



Alignment to Virginia’s Early Learning and Development Standards: 6-14 Months

The following references are examples of components and teaching in **Little InvestiGators** that align to the **Virginia Early Learning and Development Standards: 6-14 Months**. The correlation is intended to illustrate the system's approach to these standards, not the comprehensiveness of the program.

AREA ONE: APPROACHES TO PLAY AND LEARNING (APL)

APL1. CURIOSITY AND INITIATIVE	
APL1.1. Being curious learners	
Focus Area	The InvestiGator Club Components
Shows interest in new experiences such as reaching out to touch rain, hearing a new song, or examining new items (APL1.1c)	Baby InvestiGators Play and Grow Cards: 57 Look at Me! 58 Again! 68 Round and Square 69 Light Show 73 Gone Fishin’ 138 Kitchen puzzles 150 Treasure Hunt

APL1.2. Taking initiative	
Focus Area	The InvestiGator Club Components
Explores objects using their senses and by manipulating them in a variety of ways (e.g., bangs, shakes, throws) (APL1.2e)	Baby InvestiGators Play and Grow Cards: 58 Again! 61 Discover Today 62 Budding Artist 74 Pots and Pans Play 120 Yogurt Paintings 151 Silly Sound Wall
Moves toward interesting people, sounds, objects, and activities (APL1.2f)	Baby InvestiGators Play and Grow Cards: 17 Music, Please! 23 Gurgle, Coo, I'm Listening to You 40 Roll and Stretch 46 Crinkle Crawl 166 Ramp It Up
Seeks out objects that an adult hides (APL1.2g)	Baby InvestiGators Play and Grow Cards: 60 Peek-a- Boo Box 95 Peek-a-Doodle 115 Outdoor Gear 124 The Hiding Game 150 Treasure Hunt 174 Scavenger Hunt
Plays with one object for a few minutes before focusing on a different object (APL1.2h)	Baby InvestiGators Play and Grow Cards: 42 Tug-a-Lug 44 Whoo-psie Daisy 45 This One or That One 61 Discover Today
Initiates turn-taking with familiar adults (e.g., gives parent a toy and parent offers a new toy) (APL1.2i)	Baby InvestiGators Play and Grow Cards: 36 Back and Forth 82 What Do You See? 129 I write, You Write

APL2. CREATIVITY AND IMAGINATION	
APL2.1 Showing creativity and imagination	
Focus Area	The InvestiGator Club Components
Observes other people's use of objects (APL2.1b)	Baby InvestiGators Play and Grow Cards: 149 Explore and Examine 160 Do What I Do 161 Skyscraper Stackers 164 Block Demolition 166 Ramp It Up 170 Big Bam Band
Imitates simple actions (e.g., claps hands together, covers eyes with hands) (APL2.1c)	Baby InvestiGators Play and Grow Cards: 31 Can You Shake It? 41 Shake It Up 48 Flag Fun 65 Monkey See, Monkey Do! 160 Do What I Do
Uses everyday objects for a variety of purposes (APL2.1d)	Baby InvestiGators Play and Grow Cards: 147 Shake, Rattle, Tap 149 Explore and Examine 151 Silly Sound Wall 166 Ramp It Up 167 Sprinkle, Sprinkle 170 Big Bam Band

APL3. EXECUTIVE FUNCTIONS AND COGNITIVE SELF-REGULATION	
APL3.1: Focusing and paying attention	
Focus Area	The InvestiGator Club Components
Demonstrates increasing ability to attend to people, objects, and activities (e.g., quiets motor movements and shows intense concentration) (APL3.1c)	Baby InvestiGators Play and Grow Cards: 14 Friendly Faces 59 Family Story Time 94 Roll It, Pat It 142 Little Artists 164 Block Demolition 168 Rowing the Boat 199 Ruf, Ruf, Reach
Notices when something expected does not happen (APL3.1d)	Baby InvestiGators Play and Grow Cards: 11 The Bottle song 71 Pass and Play 121 It's Ok 199 Ruf, Ruf, Reach
Kicks a toy repeatedly and notices the movement of the toy (APL3.1e)	InvestiGators Play and Grow Cards: 58 Again! 86 Kick and Splash 88 Look Up!
APL3.2 Building working memory	
Focus Area	The InvestiGator Club Components
Shows recognition and memory of familiar faces and objects over longer periods of time since last seen (APL3.2c)	16 Chatter and Coo 21 Who's That? 60 Peek -a Boo Box 91 Hi, Neighbor! 98 Do You See Who I See? 100 Your Friend Hops! 155 Hungry Puppet
Correctly looks and reaches toward a toy's hiding place when the place has been changed from one location to another (APL3.2d)	60 Peek-a-boo Box 92 Where IS Buddy? 115 Outdoor Gear 174 Scavenger Hunt

APL3.3 Thinking flexibly and adapting	
Focus Area	The InvestiGator Club Components
Shows ability to shift focus to attend to something else (APL3.3c)	Baby InvestiGators™ Play and Grow 70 What's That Sound? 114 Cleanup Time! 149 Explore and Examine 168 Rowing the Boat
Participates in a new activity or tries new ways to solve a problem with little protest (APL3.3d)	Baby InvestiGators Play and Grow Cards: 62 Budding Artist 72 Alike and Different 114 Cleanup Time! 158 A Tricky Path 196 Chug-a-Choo 199 Ruf, Ruf, Reach
Allows caregiver to interrupt an activity to perform a routine as long as the caregiver notifies in advance (e.g., child playing with toy allows caregiver to wipe face) (APL3.3e)	Baby InvestiGators Play and Grow Cards: 1 Talk with Me 5 Transition Tunes 10 Hold On! 27 Shiny Hands and face 114 Cleanup Time!
APL3.5 Persisting and problem-solving	
Focus Area	The InvestiGator Club Components
Repeats attempts to communicate or repeats actions to get desired action or object (APL3.5d)	Baby InvestiGators Play and Grow Cards: 7 Signal Log 8 See, Say and Sign 58 Again! 151 Silly Sound Wall 199 Ruf, Ruf, Reach
Persists in looking to find things that are hidden (APL3.5e)	Baby InvestiGators Play and Grow Cards: 60 – Peek-a-boo Box 95 Peek-a-Doodle 115 Outdoor Gear 174 Scavenger Hunt
Uses trial and error to solve problems (e.g., pressing a lever to make a particular toy pop up) (APL3.5f)	Baby InvestiGators Play and Grow Cards: 72 Alike and Different 157 All Abord! 198 Sandbox Band 199 Ruf, Ruf, Reach

APL4. BEHAVIORAL SELF-REGULATION	
APL4.1 Managing actions and behaviors	
Focus Area	The InvestiGator Club Components
Looks to adult for guidance before acting in novel situations (e.g., looks at adults' facial cues) (APL4.1b)	3 Take Note! 177 Give a Clap! 171 Show a felling 172 Look in the Mirror 183 What We See 185 Chat with Me

AREA TWO: SOCIAL AND EMOTIONAL DEVELOPMENT (SED)

SED1. POSITIVE SELF-CONCEPT	
SED1.1. Developing self-awareness	
Focus Area	The InvestiGator Club Components
Recognizes own name (e.g., looks up, smiles, or turns head toward a person who is saying their name) (SED1.1d)	Baby InvestiGators Play and Grow Cards: 6 Rattle Play 26 I see baby! 75 Name Games 102 Where Are You?
Discovers how movement and gestures can be used to relate to others (e.g., reaches hand out to grab a snack from dad) (SED1.1e)	Baby InvestiGators Play and Grow Cards: 2 Do You Want? 7 Signal Log 8 See, Say, and Sign 25 Toy Store 28 Where's the Beat
SED1.2. Developing self-confidence	
Focus Area	The InvestiGator Club Components
Shows likes and dislikes consistent with the family's cultural expectations (e.g., happily eats the curry mashed vegetables and signs "more") (SED1.2b)	Baby InvestiGators Play and Grow Cards: 76 Read It, Show It 96 It's Nice Outside 101 More, Please! 169 Picnic Play 171 Family Photo Album 173 Family Photo Album

SED1.3. Becoming autonomous and independent	
Focus Area	The InvestiGator Club Components
Becomes calm when needs are met (SED1.3c)	Baby InvestiGators Play and Grow Cards: 7 Signal Log 11 The Bottle Song 13 Hungry Me 22 Hush Now, Baby
Relies on familiar adults for help or assistance (SED1.3d)	Baby InvestiGators Play and Grow Cards: 2 Do You Want? 7 Signal Log 8 See, Say, and Sign 21 Who's That? 22 Hush Now, Baby 23 Gurgle, Coo, I'm Listening to You 97 Tummy to Tummy
SED2. EMOTIONAL COMPETENCE	
SED2.1. Seeing and naming emotions in self and others	
Focus Area	The InvestiGator Club Components
Shows a range of emotions (e.g., shares in wonders, amazement, delight, and disappointment) (SED2.1c)	Baby InvestiGators Play and Grow Cards: 76 Read It, Show It 77 Sing, Wiggle, Walk 171 Show a Feeling 174 Big Hug, Small Hug 178 Our Happy Puppy
Begins to have a greater awareness of own emotions (e.g., says or gestures "no" to refuse, babbles or laughs when happy) (SED2.1d)	Baby InvestiGators Play and Grow Cards: 76 Read It, Show It 96 It's Nice Outside 97 Tummy to Tummy 100 Your Friend Hops 178 Our Happy Puppy

SED2.2. Expressing emotions	
Focus Area	The InvestiGator Club Components
Begins to spontaneously make emotional gestures and facial expressions that match the situation (e.g., happiness, sadness, anger, fear) (SED2.2b)	Baby InvestiGators Play and Grow Cards: 22 Hush Now, Baby 33 Reading with Feeling 34 Sing a Silly Song 76 Read It, Show It 77 Sing, Wiggle, Walk 78 Such a Dear One 121 It's OK! 145 Match the Puppet
Recognizes and expresses emotion toward a familiar person (e.g., shows emotion by hugging a sibling) (SED2.2c)	Baby InvestiGators Play and Grow Cards: 16 Chatter and Coo 21 Who's That? 22 Hush Now, baby 100 Your Friend Hops! 179 Puppy to the Rescue
SED2.3. Communicating feelings, wants, and needs	
Focus Area	The InvestiGator Club Components
Uses verbal and nonverbal communication to signal the need for their caregiver (e.g., calls by name, crawls into a familiar adult's lap) (SED2.3c)	Baby InvestiGators Play and Grow Cards: 1 Talk with Me 22 Hush Now, Baby 31 Can You Shake It? 38 Copy Cat 29 Wave to Me 34 Sing a Silly Song
SED2.4. Regulating emotions	
Focus Area	The InvestiGator Club Components
Self-soothes more effectively (e.g., sucks thumb, holds favorite toy) (SED2.4c)	Baby InvestiGators Play and Grow Cards: 11 The Bottle Song 13 Hungry Me! 87 Out for a Stroll 121 It's OK 123 Snug-as-a-Bug

SED2.5 Showing care and concern for others	
Focus Area	The InvestiGator Club Components
Responds to others' emotional expressions, often by sharing an emotional reaction (e.g., looks sad when another child is crying) (SED2.5b)	Baby InvestiGators Play and Grow Cards: 1 Talk with Me 16 Chatter and Coo 98 Do You See Who I See? 177 See Me 179 Puppy to the rescue 182 Parade Day
SED3. INTERACTING WITH OTHERS	
SED3.1. Developing relationships with adults	
Focus Area	The InvestiGator Club Components
Looks to familiar adults for emotional support and encouragement (SED3.1d)	Baby InvestiGators Play and Grow Cards: 7 Signal Log 11 The Bottle Song 21 Who's That? 23 Gurgle, Coo, I'm Listening to You 78 Such a Dear One 97 Tummy to Tummy
Reacts or may become distressed when separated from familiar adults (SED3.1e)	Baby InvestiGators Play and Grow Cards: 22 Hush Now, Baby 78 Such a Dear One
Expresses joy and mutual enjoyment in interactions with familiar adults (e.g., giggles during peek-a-boo) (SED3.1f)	Baby InvestiGators Play and Grow Cards: 23 Gurgle, Coo, I'm Listening to You 28 Where's the Beat 34 Sing a Silly Song 38 Copy Cat 65 Monkey See, Monkey Do! 81 1,2,3 Boing 91 Hi, Neighbor 95 Peek-a-Doodle 100 Your Friend Hops!

SED3.2. Developing relationships with other children	
Focus Area	The InvestiGator Club Components
Shows interest in peers who are playing nearby and interacts with them briefly (SED3.2c)	Baby InvestiGators Play and Grow Cards: 98 Do You See Who I See? 100 Your Friend Hops! 164 Block Demolition 177 See Me 181 Musical Jam 182 Parade Day 200 Collecting Nature's Gifts
Interacts with a familiar child in simple back-and-forth exchanges (e.g., makes similar sounds) (SED3.2d)	Baby InvestiGators Play and Grow Cards: 36 Back and Forth 71 Pass and Play 79 Fuzzy Bear 98 Do You See Who I See? 182 Parade Day
SED3.3. Engaging in cooperative play	
Focus Area	The InvestiGator Club Components
Begins to engage in solitary play with materials, and observes other people's use of objects (SED3.3d)	Baby InvestiGators Play and Grow Cards: 14 Friendly Faces 17 Music, Please! 20 Silly Sounds 81 1, 2, 3, Boing! 90 See, Shake and Hear
Imitates simple actions (e.g., claps hands together, covers eyes with hands) (SED3.3e)	Baby InvestiGators Play and Grow Cards: 18 Hello Over There! 20 Silly Sounds 38 Copy Cat 94 Roll It, Pat It 95 Peek-a-Doodle!
Observes playful actions of familiar adults and imitates them (SED3.3f)	Baby InvestiGators Play and Grow Cards: 94 Roll It, Pat It 95 Peek-a-Doodle! 159 Two Little Muffins 160 Do What I Do 182 Parade Day

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

CLLD1. COMMUNICATION	
CLLD1.1 Understanding verbal and nonverbal cues	
Focus Area	The InvestiGator Club Components
Follows simple requests paired with gestures (CLLD1.1e)	Baby InvestiGators Play and Grow Cards: 27 Shiny Hands and Face 28 Where's the Beat? 29 Wave to Me 63 Elephant Song 140 Mirror, Mirror
Begins to respond through sounds or gestures to others' questions (CLLD1.1f)	Baby InvestiGators Play and Grow Cards: 2 Do You Want? 30 Who Is This? 31 Can You Shake It? 63 Elephant Song 119 Yummy, Yucky
Makes different sounds to get attention (CLLD1.1g)	Baby InvestiGators Play and Grow Cards: 7 Signal Log 8 See, Say, and Sign 22 Hush Now, Baby 63 Elephant Song
Understands and responds to simple commands and gestures (e.g., shared eye gaze/contact; may be influenced by cultural expectations) (CLLD1.1h)	Baby InvestiGators Play and Grow Cards: 27 Shiny Hands and Face 28 Where's the Beat? 29 Wave to Me 31 Can You Shake It? 103 Yes or No?
Recognizes common objects when named (e.g., cup) (CLLD1.1i)	Baby InvestiGators Play and Grow Cards: 2 Do You Want? 14 Friendly Faces 16 Chatter and Coo 35 Pat with Me 128 Face Time
Begins to show understanding of approximately 50 words (CLLD1.1j)	Baby InvestiGators Play and Grow Cards: 32 Where Is...? 35 Pat with Me 116 Snack Time Counting 125 Pat-a-Cake 127 Hold It, Say It

CLLD1.2. Using vocabulary and nonverbal cues to communicate	
Focus Area	The InvestiGator Club Components
Imitates actions of others as nonverbal communication (CLLD1.2d)	Baby InvestiGators Play and Grow Cards: 3 Take Note! 4 This Little Piggy 8 See, Say, and Sign 104 The Hello Song 145 Match the Puppet 160 Do What I Do
Makes vocal or nonvocal protests/demands (CLLD1.2e)	Baby InvestiGators Play and Grow Cards: 2 Do You Want? 7 Signal Log 8 See, Say, and Sign 22 Hush Now, Baby
Vocalizes or gestures (e.g., pointing or using sign language) to communicate or to direct adult attention (CLLD1.2f)	Baby InvestiGators Play and Grow Cards: 2 Do you Want? 7 Signal Log 8 See, Say, and Sign 16 Chatter and Coo 25 Toy Store 101 More, Please! 107 Point to It!
Participates and initiates communication with family members or familiar others by using consistent sounds, gestures, and some words (CLLD1.2g)	Baby InvestiGators Play and Grow Cards: 2 Do You Want? 5 Rattle Play 7 Signal Log 16 Chatter and Coo 18 Hello Over There! 183 What We See 185 Chat with Me

CLLD1.3 Learning and engaging in conversational interactions	
Focus Area	The InvestiGator Club Components
Takes turn in “conversation” or vocal play with adults (CLLD1.3d)	Baby InvestiGators Play and Grow Cards: 16 Chatter and Coo 20 Silly Sounds 23 Gurgle, Coo, I’m Listening to You 117 Give a Clap! 183 What We See
Turns, smiles, and begins to speak when name is spoken (CLLD1.3e)	Baby InvestiGators Play and Grow Cards: 6 Rattle Play 26 I See Baby! 75 Name Games 102 Where Are You? 105 What’ll I Do with Baby? 184 Time to Shine 185 Chat with Me
Begins to follow adult pointing or gaze to establish joint attention (e.g., looks across the room when adult points or gazes) (CLLD1.3f)	Baby InvestiGators Play and Grow Cards: 17 Music, Please! 18 Hello Over There! 24 Walk and Talk 183 What We See
CLLD2. FOUNDATIONS OF READING	
CLLD2.1. Paying attention to print as meaningful	
Focus Area	The InvestiGator Club Components
Holds books, turns pages, looks at the pictures and uses sounds, signs, or words to identify actions or objects in a book or other written material (CLLD2.1b)	Baby InvestiGators Play and Grow Cards: 37 I see a ... 39 Paper Play 126 Pick a Book 135 Books to Touch 136 Songs in Books
CLLD2.2. Understanding ideas, vocabulary, and information in stories and texts	
Focus Area	The InvestiGator Club Components
Touches or points to pictures in response to adult’s prompt (CLLD2.2b)	Baby InvestiGators Play and Grow Cards: 37 I see a ... 85 Book Picnic 132 Picture Hunt 134 What’s Under There? 135 Books to Touch 173 Family Photo Album

CLLD2.3. Learning spoken language is composed of smaller segments of sound	
Focus Area	The InvestiGator Club Components
Begins to imitate sounds they hear in their everyday environment (CLLD2.3c)	Baby InvestiGators Play and Grow Cards: 84 Rhythm Kicks 130 Apple Tree 131 Fill in the Blank 136 Songs in Books 183 What We See
CLLD3. FOUNDATIONS OF WRITING	
CLLD3.1. Drawing, scribbling, and writing to communicate	
Focus Area	The InvestiGator Club Components
Makes scribbles or marks on writing materials (CLLD3.1a)	Baby InvestiGators Play and Grow Cards: 3 Take Note 129 I Write, You Write 142 Little Artists
Understands that marks on a page can communicate meaning (CLLD3.1b)	Baby InvestiGators Play and Grow Cards: 129 I Write, You Write
Uses writing instruments to make distinct marks (CLLD3.1c)	Baby InvestiGators Play and Grow Cards: 3 Take Note 129 I Write, You Write 142 Little Artists
CLLD3.3. Handling writing tools	
Focus Area	The InvestiGator Club Components
Begins to grasp writing tools to make random marks on a paper with limited control over results (CLLD3.3a)	Baby InvestiGators Play and Grow Cards: 3 Take Note 129 I Write, You Write 142 Little Artists
Begins to use a whole hand grip to manipulate the writing tool (CLLD3.3b)	Baby InvestiGators Play and Grow 3 Take Note 129 I Write, You Write 142 Little Artists

AREA FOUR: HEALTH AND PHYSICAL DEVELOPMENT (HPD)

HPD1. USING SENSES	
HPD1.1. Learning through all senses	
Focus Area	The InvestiGator Club Components
Understands properties of objects in matching and associates them with each other through play and interaction (e.g., uses a bottle to feed a baby) (HPD1.1e)	Baby InvestiGators Play and Grow Cards: 17 Music, Please! 66 Fill the Basket 74 Pots and Pans Play 156 Recycle Bin 189 Little Squirt
Shows awareness as an accomplished crawler or walker of new challenges or dangers in the environment, such as steep inclines or drop-offs (HPD1.1f)	Baby InvestiGators Play and Grow Cards: 158 A Tricky Path 194 Push and Pull
Uses depth perception, scans for obstacles, and plans movement while learning to scoot, crawl, walk or move in another way (HPD1.1g)	Baby InvestiGators Play and Grow Cards: 158 A Tricky Path 193 Streamer Play 194 Push and Pull
Uses touch to learn about different textures in the environment (e.g., touches grass with hands when outside, sticky foods) (HPD1.1h)	Baby InvestiGators Play and Grow Cards: 90 See, Shake, and Hear 113 Sounds to Go 120 Yogurt Paintings 142 Little Artists 190 Color Cubes 192 Bowl"ing 200 Collecting Nature's Gifts
HPD2. GROSS MOTOR	
HPD2.1. Developing large muscle control	
Focus Area	The InvestiGator Club Components
Moves from crawling to standing to cruising to walking, learning new muscle coordination for each new skill (HPD2.1b)	Baby InvestiGators Play and Grow Cards: 139 Animal Taxi 146 If You're Happy 187 Walk About 193 Streamer Play 194 Push and Pull
Manages moving around on different types of surfaces, like carpet and grass (HPD2.1c)	Baby InvestiGators Play and Grow Cards: 46 Crinkle Crawl 158 A Tricky Path

Moves around in their environment by pulling to stand, cruising, and standing alone (HPD2.1d)	187 Walk About 193 Streamer Play Baby InvestiGators Play and Grow Cards: 51 Walk with Me 187 Walk About
HPD2.2 Exploring the environment	
Focus Area	The InvestiGator Club Components
Uses body position, balance, and movement to explore and examine materials, activities, and to move in environments (e.g., pulling up to stand holding on to couch, cruising around tables) (HPD2.2b)	Baby InvestiGators Play and Grow Cards: 40 Roll and Stretch 46 Crinkle Crawl 62 Budding Artist 139 Animal Taxi 143 Exploration Station 158 A Tricky Path 187 Walk About 194 Push and Pull
HPD3. FINE MOTOR	
HPD3.1. Using eyes and hands together	
Focus Area	The InvestiGator Club Components
Performs more complex actions such as transferring objects from one hand to the other and dropping them into a container (HPD3.1c)	Baby InvestiGators Play and Grow Cards: 138 Kitchen Puzzles 188 Bubbles, Bubbles Everywhere 189 Little Squirt 190 Color Cubes 192 "Bowl"ing
HPD3.2. Developing small muscle control	
Focus Area	The InvestiGator Club Components
Explores properties of objects and materials by using various hand actions, such as picking them up to examine them; enjoys playing with manipulatives and materials of various shapes and textures (HPD3.2c)	Baby InvestiGators Play and Grow Cards: 45 This One or That One? 55 Knock Them Down! 120 Yogurt Paintings 144 Fabric Pull 147 Shake, Rattle, Tap 148 Treasure Box 150 Treasure Hunt
Matches grasp to the task such as using an index finger and thumb to pick up pieces of cereal while using the whole hand to bang items together (HPD3.2d)	Baby InvestiGators Play and Grow Cards: 41 Shake It Up 157 All Aboard! 189 Little Squirt

HPD4. PHYSICAL HEALTH AND SELF-CARE	
HPD4.1. Taking care of daily health needs	
Focus Area	The InvestiGator Club Components
Cooperates in daily routines, such as opens mouth for spoon or toothbrush, or raises arms for dressing (HPD4.1c)	Baby InvestiGators Play and Grow Cards: 108 Finger Foods 109 Wash Up! 114 Cleanup Time 122 Naptime 160 Do What I Do
Uses gestures, sounds, or sign language to communicate need for food, drink, or diaper change (HPD4.1d)	Baby InvestiGators Play and Grow Cards: 2 Do You Want? 7 Signal Log 8 See, Say, and Sign 107 Point to It!
Shows trust in familiar caregivers (e.g., calms down with adult help) (HPD4.1e)	Baby InvestiGators Play and Grow Cards: 21 Who's That? 22 Hush Now, Baby 23 Gurgle, Coo, I'm Listening to You 24 Walk and Talk 76 Read It, Show It 97 Tummy to Tummy
HPD4.2. Adopting safe behaviors	
Focus Area	The InvestiGator Club Components
Seeks physical contact with primary caregivers when faced with new or unfamiliar people or environments (HPD4.2c)	Baby InvestiGators Play and Grow Cards: 22 Hush Now, Baby 24 Walk and Talk 78 Such a Dear One
Reacts to simple directions that support safety (e.g., washing hands after diaper changes) (HPD4.2d)	Baby InvestiGators Play and Grow Cards: 109 Wash Up! 114 Cleanup Time 122 Naptime

HPD4.3. Eating with healthy habits	
Focus Area	The InvestiGator Club Components
May begin to eat food with fingers, like small pieces of papaya and mango (HPD4.3c)	Baby InvestiGators Play and Grow Cards: 107 Point to It! 108 Finger Foods 119 Yummy Yucky
Shows preference for some foods (HPD4.3d)	Baby InvestiGators Play and Grow Cards: 103 Yes or No? 107 Point to It! 119 Yummy, Yucky
HPD4.4. Developing healthy habits for rest and sleep	
Focus Area	The InvestiGator Club Components
Settles down and falls asleep after a familiar sleep routine (e.g., story and song before napping) (HPD4.4c)	Baby InvestiGators Play and Grow Cards: 121 It's Ok! 122 Naptime 123 Snug-as-a-Bug
Responds to verbal cues like "it's time to take a nap" by snuggling favorite sleep toy; takes several naps during the day (HPD4.4d)	Baby InvestiGators Play and Grow Cards: 109 Wash Up! 114 Cleanup Time 117 Give a Clap! 122 Naptime

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
Explores objects and events with all senses briefly (e.g., watch, listen, touch, smell, taste) (CD1.1c)	17 Music, Please! 46 Crinkle Crawl 56 Reach and Rattle 57 Look at Me! 74 Pots and Pans Play 90 See, Shake, and Hear 96 It's Nice Outside 97 Tummy to Tummy 120 Yogurt Paintings 164 Block Demolition 165 Watch What Happens 198 Sandbox Band

CD1.2. Testing questions and ideas	
Focus Area	The InvestiGator Club Components
Looks for verbal, facial and gestural cues from adults about whether to continue or stop an activity (CD1.2b)	Baby InvestiGators Play and Grow Cards: 49 Texture Crawl 99 We Can Stop
Enjoys searching for objects within reach but hidden from view (e.g., under a blanket) (CD1.2c)	Baby InvestiGators Play and Grow Cards: 60 Peer-a-Boo Box 92 Where Is Buddy? 155 Hungry Puppet 196 Chug-a-Choo
Uses adult help to explore toys and materials to discover how they work (CD1.2d)	Baby InvestiGators Play and Grow Cards: 68 Round and Square 72 Alike and Different 73 Gone Fishin' 147 Shake, Rattle, Tap
CD2. SOCIAL SCIENCE: PEOPLE, COMMUNITY, AND CULTURE	
CD2.1. Learning about ways that people interact	
Focus Area	The InvestiGator Club Components
Uses expressions, movements, and vocalizations to get attention from adults and older children for play or basic needs (CD2.1b)	Baby InvestiGators Play and Grow Cards: 7 Signal Log 8 See, Say, and Sign 13 Hungry Me! 23 Gurgle, Coo, I'm Listening to You 97 Tummy to Tummy 107 Point to It! 119 Yummy, Yucky
CD2.2. Understanding relationships and connections	
Focus Area	The InvestiGator Club Components
Shows awareness of strangers and of separation from parents with hesitation and/or distress (CD2.2b)	Baby InvestiGators Play and Grow Cards: 22 Hush Now, Baby 78 Such a Dear One 121 it's Ok!

CD2.3. Learning about differences	
Focus Area	The InvestiGator Club Components
Shows awareness of strangers or less familiar people by showing hesitation or distress (CD2.3b)	Baby InvestiGators Play and Grow Cards: 22 Hush Now, Baby 78 Such a Dear One 121 it's Ok!
CD3. MATHEMATICS	
CD3.1. Comparing numbers, counting, and recognizing quantities	
Focus Area	The InvestiGator Club Components
Says, signs, or gestures for "more" to request additional food or items (CD3.1b)	Baby InvestiGators Play and Grow Cards: 101 More, Please! 107 Point to It!
CD3.3. Geometric thinking and spatial reasoning	
Shows interest in space and location by looking in mirrors, noticing what is reflected, and looking for it (CD3.3a)	Baby InvestiGators Play and Grow Cards: 26 I See Baby 75 Name Games 171 Show a Feeling 172 Look in the Mirror 140 Mirror, Mirror
Explores relationships of things in space by combining objects of different sizes and shapes with containers of different sizes and shapes (CD3.3b)	Baby InvestiGators Play and Grow Cards: 12 See and Touch Shapes 68 Round and Square 138 Kitchen Puzzles 197 Beanbag Toss
CD3.4. Sorting, classifying, and patterning	
Focus Area	The InvestiGator Club Components
Anticipates the next action in a pattern of clapping or bouncing on a caregiver's knee (CD3.4c)	Baby InvestiGators Play and Grow Cards: 93 Trot, Trot 94 Roll It, Pat It 95 Peek-a-Doodle 114 Cleanup Time!

CD3.5. Describing, comparing, and measuring	
Focus Area	The InvestiGator Club Components
Examines differences between familiar or unfamiliar people or objects with greater focus (e.g., shaking or squeaking different sound producing toys, such as keys, rattles, and noisemakers) (CD3.5b)	Baby InvestiGators Play and Grow Cards: 14 Friendly Faces 41 Shake It Up 90 See, Shake, and Hear 72 Alike and Different 74 Pots and Pans Play 113 Sounds to Go! 127 Hold It, Say It 173 Family Photo Album 174 Scavenger Hunt 183 What We See 149 Explore and Examine
CD4. FINE ARTS	
CD4.1. Exploring and expressing ideas through movement and dance	
Focus Area	The InvestiGator Club Components
Stands alone very briefly with adult supporting nearby (CD4.1b)	Baby InvestiGators Play and Grow Cards: 51 Walk with Me 139 Animal Taxi 187 Walk About 193 Streamer Play
Takes a step or more while holding on to adult or other supports (CD4.1c)	Baby InvestiGators Play and Grow Cards: 51 Walk with Me 139 Animal Taxi 158 A Tricky Path 187 Walk About 193 Streamer Play 194 Push and Pull
Responds to music by bouncing (CD4.1d)	Baby InvestiGators Play and Grow Cards: 52 Rock and Sing 84 Rhythm Kicks 130 Apple Tree
CD4.2. Learning about and through music	
Focus Area	The InvestiGator Club Components
Imitates adults sounds including multiple syllables (e.g., “mamama”, “dadada”) (CD4.2d)	Baby InvestiGators Play and Grow Cards: 1Talk with Me 38 Copy Cat 65 Monkey See, Monkey Do! 125 Pat-a-Cake 183 What We See

Responds to music by changing expression, moving head or limbs, swaying, nodding, bouncing or clapping (CD4.2e)	Baby InvestiGators Play and Grow Cards: 5 Transition Tunes 17 Music, Please! 28 Where's the Beat? 34 Sing a Silly Song 41 Shake It Up 52 Rock and Sing
CD4.3. Building understanding, empathy, and relationship skills through drama and theatre arts	
Focus Area	The InvestiGator Club Components
Explores materials by using them in different ways such as shaking, banging, throwing (CD4.3c)	Baby InvestiGators Play and Grow Cards: 61 Discover Today 74 Pots and Pans Play 156 Recycle Bin 167 Sprinkle, Sprinkle 198 Sandbox Band
Copies simple gestures such as waving goodbye (CD4.3d)	Baby InvestiGators Play and Grow Cards: 18 Hello Over There! 65 Monkey See, Monkey Do! 67 Funny Face 94 Roll It, Pat It 125 Pat-a-Cake
CD4.4. Using visual arts media to express thoughts and feelings	
Focus Area	The InvestiGator Club Components
Watches faces and responds to presence of familiar figures (CD4.4b)	Baby InvestiGators Play and Grow Cards: 21 Who's That? 81 1, 2, 3, Boing! 91 Hi, Neighbor!
Pays attention to and studies own face in a mirror (CD4.4c)	Baby InvestiGators Play and Grow Cards: 26 I See Baby 57 Look at Me! 140 Mirror, Mirror 171 Show a Feeling 172 Look in the Mirror
Participates in a variety of tactile/sensory experiences such as feeling different fabrics	Baby InvestiGators Play and Grow Cards: 46 Crinkle Crawl

<p>and textures or playing with water under close adult supervision (CD4.4d)</p>	<p>73 Gone Fishin' 90 See, Shake, and Hear 150 Treasure Hunt 67 Sprinkle, Sprinkle 188 Bubbles, Bubbles Everywhere</p>
<p>Shows interest in certain images or objects by vocalizing or reaching (CD4.4e)</p>	<p>Baby InvestiGators Play and Grow Cards: 12 See and Touch Shapes 68 Round and Square 136 Songs in Books 197 Beanbag Toss 200 Collecting Nature's Gifts</p>