



Alignment to Virginia’s Early Learning and Development Standards: 0-8 Months

The following references are examples of components and teaching in **Little Investigators** that align to the **Virginia Early Learning and Development Standards: 0-8 Months**. The correlation is intended to illustrate the system's approach to these standards, not the comprehensiveness of the program.

APL1. CURIOSITY AND INITIATIVE	
APL1.1. Being curious learners	
Focus Area	The InvestiGator Club Components
Shows awareness of what is going on around them by turning head and looking around (APL1.1a)	Baby InvestiGators Play and Grow Cards: 2 Do You Want? 6 Rattle Play 21 Who’s That? 28 Where’s the Beat 32 Where Is ...? 43 Four Corners 47 Follow the Finger 57 Look at Me! 69 Light Show 70 What’s That Sound? 90 See, Shake and Hear 98 Do You See What I See? 100 Your Friend Hops!
Shows excitement with facial expressions, vocalizations, or physical movements (APL1.1b)	Baby InvestiGators Play and Grow Cards: 6 Rattle Play 25 Toy Store 26 I See Baby 28 Where’s the Beat? 34 Sing a Silly Song 37 I see a ... 65 Monkey See, Monkey Do

APL1.2. Taking initiative	
Focus Area	The InvestiGator Club Components
Explores their own body by mouthing and clapping hands and by kicking and touching feet (APL1.2a)	Baby InvestiGators Play and Grow Cards: 12 See and Touch Shapes 52 Rock and Sing 69 Light Show 73 Gone Fishin' 151 Silly Sound Wall
Reaches, stretches, or works to crawl towards a desired object or person (APL1.2b)	Baby InvestiGators Play and Grow Cards: 19 Choose a Toy 32 Where Is ...? 73 Gone Fishin' 25 Toy Store 40 Roll and Stretch 62 Budding Artist
Repeats actions to get same reaction from an adult (e.g., smiling, laughing, verbalizing) (APL1.2c)	Baby InvestiGators Play and Grow Cards: 16 Chatter and Coo 31 Can Yo8u Shake It? 38 Copy Cat Talk with Me 29 Wave to Me 34 Sing a Silly Song
Repeats actions on objects to get same reaction from the object (e.g., kicking items on mobile, moving arms to sound rattle or bell noise on wrist) (APL1.2d)	Baby InvestiGators Play and Grow Cards: 17 Music, Please! 41 Shake It Up 45 This One or That One? 58 Again! 71 Pass and Play
APL2. CREATIVITY AND IMAGINATION	
APL2.1 Showing creativity and imagination	
Focus Area	The InvestiGator Club Components
Explores toys and safe objects with hands and mouth (APL2.1a)	9 Supper Sippers 10 Hold On! 19 Choose a Toy 39 Paper Play 41 Shake It Up 44 Whoopsie Daisy 42 Tug-a-Lug 50 Pick Up Practice 73 Gone Fishin' 74 Pots and Pans Play

APL3. EXECUTIVE FUNCTIONS AND COGNITIVE SELF-REGULATION	
APL3.1: Focusing and paying attention	
Focus Area	The InvestiGator Club Components
With adult support, starts to filter distractions to focus on people or objects in environment (APL3.1a)	Baby InvestiGators Play and Grow Cards: 5 Transition Tunes 18 Hello Over There 24 Walk and Talk 149 Explore and Examine 60 Peek-a-Boo Box 92 Where Is Buddy? 94 Roll It, Pat It
Limits sensory input by breaking gaze and shifting attention (APL3.1b)	Baby InvestiGators Play and Grow 3 Take Note! 14 Friendly Faces 19 Choose a Toy 168 Rowing the Boat
APL3.2 Building working memory	
Focus Area	The InvestiGator Club Components
Shows recognition of familiar faces and voices by attending to that person (APL3.2a)	6 Rattle Play 38 Copy Cat 65 Monkey See, Monkey Do 67 Funny Face 149 Explore and Examine
Develops expectations of what will happen based on prior experiences (e.g., caregiver will come when baby cries) (APL3.2b)	Baby InvestiGators Play and Grow Cards: 7 Signal Log 78 Such a Dear One 97 Tummy to Tummy 152 That's Me 107 Point to It! 114 Cleanup Time
APL3.3 Thinking flexibly and adapting	
Focus Area	The InvestiGator Club Components
Explores objects by putting in the mouth and then rattling or shaking (APL3.3a)	Baby InvestiGators Play and Grow Cards: 12 See and Touch Shapes 41 Shake It Up 90 See, Shake, and Hear 61 Discover Today 72 Alike and Different 73 Gone Fishin' 74 Pots and Pans Play

APL3.5 Persisting and problem-solving	
Focus Area	The InvestiGator Club Components
Cries persistently until needs are met (APL3.5a)	Baby InvestiGators Play and Grow Cards: 11 The Bottle Song 13 Hungry Me! 22 Hush Now, Baby
Repeats attempts to reach a desired object by looking at or moving toward the object (APL3.5b)	Baby InvestiGators Play and Grow Cards: 19 Choose a Toy 58 Again 62 Budding Artist 88 Look Up! 199 Ruf, Ruf, Reach
Uses more than one strategy to get what they want (e.g., vocalizing as well as reaching or moving toward) (APL3.5c)	Baby InvestiGators Play and Grow Cards: 7 Signal Log8 See, Say, and Sign 11 The Bottle Song 13 Hungry Me! 119 Yummy, Yucky
APL4. BEHAVIORAL SELF-REGULATION	
APL4.1 Managing actions and behaviors	
Focus Area	The InvestiGator Club Components
Responds to caregivers' attempts at regulation (e.g., by rocking, talking to child) (APL4.1a)	22 Hush Now, Baby 78 Such a Dear One 99 We can Stop 123 Snug-as-a-Bug 126 Pick a Book

AREA TWO: SOCIAL AND EMOTIONAL DEVELOPMENT (SED)

SED1. POSITIVE SELF-CONCEPT	
SED1.1. Developing self-awareness	
Focus Area	The InvestiGator Club Components
Learns about self by exploring hands, feet, body, and movement (SED1.1a)	Baby InvestiGators Play and Grow Cards: 2 Do You Want? 26 I see Baby! 40 Roll and Stretch 42 Tug-a-lug 191 Picking Up Paw-Paws 194 Push and Pull
Turns to familiar voice (SED1.1b)	Baby InvestiGators Play and Grow Cards: 23 Gurgle, Coo, I’m Listening to You 28 Where’s the Beat? 32 Where is...?
Displays personal preferences and individual temperament (SED1.1c)	Baby InvestiGators Play and Grow Cards: 8 See, Say, and Sign 19 Choose a Toy 25 Toy Store 26 I See Baby! 119 Yummy, Yucky
SED1.2. Developing self-confidence	
Focus Area	The InvestiGator Club Components
Smiles or is comforted when a trusted caregiver speaks to them (SED1.2a)	Baby InvestiGators Play and Grow Cards: 16 Chatter and Coo 21 Who’s That? 22 Hush Now, Baby 23 Gurgle Coo, I’m Listening to You
SED1.3. Becoming autonomous and independent	
Focus Area	The InvestiGator Club Components
Uses facial expressions and body movements to express comfort or discomfort (e.g., turns head away when no longer hungry) (SED1.3a)	Baby InvestiGators Play and Grow Cards: 7 Signal Log 8 See, Say, and Sign 11 The Bottle Song 13 Hungry Me! 22 Hush Now, Baby
Relies on familiar adults to meet all basic needs (SED1.3b)	Baby InvestiGators Play and Grow Cards: 21 Who’s That? 22 Hush Now, Baby 23 Gurgle, Coo, I’m Listening to You

SED2. EMOTIONAL COMPETENCE	
SED2.1. Seeing and naming emotions in self and others	
Focus Area	The InvestiGator Club Components
<p>Watches, observes, and listens to adults and other children (SED2.1a)</p>	<p>Baby InvestiGators Play and Grow Cards: 6 Rattle Play 65 Monkey See, Monkey Do 67 Funny Face 100 Your Friend Hops! 177 See Me 176 Read It, Show It</p>
<p>Responds to interactions from familiar caregiver (e.g., smiles when caregiver smiles, turns head when hears familiar voice) (SED2.1b)</p>	<p>Baby InvestiGators Play and Grow Cards: 21 Who’s That? 22 Hush Now, Baby 23 Gurgle, Coo, I’m Listening to You 100 Your Friend Hops 177 See Me 180 Construction Crew</p>
SED2.2. Expressing emotions	
Focus Area	The InvestiGator Club Components
<p>Expresses feelings through facial expressions, body movements, crying and vocalizing, often depending on adults for emotional comfort (SED2.2a)</p>	<p>Baby InvestiGators Play and Grow Cards: 11 The Bottle Song 13 Hungry Me! 22 Hush Now, Baby 76 Read It, Show It 77 Sing, Wiggle, Walk 78 Such a Dear One 145 Match the Puppet</p>
SED2.3. Communicating feelings, wants, and needs	
Focus Area	The InvestiGator Club Components
<p>Signals for needs (e.g., cries when hungry, arches back in discomfort) (SED2.3a)</p>	<p>Baby InvestiGators Play and Grow Cards: 7 Signal Log 8 See, Say, and Sign 11 The Bottle Song 78 Such a Dear One 21 Who’s That? 97 Tummy to Tummy</p>

SED2.4. Regulating emotions	
Focus Area	The InvestiGator Club Components
Uses preferred adult to help soothe (SED2.4a)	Baby InvestiGators Play and Grow Cards: 7 Signal log 8 See, Say, and Sign 22 Hush Now, Baby 13 Hungry Me! 123 Snug-as-a-Bug
Disengages when overstimulated (e.g., turns head, pushes hand away from body, falls asleep) (SED2.4b)	Baby InvestiGators Play and Grow Cards: 7 Signal Log 8 See, Say, and Sign 178 Our Happy Puppy
SED2.5 Showing care and concern for others	
Focus Area	The InvestiGator Club Components
Looks attentively when others show they are happy, sad, or fearful by their facial expressions, voices, or actions (SED2.5a)	Baby InvestiGators Play and Grow Cards: 1 Talk with Me 8 See, Say, and Sign 10 Hold On! 16 Chatter and Coo 100 Your Friend Hops!
SED3. INTERACTING WITH OTHERS	
SED3.1. Developing relationships with adults	
Focus Area	The InvestiGator Club Components
Responds differently to familiar and unfamiliar adults (SED3.1a)	Baby InvestiGators Play and Grow Cards: 21 Who's That 22 Hush Now, Baby 23 Gurgle, Coo, I'm Listening to You 76 Read It, Show It 78 Such a Dear One 81 1,2,3 Boing! 91 Hi, Neighbor!
Develops trust and attachment toward significant adults (e.g., stops crying when familiar caregiver picks child up) (SED3.1b)	Baby InvestiGators Play and Grow Cards: 11 The Bottle Song 22 Hush Now, Baby 78 Such a Dear One 80 Paper Mobile 97 Tummy to Tummy
Needs additional comforting (e.g., swaddling in a blanket when being held by an adult) (SED3.1c)	Baby InvestiGators Play and Grow Cards: 11 The Bottle Song 22 Hush Now, Baby

SED3.2. Developing relationships with other children	
Focus Area	The InvestiGator Club Components
Notices peers by looking, touching, or making sounds directed toward the child (e.g., while lying on a blanket close to them) (SED3.2a)	Baby InvestiGators Play and Grow Cards: 76 Fuzzy Bear 77 1,2,3, Boing 98 Do You See Who I See? 100 Your Friend Hops! 177 See Me
Recognizes familiar others by making sounds, facial expressions, or behavior (e.g., reaches up arms, or touches others' face) (SED3.2b)	Baby InvestiGators Play and Grow Cards: 76 Fuzzy Bear 91 Hi, Neighbor! 98 Do You See Who I See? 100 Your Friend Hops! 179 Puppy to the Rescue
SED3.3. Engaging in cooperative play	
Focus Area	The InvestiGator Club Components
Engages in unoccupied play, practicing movements of their arms, hands, legs, feet, and head (e.g., when safely situated on the floor or in a crib) (SED3.3a)	Baby InvestiGators Play and Grow Cards: 26 I See Baby! 39 paper Play 41 Shake It Up 53 Move to the Rhythm 198 Sandbox band
Engages in solitary play when exploring toys and safe objects in indoor and outdoor settings (SED3.3b)	Baby InvestiGators Play and Grow Cards: 58 Again! 61 Discover Today 72 Alike and Different 73 Gone Fishin' 96 It's Nice Outside 198 Sandbox band
Plays social games like peek-a-boo with a familiar adult (SED3.3c)	Baby InvestiGators Play and Grow Cards: 94 Roll It, Pat It 95 Peek-a-Doodle! 168 Rowing the Boat

AREA THREE: COMMUNICATION, LANGUAGE AND LITERACY DEVELOPMENT (CLLD)

CLLD1. COMMUNICATION	
CLLD1.1 Understanding verbal and nonverbal cues	
Focus Area	The InvestiGator Club Components
Responds to speaker by turning head or shifting eye gaze (CLLD1.1a)	Baby InvestiGators Play and Grow Cards: 2 Do You Want? 6 Rattle Play 21 Who’s That? 32 Where Is . . . ? 43 Four Corners
Responds to tone or voice changes (CLLD1.1b)	Baby InvestiGators Play and Grow Cards: 11 The Bottle Song 33 Reading with Feeling 34 Sing a Silly Song 105 What’ll I Do With Baby? 121 It’s Ok! 184 Time to Shine 185 Chat with Me
Directs attention to sounds or object pointed at/to (CLLD1.1c)	Baby InvestiGators Play and Grow Cards: 14 Friendly Faces 16 Chatter and Coo 21 Who’s That? 24 Walk and Talk 28 Where’s the Beat? 90 See, Shake, and Hear 148 Treasure Box
Responds by looking when name is called (CLLD1.1d)	Baby InvestiGators Play and Grow Cards: 6 Rattle Play 44 Reading with Feeling 102 Where Are You? 105 What’ll I Do With Baby? 184 Time to Shine

CLLD1.2. Using vocabulary and nonverbal cues to communicate	
Focus Area	The InvestiGator Club Components
Uses sound, inflection, and gestures to communicate needs, desires, or emotions (CLLD1.2a)	Baby InvestiGators Play and Grow Cards: 1 Talk with Me 2 Do you Want? 7 Signal Log 8 See, Say, and Sign 13 Hungry Me! 104 The Hello Song 107 Point to It!
Cries, coos, babbles and makes other sounds (CLLD1.2b)	Baby InvestiGators Play and Grow Cards: 1 Talk With Me 2 Do You Want? 6 Rattle Play 16 Chatter and Coo 20 Silly Sounds 28 Where's the Beat? 101 More Please! 183 What We See
Reaches and points to communicate (CLLD1.2c)	Baby InvestiGators Play and Grow Cards: 2 Do you Want? 7 Signal Log 8 See, Say, and Sign 16 Chatter and Coo 19 Choose a Toy 107 Point to It!
CLLD1.3 Learning and engaging in conversational interactions	
Focus Area	The InvestiGator Club Components
Responds and engages with an adult or older peer (CLLD1.3a)	Baby InvestiGators Play and Grow Cards: 6 Rattle Play 16 Chatter and Coo 20 Silly Sounds 117 Give a Clap! 124 The Hiding Game 185 Chat with Me
Reacts to facial cues and eye contact (CLLD1.3b)	Baby InvestiGators Play and Grow Cards: 6 Rattle Play 18 Hello Over There! 37 I see a ... 117 Give a Clap! 145 Match the Puppet
Engages in vocal exchanges by babbling (CLLD1.3c)	Baby InvestiGators Play and Grow Cards: 6 Rattle Play 16 Chatter and Coo 20 Silly Sounds 23 Gurgle, Coo, I'm Listening to You 183 What We See 185 Chat with Me

CLLD2. FOUNDATIONS OF READING	
CLLD2.1. Paying attention to print as meaningful	
Focus Area	The InvestiGator Club Components
Explores a book by touching it, patting it, or putting it in mouth (CLLD2.1a)	Baby InvestiGators Play and Grow Cards: 39 Paper Play 85 Book Picnic 126 Pick a Book 135 Books to Touch
CLLD2.2. Understanding ideas, vocabulary, and information in stories and texts	
Focus Area	The InvestiGator Club Components
Looks at picture books and listens to an adult talk about pictures in a book (CLLD2.2a)	Baby InvestiGators Play and Grow Cards: 85 Book Picnic 126 Pick a Book 132 Picture Hunt 135 Books to Touch 137 Rhythm and Rhyme
CLLD2.3. Learning spoken language is composed of smaller segments of sound	
Focus Area	The InvestiGator Club Components
Listens and attends to culturally and linguistically familiar words or signs (including rhymes and songs) (CLLD2.3a)	Baby InvestiGators Play and Grow Cards: 5 Transition Tunes 17 Music Please! 84 Rhythm Kicks 133 Bright Sun 169 Picnic Play
Begins to create speech and non-speech like sounds (e.g., babbling) (CLLD2.3b)	Baby InvestiGators Play and Grow Cards: 4 This Little Ppiggie 23 Gurgle, Coo, I'm Listening to You 125 Pat-a-Cake 127 Hold It, Say It 183 What We See

AREA FOUR: HEALTH AND PHYSICAL DEVELOPMENT (HPD)

HPD1. USING SENSES	
HPD1.1. Learning through all senses	
Focus Area	The InvestiGator Club Components
Uses their senses to explore objects and people in the environment (HPD1.1a)	Baby InvestiGators Play and Grow Cards: 46 Crinkle Crawl 56 Reach and Rattle 57 Look at Me! 70 What’s That Sound? 73 Gone Fishin’ 79 Fuzzy Bear 90 See, Shake, and Hear 113 Sounds to Go! 150 Treasure Hunt 164 Block Demolition 165 Watch What Happens 166 Ramp It Up
Turns head or body in the direction of a sound to learn more about the environment (e.g., a young infant turns toward an adult and repositions their body to be picked up) (HPD1.1b)	Baby InvestiGators Play and Grow Cards: 43 Four Corners 70 What’s That Sound? 93 Trot, Trot 113 Sounds to Go!
Adjusts balance and movement with the changing size and proportion of their body (e.g., rolls over and moves from sitting to crawling or scooting) (HPD1.1c)	Baby InvestiGators Play and Grow Cards: 40 Roll and Stretch 54 Circle of Objects 141 Baby Basketball 191 Picking Up Paw-Paws
Uses oral sensory exploration to learn about the environment and for soothing (HPD1.1d)	Baby InvestiGators Play and Grow Cards: 121 It’s Ok! 165 Watch What Happens
HPD2. GROSS MOTOR	
HPD2.1. Developing large muscle control	
Focus Area	The InvestiGator Club Components
Explores new body positions and movements, such as rolling over, sitting, scooting, crawling, hitting, or kicking at objects while lying on back (HPD2.1a)	Baby InvestiGators Play and Grow Cards: 40 Roll and Stretch 46 Crinkle Crawl 55 Knock Them Down! 73 Gonne Fishin’ 88 Look Up! 89 Roll Over! 97 Tummy to Tummy 139 Animal Taxi 141 Baby Basketball

	143 Exploration Station 154 Pick-up Pop-up! 158 A Tricky Path 182 Parade Day 187 Walk About 194 Push and Pull
HPD2.2 Exploring the environment	
Focus Area	The InvestiGator Club Components
Uses each new position (raising head, rolling onto back, sitting) to learn new ways to explore the environment, (e.g., sits up to be able to reach for an object) (HPD2.2a)	Baby InvestiGators Play and Grow Cards: 19 Choose a Toy 40 Roll and Stretch 46 Crinkle Crawl 54 Circle of Objects 58 Again! 143 Exploration Station 166 Ramp It Up
HPD3. FINE MOTOR	
HPD3.1. Using eyes and hands together	
Focus Area	The InvestiGator Club Components
Coordinates hands and eyes when reaching for and holding items (HPD3.1a)	Baby InvestiGators Play and Grow Cards: 42 Tug-a-Lug 47 Follow the Finger 50 Pick Up Practice 138 Kitchen Puzzles 186 Flower Garden 190 Color Cubes
Uses both hands to swipe at, reach for, grasp, hold, shake, release objects, and begins to transfer objects from hand to hand (HPD3.1b)	Baby InvestiGators Play and Grow Cards: 9 Supper Sippers 10 Hold On! 25 Toy Store 41 Shake It Up 42 Tug-a-Lug 44 Whoopsie Daisy 45 This One or That Oner?
HPD3.2. Developing small muscle control	
Focus Area	The InvestiGator Club Components
Uses single actions to explore shape, size, texture, or weight of objects, such as turning an object over or around (HPD3.2a)	Baby InvestiGators Play and Grow Cards: 9 Super Sippers 45 This One or That One? 50 Pick Up Practice 73 Gone Fishin' 108 Finger Foods 142 Little Artists 190 Color Cubes

Uses full hand to grab items to explore (e.g., picks up toy, holds onto an adult's finger) (HPD3.2b)	Baby InvestiGators Play and Grow Cards: 41 Shake It Up 42 Tug-a-Lug 44 Whoopsie Daisy! 50 Pick Up Practice 73 Gone Fishin' 88 Look Up! 108 Finger Foods
HPD4. PHYSICAL HEALTH AND SELF-CARE	
HPD4.1. Taking care of daily health needs	
Focus Area	The InvestiGator Club Components
Cooperates in care routines (e.g., diapering, hand-washing, dressing, and brushing gums) (HPD4.1a)	Baby InvestiGators Play and Grow Cards: 10 Hold On! 27 Shiny Hands and Face 108 Finger Foods 109 Wash Up! 110 Bundle Up 112 Scrub-a-Dub 122 Naptime 160 Do What I Do
Communicates needs for comfort and care (HPD4.1b)	Baby InvestiGators Play and Grow Cards: 21 Who's That? 22 Hush Now, Baby 96 It's Nice Outside 97 Tummy to Tummy
HPD4.2. Adopting safe behaviors	
Focus Area	The InvestiGator Club Components
Cries to indicate stress and to seek help (HPD4.2a)	Baby InvestiGators Play and Grow Cards: 7 Signal Log 8 See, Say, and Sign 22 Hush Now, Baby 97 Tummy to Tummy
Responds to verbal or physical signals of danger with a cry or reach towards primary caregiver (HPD4.2b)	Baby InvestiGators Play and Grow Cards: 21 Who's That? 22 Hush Now, Baby 23 Gurgle, Coo, I'm Listening to You 78 Such a Dear One

HPD4.3. Eating with healthy habits	
Focus Area	The InvestiGator Club Components
Sucks and swallows liquids from breast or bottle (HPD4.3a)	Baby InvestiGators Play and Grow Cards: 10 Hold On! 13 Hungry Me!
Begins to eat solid foods (HPD4.3b)	Baby InvestiGators Play and Grow Cards: 107 Point to It! 108 Finger Foods 119 Yummy Yucky
HPD4.4. Developing healthy habits for rest and sleep	
Focus Area	The InvestiGator Club Components
Begins to sleep well and shows alertness when awake (HPD4.4a)	Family Welcome Guide: The Individual Care Plan found in the Family Welcome Guide asks families to share their child’s feeding, diapering or toileting, and napping schedules. Baby InvestiGators™ Family Corner p. 3
Sleeps for longer periods at a time and starts to have longer night-time sleep periods (HPD4.4b)	Family Welcome Guide: The Individual Care Plan found in the Family Welcome Guide asks families to share their child’s feeding, diapering or toileting, and napping schedules. Baby InvestiGators™ Family Corner p. 3

AREA FIVE: COGNITIVE DEVELOPMENT (CD)

CD1: SCIENCE: THE NATURAL AND PHYSICAL WORLD	
CD1.1. Paying attention to the natural world	
Focus Area	The InvestiGator Club Components
Reacts with interest to nearby sights and sounds (CD1.1a)	Baby InvestiGators Play and Grow Cards: 17 Music, Please! 46 Crinkle Crawl 57 Look at Me! 58 – Again! 69 Light Show 70 What’s That Sound? 73 Gone Fishin’ 90 See, Shake, and Hear 113 Sounds to Go! 150 Treasure Hunt 166 Ramp It Up
Reaches for and moves toward objects (CD1.1b)	Baby InvestiGators Play and Grow Cards: 9 Supper Sippers 19 Choose a Toy 32 Where Is...? 40 Roll and Stretch 45 This One or That One 50 Pick up Practice
CD1.2. Testing questions and ideas	
Focus Area	The InvestiGator Club Components
Repeats actions (e.g., making a noise or expression) to get repeated adult reaction (CD1.2a)	Baby InvestiGators Play and Grow Cards: 1 Talk with Me 18 Hello Over There! 38 Copy Cat 59 Family Story Time 65 Monkey See, Monkey Do! 67 Funny Face 125 Pat-a-Cake 131 Fill in the Blank

CD2. SOCIAL SCIENCE: PEOPLE, COMMUNITY, AND CULTURE	
CD2.1. Learning about ways that people interact	
Focus Area	The InvestiGator Club Components
Reacts to, and carefully observes, the actions of adults and peers (CD2.1a)	Baby InvestiGators Play and Grow Cards: 59 Family Story Time 97 Tummy to Tummy 98 Do You See Who I See? 100 Your Friend Hops! 177 See Me 180 Construction Crew
CD2.2. Understanding relationships and connections	
Focus Area	The InvestiGator Club Components
Shows preference for familiar people with smiles and an open facial expression (CD2.2a)	Baby InvestiGators Play and Grow Cards: 21 Who’s That? 30 Who Is This? 81 1, 2, 3, Boing! 91 Hi, Neighbor! 100 Your Friend Hops! 153 Story Time 154 Pick-up Pop-up!
CD2.3. Learning about differences	
Focus Area	The InvestiGator Club Components
Notices an unfamiliar person whose face is near and briefly gazes at that new face (CD2.3a)	Baby InvestiGators Play and Grow Cards: 59 Family Story Time 100 Your Friend Hops! 179 Puppy to the Rescue 180 Construction Crew
CD3. MATHEMATICS	
CD3.1. Comparing numbers, counting, and recognizing quantities	
Focus Area	The InvestiGator Club Components
After observing a picture or display with one item, pays longer attention to a picture or display with two or three items (CD3.1a)	Baby InvestiGators Play and Grow Cards: 14 Friendly Faces 63 Elephant Song 173 Family Photo Album 156 Recycle Bin 161 Skyscraper Stackers

CD3.4. Sorting, classifying, and patterning	
Focus Area	The InvestiGator Club Components
Shows a beginning alertness to something “different” by holding attention to briefly study the new item or face (CD3.4a)	Baby InvestiGators Play and Grow Cards: 19 Choose a Toy 71 Pass and Play 144 Fabric Pull 149 Explore and Examine
Anticipates the next move in a game of peeka-boo (CD3.4b)	Baby InvestiGators Play and Grow Cards: 95 Peek-a-Doodle 118 Backpack Buddy 163 Ring-a-Ling!
CD3.5. Describing, comparing, and measuring	
Focus Area	The InvestiGator Club Components
Explores familiar and unfamiliar people or objects through touching (handling) or mouthing (oral exploration) (CD3.5a)	Baby InvestiGators Play and Grow Cards: 46 Crinkle Crawl 56 Reach and Rattle 69 Light Show 73 Gone Fishin’ 90 See, Shake, and Hear 150 Treasure Hunt 14 Block Demolition 165 Watch What Happens
CD4. FINE ARTS	
CD4.1. Exploring and expressing ideas through movement and dance	
Focus Area	The InvestiGator Club Components
With feet on a flat surface, and with adult support, pushes down with legs (CD4.1a)	Baby InvestiGators Play and Grow Cards: 51 Walk with Me 139 Animal Taxi 187 Walk About 193 Streamer Play 194 Push and Pull

CD4.2. Learning about and through music	
Focus Area	The InvestiGator Club Components
Responds to adult by copying sounds (CD4.2a)	Baby InvestiGators Play and Grow Cards: 6 Rattle Play 30 Who Is This? 65 Monkey See, Monkey Do! 67 Funny Face 117 Give a Clap! 160 Do What I Do 163 Ring-a-Ling
Engages in a “conversation” with adult by taking turns making sounds (CD4.2b)	Baby InvestiGators Play and Grow Cards: 1 Talk with Me 16 Chatter and Coo 30 Who Is This? 31 Can You Shake It? 36 Back and Forth 83 Hello, Hello 132 Picture Hunt
Responds to music by either quieting or becoming more active (CD4.2c)	Baby InvestiGators Play and Grow Cards: 4 This Little Piggy 41 Shake It Up 84 Rhythm Kicks 106 Tummy Taps 130 Apple Tree 133 Bright Sun
CD4.3. Building understanding, empathy, and relationship skills through drama and theatre arts	
Focus Area	The InvestiGator Club Components
Responds to people whose faces are nearby by smiling and copying basic facial expressions (CD4.3a)	Baby InvestiGators Play and Grow Cards: 16 Chatter and Coo 91 Hi, Neighbor! 96 It’s Nice Outside 97 Tummy to Tummy 53 Story Time 154 Pick-up, Pop-up!
Protests with expression or vocalization when playful interactions stop (CD4.3b)	Baby InvestiGators Play and Grow Cards: 77 Sing, Wiggle, Walk 78 Such a Dear One 121 It’s Ok 178 Our Happy Puppy

CD4.4. Using visual arts media to express thoughts and feelings	
Focus Area	The InvestiGator Club Components
Responds to visual elements in the environment by gazing at light, color, and patterns (CD4.4a)	Baby InvestiGators Play and Grow Cards: 68 Round and Square 69 Light Show 90 See, Shake, and Hear