut the Dough
			348 Window Art
			349 Clothespin Challenge
			380 Tube Bal
		• Enjoy doing for himself	Play and Grow Cards:
		whatever he thinks he	306 Pearly Whites
		can do	308 The Farmer in the Dell
			314 Wishy-Washy Clean
			318 Free Choice Time
			319 I Can Do It!
			322 Neat and Tidy
			393 Game Walk
		Perform more complex	Play and Grow Cards:
		movements with his	343 Fort Fun
		arms and legs	346 Balloon Bounce
			376 Goal!
			378 Walk the Line
			381 Special Delivery
			382 Balance Beam Maze
			383 Bear's Stairs
			384 Marching Band
	Indicator	A. Using Large Muscle	
maicator		Groups	Citations or examples and corresponding page
		B. Using Small Muscle Groups	numbers in Teacher's Guide
Δσρ		C. Caring for self/others	
Age			

Thirty Months to	Use riding toys easily	Play and Grow Cards:
Thirty-Six Months		482 Drive Through
( 3 years old)		487 Trike Course
		500 Race Day
	Move her body through	Play and Grow Cards:
	space with more balance	404 Clean Hands Club
	and control	410 Snack Helpers
		437 Beanbag Tricks
		438 Bunny Hop
		483 Cup Tower Target
		486 Red Light, Green Light
		487 Trike Course
		488 Skee-Ball
		490 Jumping Beans
	Explore art materials	Play and Grow Cards:
		415 Easel Showcase
		429 Art Gallery
		450 Clay Sculptors
		453 Center Stage
		462 Artistic License
		468 Little Artists
		475 Art with a Heart
	• Use smaller manipulative	Play and Grow Cards:
	and finger plays to	409 Pick a Hand
	develop small muscle	435 For the Birds
	strength and	436 Personalized Puzzles
	coordination	439 If You Build It
		440 Tea Party
		441 Treasure Bags
		443 Colander Creations
		484 Spray and Play
		489 Water Painting
	• Depend on routines to	Play and Grow Cards:
	practice self-help skills	401 Let's Put It Away
	and feel confident	402 Transition Signals
		404 Clean Hands Club
		405 Lunch and Learn
		406 Germ Busters
		408 Flip It
		410 Snack Helpers
		413 Set-Up Duty

### **Fine Arts**

· · · · · ·				1	
	Indicator	A. Dan	ce: Perceiving,		
		Perf	forming, and		
		Res	ponding		
		B. Mus	sic: Perceiving,		
		Perf	forming, and		
			ponding		
			atre: Perceiving		
			Responding	Citat	ions or examples and corresponding page
		D. Visu			bers in Teacher's Guide
				num	
•			ceiving and		
Age	_		ponding		
Birth to		-	ze and react to	-	and Grow Cards:
Months			nds of language		This Little Piggy
		(move/r	react to songs).	5	Transition Tunes
				6	Rattle Play
				11	The Bottle Song
				15	Goodnight, Friends
				17	Music, Please!
				22	Hush Now, Baby
				28	Where's the Beat
				41	Shake It Up
				52	Rock and Sing
		c Chave a	. in encoding		and Grow Cards:
			n increasing	-	Hello Over There!
		-	o remember and	18	
		• •	ate in imitative	20	Silly Sounds
		play		38	Copy Cat
				63	Elephant Song
				67	Funny Face
Four to	Eight	-	ze and react to	-	and Grow Cards:
Months		the sour	nds of language	53	Move to the Rhythm
		(move/r	react to songs).	57	Look at Me!
				64	Ten Little Monkeys
				65	Monkey See, Monkey Do!
				70	What's That Sound?
				84	Rhythm Kicks
				90	See, Shake, and Hear
		• Show ar	n increasing	Plav	and Grow Cards:
			o remember and	94	Roll It, Pat It
		•	ate in imitative	95	Peek-a-Doodle
		play		130	Apple Tree
		Piay		137	Rhythm and Rhyme
				139	Animal Taxi
				155	
					Hungry Puppet
			senses to	-	and Grow Cards:
		-	ate the world	62	Budding Artist
		around	him, including	120	Yogurt Paintings

	solving problems (clay,	129 I Write, You Write
	other visual art)	142 Little Artists
Eight to Twelve	Recognize and react to	Play and Grow Cards:
Months	the sounds of language	117 Give a Clap!
	(move/react to songs).	136 Songs in Books
		146 If You're Happy
		147 Shake, Rattle, Tap
		151 Silly Sound Wall
		170 Big Bam Band
		181 Musical Jam
		198 Sandbox Band
	• Show an increasing	Play and Grow Cards:
	ability to remember and	157 All Aboard!
	participate in imitative	162 Bouquet Time
	play	163 Ring-a-Ling!
	1 /	168 Rowing the Boat
		169 Picnic Play
		182 Parade Day
		196 Chug-a-Choo
	Use his senses to	Play and Grow Cards:
	investigate the world	62 Budding Artist
	around him, including	120 Yogurt Paintings
	solving problems (clay,	129 I Write, You Write
	other visual art)	142 Little Artists
Twelve to	Use his whole body to	Play and Grow Cards:
Eighteen Months	develop spatial	117 Give a Clap!
	awareness (dance to	136 Songs in Books
	music).	146 If You're Happy
		147 Shake, Rattle, Tap
		151 Silly Sound Wall
		170 Big Bam Band
		181 Musical Jam
		198 Sandbox Band
	Use improved eye-hand	Play and Grow Cards:
	coordination to explore	112 Scrub-a-Dub
	and manipulate objects	117 Give a Clap
	(finger plays)	125 Pat-a-Cake
		130 Apple Tree
		133 Bright Sun
	• Use imagination, memory	Play and Grow Cards:
	and reasoning to plan	157 All Aboard!
	and make things happen	162 Bouquet Time
	(pretend play)	163 Ring-a-Ling!
	(pretenu play)	- 0 · 0 ·
	(pretend play)	168 Rowing the Boat
	(pretend play)	

		196 Chug-a-Choo
	• Decognize that	Play and Grow Cards:
	Recognize that     drawings_paintings_and	-
	drawings, paintings and	5
	writing are meaningful	120 Yogurt Paintings
	representations	129   Write, You Write
		142 Little Artists
Eighteen to	Use his whole body to	Play and Grow Cards:
Twenty-Four	develop spatial	217 The Cleanup Song
Months	awareness (dance to	237 Scarf Dancing
	music).	273 Marching Ants
		284 Freeze!
		292 Zoo Groove!
	• Use improved eye-hand	Play and Grow Cards:
	coordination to explore	223 Clap, Jump, Touch!
	and manipulate objects	230 Where Is Thumbkin?
	(finger plays)	231 Where Is Your Nose?
	•	293 Outdoor Kitchen
	• Use imagination,	Play and Grow Cards:
	memory and reasoning	213 Bedtime for Bears
	to plan and make things	240 Puppet Pals
		242 Baby Bubble Bath
	happen (pretend play)	251 Choo-Choo!
		252 Class Puppet
		266 Work Buddies
		267 Zookeepers
		293 Outdoor Kitchen
		294 Let's Go Fishin'
	Recognize that	Play and Grow Cards:
	drawings, paintings and	226 Imitation Creations
	writing are meaningful	227 Chalk Changes
	representations	235 Foam Painting
		249 Kitchen Sink Art
		256 Crayon Cool Down
		268 Flower faces
		282 Pudding Paint
		296 House Painters
Twenty-four to	• Use his whole body to	Play and Grow Cards:
Thirty Months	develop spatial	305 Waiting, Waiting
-,	awareness (dance to	309 Head and Shoulders
	music).	345 Stop Your Feet!
		363 Shake Your Sillies Out
		375 The Hokey Pokey
		384 Marching Band
		Play and Grow Cards:
	Use improved eye-hand	-
	coordination to explore	337 Sing Along!
	and manipulate objects	353 Tip Me Over
	(finger plays)	368 Show Kindness

	• Use imagination memory	Play and Grow Cards:
	Use imagination, memory     and reasoning to plan	316 Animal Play
	and reasoning to plan	
	and make things happen	326 Act It Out
	(pretend play)	351 Veterinarian Corner
		366 The Emotion Show
		379 Passenger Pals
	<ul> <li>Recognize that drawings,</li> </ul>	Play and Grow Cards:
	paintings and writing are	332 Floor Art
	meaningful	344 Cut the Dough
	representations	348 Window Art
		355 Clay Constructor
		362 Box Blocks
		367 Paint a Forest
		396 Chalk Portrait
Thirty to Thirty-	• Use his whole body to	Play and Grow Cards:
Six	develop spatial	345 Stop Your Feet!
	awareness (dance to	363 Shake Your Sillies Out
	music).	375 The Hokey Pokey
		384 Marching Band
		496 Freestyle
	• Use improved eye-hand	Play and Grow Cards:
	coordination to explore	337 Sing Along!
	and manipulate objects	353 Tip Me Over
	(finger plays)	368 Show Kindness
	(inger pidys)	425 My Name Is Joe
		476 Find a Friend
	• Use imagination, memory	Play and Grow Cards:
	and reasoning to plan	416 Ready, Set, Action!
	and make things happen	432 Character Puppets
		440 Tea Party
	(pretend play)	452 Little Loves
		453 Center Stage!
		454 Cheery Café
		456 Kiddie Catering
		462 Artistic License
		482 Drive-Through
		Play and Grow Cards:
	Recognize that drawings,	415 Easel Showcase
	paintings and writing are	413 Easer Showcase 429 Art Gallery
	meaningful	,
	representations (art)	
		440 Tea Party
		449 Pancake Bake
		443 Colander Creations
		450 Clay Sculptors
		489 Water Painting