

**LITTLE**

# InvestiGators™

**2025**

**Infants and  
Toddlers**

**Alignment to  
Florida Early Learning and  
Developmental Standards  
for Infants and Toddlers**

Approved by Florida Division of Early Learning



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## Alignment to the Florida Early Learning and Developmental Standards for Infant and Toddlers

The following references are examples of components and teaching in The Little InvestiGators™ Program that align to the **Florida Early Learning and Developmental Standards** for birth to three-year-olds. The correlation is intended to illustrate the system's approach to these standards, not the comprehensiveness of the program.

Florida Early Learning and Developmental Standards 2017	Submission Evidence and Page Number(s)
<b>I. Physical Development Domain</b>	
<b>Age: Birth to 8 Months</b>	
<b>A. Health and Well Being</b>	
a. Active Physical Play	
1. Engages in physical activities with increasing balance, coordination, endurance and intensity.	

Benchmark a. Demonstrates beginning signs of balance, control and coordination	<b>Baby InvestiGators™ Play and Grow Cards:</b> 40 Roll and Stretch 46 Crinkle Crawl 48 Flag Fun 51 Walk with Me 52 Rock and Sing 53 Move to the Rhythm 54 Circle of Objects 55 Knock Them Down! 86 Kick and Splash 88 Look Up! 89 Roll Over!
b. Safety (Not typically observed for this age group)	NA
c. Personal Care Routines (Not typically observed for this age group)	NA
d. Feeding and Nutrition	
1. Responds to feeding or feeds self with increasing efficiency and demonstrates increasing interest in eating habits and making food choices	
Benchmark a. Shows interest in the process of being fed (e.g., holds bottle, uses lips to take food off the spoon, attempts to grab or reaches for spoon while being fed)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 7 Signal Log 9 Super Sippers 10 Hold On! 11 The Bottle Song 13 Hungry Me!
<b>B. Motor Development</b>	
a. Gross Motor Development	
1. Demonstrates use of large muscles for movement, position, strength, and coordination	

Benchmark a. Explores new body positions and movements (e.g., rolling over, sitting, crawling, hitting/kicking at objects)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  40 Roll and Stretch 46 Crinkle Crawl 51 Walk with Me 52 Rock and Sing 53 Move to the Rhythm 54 Circle of Objects 55 Knock Them Down! 86 Kick and Splash 89 Roll Over!
2. Demonstrates use of large muscles to move in the environment	
Benchmark b. Uses each new posture (e.g., raising head, rolling onto back, sitting) to learn new ways to explore the environment (e.g., sits up to be able to reach for or hold objects)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  40 Roll and Stretch 46 Crinkle Crawl 48 Flag Fun 55 Knock Them Down! 88 Look Up! 89 Roll Over! 97 Tummy to Tummy
b. Gross Motor Perception	
1. Uses perceptual information to guide motions and interactions with objects and other people	
Benchmark a. Exhibits body awareness and starts to move intentionally	<b>Baby InvestiGators™ Play and Grow Cards:</b>  2 Do You Want? 7 Signal Log 40 Roll and Stretch 48 Flag Fun 49 Texture Crawl 51 Walk with Me 52 Rock and Sing

c. Fine Motor Development	
1. Demonstrates increasing precision, strength, coordination, and efficiency when using hand muscles for play and functional tasks	
Benchmark a. Begins to use hands for play and functional tasks (e.g., putting hands on bottle, reaching for and grasping toy)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  9 Super Sippers 25 Toy Store 26 I See Baby! 56 Reach and Rattle 69 Light Show 73 Gone Fishin' 100 Your Friend Hops
2. Increasingly coordinates hand and eye movements to perform a variety of actions with increasing precision	
Benchmark a. Displays beginning signs of strength, control and eye-hand coordination	<b>Baby InvestiGators™ Play and Grow Cards:</b>  12 See and Touch Shapes 41 Shake It Up 44 Whoopsie Daisy! 50 Pick Up Practice 56 Reach and Rattle 61 Discover Today 62 Budding Artists
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>I. Physical Development Domain</b>	
<b>Age: 8 to 18 Months</b>	
<b>A. Health and Wellbeing</b>	

a. Active Physical Play	
1. Engages in physical activities with increasing balance, coordination, endurance and intensity.	
Benchmark a. Uses movement and senses to explore and learn	<b>Baby InvestiGators™ Play and Grow Cards:</b>  111 Sing “Out” 139 Animal Taxi 141 Baby Basketball 143 Exploration Station 145 Match the Puppet 146 If You’re Happy 147 Shake, Rattle, Tap 171 Show a Feeling 181 Musical Jam
b. Safety (Not typically observed for this age group)	NA
2. Shows awareness of safety and increasingly demonstrates knowledge of safe choices and risk assessment when participating in a daily activity. (Not typically observed for this age group)	NA
c. Personal Care Routines	
2. Responds to and initiates care routines that support personal hygiene	
Benchmark a: Responds and cooperates in ways that demonstrate awareness of a hygiene routine (e.g., grabs for washcloth as adult washes child’s face)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  109 Wash Up! 112 Scrub-a-Dub
d. Feeding and Nutrition	

1. Responds to feeding or feeds self with increasing efficiency and demonstrates increasing interest in eating habits and making food choices	
Benchmark a. Feeds self some finger food items (feeds self small pieces of food from tray)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  107 Point to It! 108 Finger Foods 119 Yummy, Yucky
Benchmark b. Shows interest in new foods that are offered	<b>Baby InvestiGators™ Play and Grow Cards:</b>  101 More, Please! 107 Point to It! 108 Finger Foods 119 Yummy, Yucky 120 Yogurt Paintings
Benchmark c. Shows preference for food choices	<b>Baby InvestiGators™ Play and Grow Cards:</b>  101 More, Please! 107 Point to It! 108 Finger Foods 119 Yummy, Yucky 120 Yogurt Paintings
Benchmark d. Explores food with fingers	<b>Baby InvestiGators™ Play and Grow Cards:</b>  108 Finger Foods 116 Snack Time Counting 119 Yummy, Yucky
<b>B. Motor Development</b>	
a. Gross Motor Development	
1. Demonstrates use of large muscles for movement, position, strength, and coordination	

Benchmark a: Moves from crawling to walking, learns new muscle coordination for each new skill, and how to manage changing ground surfaces	<b>Baby InvestiGators™ Play and Grow Cards:</b> 124 The Hiding Game 143 Exploration Station 167 Sprinkle, Sprinkle 168 Rowing the Boat 174 Scavenger Hunt 193 Streamer Play
2. Demonstrates use of large muscles to move in the environment	
Benchmark a: Uses body position, balance and especially movement to explore and examine materials, activities and spaces (e.g., uses furniture to pull self up)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 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
b. Gross Motor Perception	
1. Uses perceptual information to guide motions and interactions with objects and other people	
Benchmark a: Begins to act and move with intention and purpose	<b>Baby InvestiGators™ Play and Grow Cards:</b> 141 Baby Basketball 143 Exploration Station 148 Treasure Box 154 Pick-up, Pop-Up 187 Walk About 193 Streamer Play



Benchmark b: Begins to discover how the body fits and moves through space	<b>Baby InvestiGators™ Play and Grow Cards:</b> 139 Animal Taxi 141 Baby Basketball 143 Exploration Station 148 Treasure Box 154 Pick-up, Pop-Up 191 Picking Up Paw-Paws 194 Push and Pull
c. Fine Motor Development	
1. Demonstrates increasing precision, strength, coordination, and efficiency when using hand muscles for play and functional tasks	
Benchmark a: Uses hands for play and functional tasks (e.g., putting hands on bottle, reaching for and grasping toy)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 108 Finger Foods 109 Wash Up 112 Scrub-a-Dub-Dub 120 Yogurt Paintings! 129 I Write, You Write 130 Apple Tree 142 Little Artists
2. Increasingly coordinates hand and eye movements to perform a variety of actions with increasing precision	
Benchmark a: Coordinates the use of arms, hands, fingers to accomplish tasks	<b>Baby InvestiGators™ Play and Grow Cards:</b> 125 Pat-a-Cake 133 Bright Sun 138 Kitchen Puzzles 144 Fabric Pull 147 Shake, Rattle, Tap 150 Treasure Hunt 188 Bubbles, Bubbles Everywhere

Florida Early Learning and Developmental Standards 2017	Submission Evidence and Page Number(s)
<b>I. Physical Development Domain</b>	
<b>Age: 18 to 24 Months</b>	
<b>A. Health and Wellbeing</b>	
a. Active Physical Play	
1. Engages in physical activities with increasing balance, coordination, endurance and intensity.	
Benchmark a. Engages in brief instances of physical play (e.g., pushes wheeled toy for short distance, puts toys in wagon and pulls wagon around the room)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 236 Weeble Wobble 238 Pillow Walk 239 Tunnel Adventure 244 Park the Car 262 Take a Turn! 269 Go to It! 277 Kick Ball 284 Freeze! 285 Mountain Climbers
b. Safety	
1. Shows awareness of safety and increasingly demonstrates knowledge of safe choices and risk assessment when participating in a daily activity.	
Benchmark a. (CD) Follows guidance about safety practices (e.g., use walking feet, pet gently, hold familiar adult's hand when crossing street	<b>InvestiGator Tots™ Play and Grow Cards:</b> 205 Taking a Trip 280 Delivery Service 236 Weeble Wobble

c. Personal Care Routines	
1. Responds to and initiates care routines that support personal hygiene	
Benchmark a: Actively participates in simple steps of hygiene routines with adult	<b>InvestiGator Tots™ Play and Grow Cards:</b> 207 The Getting Dressed Song 214 Potty Party 242 Baby Bubble Bath
d. Feeding and Nutrition	
2. Responds to feeding or feeds self with increasing efficiency and demonstrates increasing interest in eating habits and making food choices	
Benchmark a. Periodically feeds self some foods using developmentally appropriate basic utensils, sometimes needing help	<b>InvestiGator Tots™ Play and Grow Cards:</b> 232 Teddy Bear Picnic 234 Stir It Up 293 Outdoor Kitchen
Benchmark b. Shows willingness to try new foods when offered on multiple occasions	<b>InvestiGator Tots™ Play and Grow Cards:</b> 206 Point and Pick 212 Fruit Pops
Benchmark c. Sometimes makes choices about which foods to eat when offered several choices	<b>InvestiGator Tots™ Play and Grow Cards:</b> 206 Point and Pick 212 Fruit Pops
Benchmark d. Distinguishes between food and non-food items	<b>InvestiGator Tots™ Play and Grow Cards:</b> 282 Pudding Paint 293 Outdoor Kitchen
<b>B. Motor Development</b>	

a. Gross Motor Development	
1. Demonstrates use of large muscles for movement, position, strength, and coordination	
Benchmark a: Begins to gain control of a variety of postures and movements including stooping, going from sitting to standing, running and jumping	<b>InvestiGator Tots™ Play and Grow Cards:</b> 223 Clap, Jump, Touch! 236 Weeble Wobble 237 Scarf Dancing 238 Pillow Walk 239 Tunnel Adventure 277 Kick Ball
2. Demonstrates use of large muscles to move in the environment	
Benchmark a: Uses complex movements, body positions and postures to participate in active and quiet, indoor and outdoor play	<b>InvestiGator Tots™ Play and Grow Cards:</b> 236 Weeble Wobble 237 Scarf Dancing 238 Pillow Walk 239 Tunnel Adventure 277 Kick Ball 278 Jungle Walk 280 Delivery service 284 Freeze! 285 Mountain Climbers
b. Gross Motor Perception	
1. Uses perceptual information to guide motions and interactions with objects and other people	

Benchmark a: Acts and moves with intention and purpose	<b>InvestiGator Tots™ Play and Grow Cards:</b>  236 Weeble Wobble 237 Scarf Dancing 238 Pillow Walk 239 Tunnel Adventure 277 Kick Ball 278 Jungle Walk 280 Delivery service 284 Freeze! 285 Mountain Climbers
Benchmark b: Begins to demonstrate awareness of own body in space	<b>InvestiGator Tots™ Play and Grow Cards:</b>  236 Weeble Wobble 237 Scarf Dancing 238 Pillow Walk 239 Tunnel Adventure 277 Kick Ball 278 Jungle Walk 280 Delivery service 284 Freeze! 285 Mountain Climbers
Benchmark c: Begins to coordinate perceptual information and motor actions to participate and play in daily routines (e.g., singing songs with hand motions or rolling ball)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  223 Clap, Jump, Touch! 237 Scarf Dancing 238 Pillow Walk 239 Tunnel Adventure 277 Kick Ball 278 Jungle Walk 280 Delivery service 284 Freeze! 285 Mountain Climbers
c. Fine Motor Development	

1. Demonstrates increasing precision, strength, coordination, and efficiency when using hand muscles for play and functional tasks	
Benchmark a: Gains control of hands and fingers	<b>InvestiGator Tots™ Play and Grow Cards:</b> 230 Where is Thumbkin? 235 Foam Painting 279 Sponge Fun 281 Car Wash 282 Pudding Paint 283 Rainbow Rice
2. Increasingly coordinates hand and eye movements to perform a variety of actions with increasing precision	
Benchmark a: Uses hand-eye coordination when participating in routines, play and activities (e.g., painting at an easel, putting objects into shape sorter, putting blocks into defined space, tearing paper)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 233 Soft Landings 279 Sponge Fun 281 Car Wash 282 Pudding Paint 283 Rainbow Rice
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>I. Physical Development Domain</b>	
<b>Age: 2-3 years (24-36 Months)</b>	
<b>A. Health and Well Being</b>	
a. Active Physical Play	

1. Engages in physical activities with increasing balance, coordination, endurance and intensity.	
Benchmark a. Engages in active physical play for short periods of time	<b>InvestiGator Tots™ Play and Grow Cards:</b>  309 Head and Shoulders 338 Show Me Your... 343 Fort Fun 346 Balloon Bounce 376 Goal! 378 Walk the Line 381 Special Delivery 383 Bear's Stairs 384 Marching Band 437 Beanbag Tricks 438 Bunny Hop 483 Cup Tower Target 485 Work It Out! 486 Red Light, Green Light
b. Safety	
1. Shows awareness of safety and increasingly demonstrates knowledge of safe choices and risk assessment when participating in a daily activity	
Benchmark a. (CD) Demonstrates difference between safe and unsafe play behaviors (e.g., chairs are for sitting, keeps inappropriate items out of nose/mouth)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  345 Stop Your Feet! 377 Let It Roll 381 Special Delivery 383 Bear's Stairs 407 The Crossing Song
c. Personal Care Routines	
1. Responds to and initiates care routines that support personal hygiene	

Benchmark a: Carries out some steps of own personal hygiene routines with specific adult guidance or demonstration	<b>InvestiGator Tots™ Play and Grow Cards:</b> 306 Pearly Whites 307 Pre-Potty Prep 404 Clean Hands Club 406 Germ Busters 412 Mealttime Melody
d. Feeding and Nutrition	
1. Responds to feeding or feeds self with increasing efficiency and demonstrates increasing interest in eating habits and making food choices	
Benchmark a: Feeds self a wide variety of foods using developmentally appropriate basic utensils	<b>InvestiGator Tots™ Play and Grow Cards:</b> 320 Taste Test Tuesday 365 What's for Dinner? 405 Lunch and Learn 409 Pick a Hand 414 Pass the Crackers, Please 440 Tea Party
Benchmark b: Expresses preferences about foods, specifically likes or dislikes	<b>InvestiGator Tots™ Play and Grow Cards:</b> 341 Healthy Choices 320 Taste Test Tuesday 365 What's for Dinner? 405 Lunch and Learn
Benchmark c: Communicates to adults when hungry, thirsty or has had enough to eat	<b>InvestiGator Tots™ Play and Grow Cards:</b> 308 The Farmer in the Dell 320 Taste Test Tuesday 365 What's for Dinner? 405 Lunch and Learn
<b>B. Motor Development</b>	
a. Gross Motor Development	



1. Demonstrates use of large muscles for movement, position, strength, and coordination	
Benchmark a: Gains control of a variety of postures and movements including stooping, going from sitting to standing, running and jumping	<b>InvestiGator Tots™ Play and Grow Cards:</b>  343 Fort Fun 346 Balloon Bounce 376 Goal! 378 Walk the Line 379 Passenger Pals 382 Balance Beam Maze 383 Bear's Stairs 384 Marching Band 438 Bunny Hop 486 Red Light, Green Light 490 Jumping Beans
2. Demonstrates use of large muscles to move in the environment	

Benchmark a: Uses a variety of increasingly complex movements, body positions and postures to participate in active and quiet, indoor and outdoor play	<b>InvestiGator Tots™ Play and Grow Cards:</b> 309 Head and Shoulders 338 Show Me Your... 343 Fort Fun 346 Balloon Bounce 376 Goal! 378 Walk the Line 379 Passenger Pals 381 Special Delivery 382 Balance Beam Maze 383 Bear's Stairs 384 Marching Band 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
b. Gross Motor Perception	
1. Uses perceptual information to guide motions and interactions with objects and other people	

<p>Benchmark a: Develops independence through coordinated and purposeful movements and activities</p>	<p><b>InvestiGator Tots™ Play and Grow Cards:</b></p> <p>338 Show Me Your...</p> <p>343 Fort Fun</p> <p>346 Balloon Bounce</p> <p>376 Goal!</p> <p>378 Walk the Line</p> <p>379 Passenger Pals</p> <p>381 Special Delivery</p> <p>382 Balance Beam Maze</p> <p>383 Bear's Stairs</p> <p>384 Marching Band</p> <p>410 Snack Helpers</p> <p>437 Beanbag Tricks</p> <p>438 Bunny Hop</p> <p>483 Cup Tower Target</p> <p>486 Red Light, Green Light</p> <p>487 Trike Course</p> <p>488 Skee-Ball</p> <p>490 Jumping Beans</p>
<p>Benchmark b: Demonstrates awareness of own body in space</p>	<p><b>InvestiGator Tots™ Play and Grow Cards:</b></p> <p>309 Head and Shoulders</p> <p>338 Show Me Your...</p> <p>343 Fort Fun</p> <p>346 Balloon Bounce</p> <p>376 Goal!</p> <p>378 Walk the Line</p> <p>381 Special Delivery</p> <p>382 Balance Beam Maze</p> <p>383 Bear's Stairs</p> <p>384 Marching Band</p> <p>410 Snack Helpers</p> <p>437 Beanbag Tricks</p> <p>438 Bunny Hop</p> <p>486 Red Light, Green Light</p> <p>487 Trike Course</p> <p>490 Jumping Beans</p>

Benchmark c: Coordinates perceptual information and motor actions to participate in play and activities (e.g., singing songs with hand motions or rolling/catching ball)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 309 Head and Shoulders 338 Show Me Your... 346 Balloon Bounce 378 Walk the Line 382 Balance Beam Maze 383 Bear's Stairs 384 Marching Band 437 Beanbag Tricks 438 Bunny Hop 483 Cup Tower Target 486 Red Light, Green Light 488 Skee-Ball
c. Fine Motor Development	
1. Demonstrates increasing precision, strength, coordination, and efficiency when using hand muscles for play and functional tasks	
Benchmark a: Coordinates the use of hands and fingers	<b>InvestiGator Tots™ Play and Grow Cards:</b> 339 Shape Sorting 340 Tower Trials 344 Cut the Dough 348 Window Art 349 Clothespin Challenge 380 Tube Ball 409 Pick a Hand 435 For the Birds 436 Personalized Puzzles 439 If You Build It... 440 Tea Party 441 Treasure Bags 443 Colander Creations 484 Spray and Play 489 Water Painting

2. Increasingly coordinates hand and eye movements to perform a variety of actions with increasing precision	
Benchmark a: Coordinates the use of arms, hands, fingers to accomplish tasks with hand-eye coordination when participating in routines, play and activities (e.g., painting at an easel, placing simple pieces of puzzle, folding paper)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 339 Shape Sorting 340 Tower Trials 344 Cut the Dough 348 Window Art 349 Clothespin Challenge 380 Tube Ball 409 Pick a Hand 435 For the Birds 436 Personalized Puzzles 439 If You Build It... 440 Tea Party 441 Treasure Bags 443 Colander Creations 484 Spray and Play 489 Water Painting
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>II. Approaches to Learning Domain</b>	
<b>Age: Birth to Eight Months</b>	
<b>A. Eagerness and Curiosity</b>	
1. Shows awareness of and interest in the environment	<b>Baby InvestiGators™ Play and Grow Cards:</b> 19 Choose a Toy 69 Light Show 70 What's That Sound? 72 Alike and Different 73 Gone Fishin' 96 It's Nice Outside
<b>B. Persistence</b>	

1. (CD) Attends to sights, sounds and people for brief and increasing periods of time and tries to produce interesting and pleasurable outcomes	<b>Baby InvestiGators™ Play and Grow Cards:</b> 58 Again! 60 Peek-a-Boo Box 66 Fill the Basket 71 Pass and Play 92 Where Is Buddy? 94 Roll It, Pat It
<b>C. Creativity and Inventiveness</b>	
1. Notices and shows interest and excitement with familiar objects, people and events	<b>Baby InvestiGators™ Play and Grow Cards:</b> 5 Transition Tunes 17 Music, Please! 28 Where's the Beat? 62 Budding Artist 65 Monkey See, Monkey Do 74 Pots and Pans Play
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>II. Approaches to Learning Domain</b>	
<b>Age: 8-18</b>	
<b>A. Eagerness and Curiosity</b>	
1. Shows eagerness and curiosity as a learner	<b>Baby InvestiGators™ Play and Grow Cards:</b> 113 Sounds to Go! 119 Yummy, Yucky 150 Treasure Hunt 157 All Aboard! 166 Ramp It Up 167 Sprinkle, Sprinkle
<b>B. Persistence</b>	

1. (CD) Pays attention briefly and persist in repetitive tasks	<b>Baby InvestiGators™ Play and Grow Cards:</b>  116 Snack Time Counting 148 Treasure Box 164 Block Demolition 165 Watch What Happens 168 Rowing the Boat 180 Construction Crew 199 Ruf, Ruf, Reach
<b>C. Creativity and Inventiveness</b>	
1. Approaches and explores new experiences in familiar settings	<b>Baby InvestiGators™ Play and Grow Cards:</b>  120 Yogurt Paintings 136 Songs in Books 149 Explore and Examine 158 A Tricky Path 161 Skyscraper Stackers 165 Watch What Happens
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>II. Approaches to Learning Domain</b>	
<b>Age: 18-24 Months</b>	
<b>A. Eagerness and Curiosity</b>	
1. Shows eagerness and curiosity as a learner	<b>InvestiGator Tots™ Play and Grow Cards:</b>  242 Baby Bubble Bath 253 Cardboard Cubby 255 Lacing Boards 295 Storytelling Basket 296 House Painters
<b>B. Persistence</b>	

1. (CD) Pays attention for longer periods of time and persists at preferred activities	<b>InvestiGator Tots™ Play and Grow Cards:</b> 214 Potty Party 241 Sort It Out 244 Park the Car 255 Lacing Boards 295 Storytelling Basket 297 Field Day Fun
<b>C. Creativity and Inventiveness</b>	
1. Explores the various new properties and uses for familiar objects and experiences	<b>InvestiGator Tots™ Play and Grow Cards:</b> 253 Cardboard Cubby 254 Two Together 255 Lacing Boards 256 Crayon Cool Down 296 House Painters
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>II. Approaches to Learning Domain</b>	
<b>Age: 2 – 3 Years (24-36 Months)</b>	
<b>A. Eagerness and Curiosity</b>	
1. Shows eagerness and curiosity as a learner	<b>InvestiGator Tots™ Play and Grow Cards:</b> 318 Free Choice Time 319 I Can Do It! 320 Taste Test Tuesday 362 Box Blocks 363 Shake Your Sillies Out 392 Confident Climbers 417 Good Morning Song 455 Dozing Dolly 456 Kiddie Catering 498 Outdoor Choice Time 499 Traveling Water 500 Race Day



<b>B. Persistence</b>	
1. (CD) Spends more time engaging in child-initiated activities and seeks or accepts help when encountering a problem	<b>InvestiGator Tots™ Play and Grow Cards:</b>  318 Free Choice Time 319 I Can Do It! 362 Box Blocks 392 Confident Climbers 455 Dozing Dolly 456 Kiddie Catering 498 Outdoor Choice Time 499 Traveling Water
<b>C. Creativity and Inventiveness</b>	
1. Explores the environment with purpose and flexibility	<b>InvestiGator Tots™ Play and Grow Cards:</b>  318 Free Choice Time 319 I Can Do It! 320 Taste Test Tuesday 362 Box Blocks 363 Shake Your Sillies Out 392 Confident Climbers 456 Kiddie Catering 498 Outdoor Choice Time 499 Traveling Water 500 Race Day
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>III. Social and Emotional Development</b>	
<b>Age: Birth to 8 Months</b>	
<b>A. Emotional Functioning</b>	
1. Expresses, identifies and responds to a range of emotions	

Benchmark a: (CD) Uses sounds, facial expressions and gestures to respond to caregiver interactions and express a range of emotions	<b>InvestiGator Tots™ Play and Grow Cards:</b> 1 Talk with Me 2 Do You Want? 8 See, Say, and Sign 10 Hold On! 16 Chatter and Coo
2. Demonstrates appropriate affect (emotional response) between behavior and facial expression	
Benchmark a: (CD) Shows recognition of familiar adults and imitates their facial expressions	<b>InvestiGator Tots™ Play and Grow Cards:</b> 20 Silly Sounds 26 I See Baby 38 Copy Cat 65 Monkey See, Monkey Do!! 67 Funny Face
<b>B. Managing Emotions</b>	
1. Demonstrates ability to self-regulate	
Benchmark a: (CD) Uses preferred adult to help soothe	<b>InvestiGator Tots™ Play and Grow Cards:</b> 11 The Bottle Song 13 Hungry Me! 15 Goodnight, Friends 22 Hush Mow, Baby 27 Shiny Hands and Face
2. Attends to sights, sounds, objects, people and activities	

Benchmark a: (CD) Attends to sights, sounds and people for brief and increasing periods of time	<b>InvestiGator Tots™ Play and Grow Cards:</b> 1 Talk with Me 13 Hungry Me! 19 Choose a Toy 20 Silly Sounds 56 Reach and Rattle
<b>C. Building and Maintaining Relationships with Adults and Peers</b>	
1. Develops positive relationships with adults	
Benchmark a: (CD) Experiences and develops secure relationship with a primary caregiver	<b>InvestiGator Tots™ Play and Grow Cards:</b> 1 Talk with Me 3 Take Note! 23 Gurgle, Coo, I'm Listening to You 24 Walk and Talk 78 Such a Dear One
2. Develops positive relationships with peers	
Benchmark a: (CD) Notices peers by looking, touching or making sounds directed toward the child	<b>InvestiGator Tots™ Play and Grow Cards:</b> 56 Reach and Rattle 75 Name Games 79 Fuzzy Bear 83 Hello, Hello 98 Do You See Who I See?
3. Develops increasing ability to engage in social problem solving	

Benchmark a: (CD) Signals when there is a problem to seek adult attention and support	<b>InvestiGator Tots™ Play and Grow Cards:</b> 7 Signal Log 8 See, Say, and Sign 11 The Bottle Song
4. Exhibits empathy by demonstrating care and concern for others	
Benchmark a: (CD) Cries when hearing other children cry	NA
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>III. Social and Emotional Development</b>	
<b>Age: Birth to Eight Months</b>	
<b>D. Sense of Identity and Belonging</b>	
1. Develops sense of identity and belonging through play	
Benchmark a: (CD) Eagerly bids for attention of adults	<b>Baby InvestiGators™ Play and Grow Cards:</b> 23 Gurgle, Coo, I'm Listening to You 26 I See Baby! 29 Wave to Me 35 Pat with Me 38 Copy Cat 95 Peek-a-Doodle!
2. Develops sense of identity and belonging through exploration and persistence	

Benchmark a: (CD) Shows interest and inclination to explore without adult direction	<b>Baby InvestiGators™ Play and Grow Cards:</b> 17 Music, Please! 39 Paper Play 46 Crinkle Crawl 49 Texture Crawl 53 Move to the Rhythm 54 Circle of Objects 58 Again! 61 Discover Today 74 Pots and Pans Play
3. Develops sense of identity and belonging through routines, rituals, and interactions	
Benchmark a: (CD) Begins to respond positively to familiar routines and rituals initiated by familiar adult	<b>Baby InvestiGators™ Play and Grow Cards:</b> 1 Talk with Me 2 Do You Want? 3 Take Note! 4 This Little Piggy 5 Transition Tunes 6 Rattle Play 7 Supper Sippers 11 The Bottle Song 15 Goodnight, Friends 27 Shiny Hands and Face
4. Develops sense of self awareness and independence	

Benchmark a: (CD) Signals preferences related to objects and people (e.g., preferring one pacifier over another)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  19 Choose a Toy 21 Who's That? 25 Toy Store 45 This One or That One? 52 Rock and Sing 76 Read It, Show It
Benchmark b: (CD) Begins to recognize own abilities and preferences	<b>Baby InvestiGators™ Play and Grow Cards:</b>  8 See, Say, and Sign 9 Super Sippers 26 I See Baby! 29 Wave to Me 31 Can You Shake It? 51 Walk with Me 55 Knock Them Down!
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>III. Social and Emotional Development</b>	
<b>Age: 8-18 Months</b>	
<b>A. Emotional Functioning</b>	
1. Expresses, identifies and responds to a range of emotions	
Benchmark a: (CD) Conveys an expanded repertoire of emotions and adjusts expressions in response to the reactions of familiar adults	<b>Baby InvestiGators™ Play and Grow Cards:</b>  146 If You're Happy 171 Show a Feeling 175 Big Hug, Small Hug 178 Our Happy Puppy 200 Collecting Nature's Gifts

2. Demonstrates appropriate affect (emotional response) between behavior and facial expression	
Benchmark a: (CD) Begins to spontaneously express appropriate emotional gestures and facial expressions according to the situation	<b>Baby InvestiGators™ Play and Grow Cards:</b> 146 If You're Happy 171 Show a Feeling 175 Big Hug, Small Hug 178 Our Happy Puppy
<b>B. Managing Emotions</b>	
1. Demonstrates ability to self-regulate	
Benchmark a: (CD) Soothes with preferred adult during distress to help calm self	<b>Baby InvestiGators™ Play and Grow Cards:</b> 121 It's OK 122 Naptime 123 Snug-as-a-Bug 124 The Hiding Game
2. Attends to sights, sounds, objects, people and activities	
Benchmark a: (CD) Exhibits joint attention	<b>Baby InvestiGators™ Play and Grow Cards:</b> 175 Big Hug, Small Hug 179 Puppy to the Rescue 180 Construction Crew 193 Streamer Play 196 Chug-a-Choo
<b>C. Building and Maintaining Relationships with Adults and Peers</b>	
1. Develops positive relationships with adults	

Benchmark a: (CD) Develops secure and responsive relationships with consistent adults	<b>Baby InvestiGators™ Play and Grow Cards:</b> 102 Where Are You? 105 What'll I Do with Baby? 112 Scrub-a-Dub 173 Family Photo Album 185 Chat with Me
2. Develops positive relationships with peers	
Benchmark a: (CD) Shows interest in peers who are playing nearby and interacts with them briefly	<b>Baby InvestiGators™ Play and Grow Cards:</b> 150 Treasure Hunt 174 Scavenger Hunt 177 See Me 179 Puppy to the Rescue 180 Construction Crew 181 Musical Jam 182 Parade Day 194 Push and Pull
3. Develops increasing ability to engage in social problem solving	
Benchmark a: (CD) Demonstrates emotional expressions to signal for adult assistance	<b>Baby InvestiGators™ Play and Grow Cards:</b> 101 More, Please! 107 Point to It! 121 It's OK!
4. Exhibits empathy by demonstrating care and concern for others	
Benchmark a: (CD) Notices the emotions of others and responds in a manner that shows understanding of that emotion (e.g., smiles when another child is happy, looks concerned when a child is sad)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 175 Big Hug, Small Hug 179 Puppy to the Rescue 180 Construction Crew



Florida Early Learning and Developmental Standards 2017	Submission Evidence and Page Number(s)
<b>III. Social Emotional Development</b>	
<b>Age: 8 to 18 Months</b>	
<b>D. Sense of Identity and Belonging</b>	
1. Develops sense of identity and belonging through play	
Benchmark a: (CD) Expectantly bids for attention from adults and other children	<b>Baby InvestiGators™ Play and Grow Cards:</b>  170 Big Bam Band 171 Show a Feeling 173 Family Photo Album 177 See Me 184 Chat with Me 192 "Bowl"ing
2. Develops sense of identity and belonging through exploration and persistence	
Benchmark a: (CD) Explores for extended periods and delights in discoveries	<b>Baby InvestiGators™ Play and Grow Cards:</b>  149 Explore and Examine 150 Treasure Hunt 151 Silly Sound Wall 168 Rowing the Boat 188 Bubbles, Bubbles Everywhere 196 Chu-a-Choo 197 Beanbag Toss
3. Develops sense of identity and belonging through routines, rituals, and interactions	

Benchmark a: (CD) Responds positively to and expects patterned routines, rituals and interactions initiated by an adult	<b>Baby InvestiGators™ Play and Grow Cards:</b> 101 More, Please! 102 Where Are You? 103 Yes or No? 104 The Hello Song 105 What'll I Do with Baby? 107 Point to It! 109 Wash Up! 111 Sign "Out" 112 Scrub-a-Dub 114 Cleanup Time
4. Develops sense of self awareness and independence	
Benchmark a: (CD) Begins to use more complex means of communicating (e.g., sounds, gestures, some words) to express need for independence and individuation	<b>Baby InvestiGators™ Play and Grow Cards:</b> 103 Yes or No? 104 The Hello Song 111 Sign "Out" 128 Face Time 152 That's Me! 158 A Tricky Path
Benchmark b: (CD) Recognizes own abilities and preferences	<b>Baby InvestiGators™ Play and Grow Cards:</b> 126 Pick a Book 142 Little Artists 147 Shake, Rattle, Tap 153 Story Time 160 Do What I Do
Benchmark c: (CD) Responds to name when called	<b>Baby InvestiGators™ Play and Grow Cards:</b> 102 Where Are You? 105 What'll I Do with Baby? 184 Time to Shine 185 Chat with Me

<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>III. Social and Emotional Development Domain</b>	
<b>Age: 18 to 24 Months</b>	
<b>A. Emotional Functioning</b>	
1. Expresses, identifies and responds to a range of emotions	
Benchmark a: (CD) Begins to physically respond to the feelings of others	<b>InvestiGator Tots™ Play and Grow Cards:</b>  216 Stop, Sit, and Share 218 Blow A Kiss 252 Class Puppet 259 We Are All Here! 264 Share A Hug 265 Zookeepers 297 Field Day Fun
2. Demonstrates appropriate affect (emotional response) between behavior and facial expression	
Benchmark a: (CD) Begins to put words to emotions in interactions with others	<b>InvestiGator Tots™ Play and Grow Cards:</b>  215 I Am Special 219 Instant Freeze 252 Class Puppet 258 A Story About Me 263 That One, Please!
<b>B. Managing Emotions</b>	
1. Demonstrates ability to self-regulate	

Benchmark a: (CD) Looks to adults to soothe and may use a transitional object during times of distress	<b>InvestiGator Tots™ Play and Grow Cards:</b> 218 Blow A Kiss 252 Class Puppet 264 Share a Hug 266 Zookeepers
2. Attends to sights, sounds, objects, people and activities	
Benchmark a: (CD) Maintains focus for longer periods of time and persists at preferred activities	<b>InvestiGator Tots™ Play and Grow Cards:</b> 220 Special Spot 258 A Story About Me 259 We Are All Here! 261 Doll's Day Out 266 Work Buddies 297 Field Day Fun
<b>C. Building and Maintaining Relationships with Adults and Peers</b>	
1. Develops positive relationships with adults	
Benchmark a: (CD) Enjoys games and other social exchanges with familiar adults	<b>InvestiGator Tots™ Play and Grow Cards:</b> 215 I Am Special 218 Blow A Kiss 220 Special Spot 261 Doll's Day Out 262 Take A Turn! 268 Flower Faces 297 Field Day Fun 300 Catch, Friend!
2. Develops positive relationships with peers	

Benchmark a: (CD) Plays alongside peers and engages in simple turn-taking	<b>InvestiGator Tots™ Play and Grow Cards:</b> 216 Stop, Sit, and Share 219 Instant Freeze 220 Special Spot 259 We Are All Here! 262 Take A Turn! 263 That One, Please! 266 Work Buddies 297 Field Day Fun 299 Tunnel Explorer 300 Catch, Friend!
3. Develops increasing ability to engage in social problem solving	
Benchmark a: (CD) May imitate others in resolving problems using simple actions	<b>InvestiGator Tots™ Play and Grow Cards:</b> 216 Stop, Sit, and Share 218 Blow A Kiss 219 Instant Freeze 252 Class Puppet 262 Take A Turn! 267 Zookeepers 299 Tunnel Explorer
4. Exhibits empathy by demonstrating care and concern for others	

Benchmark a: Notices the emotions of others and engages in an intentional action in response	<b>InvestiGator Tots™ Play and Grow Cards:</b> 216 Stop, Sit, and Share 218 Blow A Kiss 219 Instant Freeze 252 Class Puppet 257 Faces & Feelings 259 We Are All Here! 261 Doll's Day Out 264 Share A Hug 297 Field Day Fun
<b>D. Sense of Identity and Belonging</b>	
1. Develops sense of identity and belonging through play	
Benchmark a: (CD) Seeks out preferred companions and eagerly engages in parallel play with others	<b>InvestiGator Tots™ Play and Grow Cards:</b> 259 We Are All Here! 262 Take A Turn! 263 That One, Please! 266 Work Buddies 268 Flower Faces 297 Field Day Fun 299 Tunnel Explorer 300 Catch, Friend!
2. Develops sense of identity and belonging through exploration and persistence	
Benchmark a: (CD) Capable of sustained independent play at activities the child enjoys	<b>InvestiGator Tots™ Play and Grow Cards:</b> 261 Doll's Day Out 262 Take A Turn! 263 That One, Please! 265 Circle Time 266 Work Buddies

3. Develops sense of identity and belonging through routines, rituals, and interactions	
Benchmark a: (CD) Begins to initiate and participate in some familiar routines and rituals	<b>InvestiGator Tots™ Play and Grow Cards:</b> 215 I Am Special 217 The Cleanup Song 218 Blow A Kiss 220 Special Spot 265 Circle Time 266 Work Buddies 297 Field Day Fun
4. Develops sense of self awareness and independence	
Benchmark a: (CD) Initiates independent problem-solving efforts but appropriately asks for support from adults when needed	<b>InvestiGator Tots™ Play and Grow Cards:</b> 216 Stop, Sit, and Share 217 The Cleanup Song 262 Take A Turn! 263 That One, Please! 298 Explorer Go-Go
Benchmark b: (CD) Begins to verbally or non-verbally communicate own preferences	<b>InvestiGator Tots™ Play and Grow Cards:</b> 216 Stop, Sit, and Share 258 A Story About Me 261 Doll's Day Out 263 That One, Please!
Benchmark c: (CD) Begins to recognize obvious physical similarities and differences between self and others	<b>InvestiGator Tots™ Play and Grow Cards:</b> 257 Faces & Feelings 258 A Story About Me 260 Neighborhood Album 266 Work Buddies 267 Zookeepers 268 Flower Faces

Florida Early Learning and Developmental Standards 2017	
III. Social and Emotional Development Domain	
Age: 2-3 Years (24 -36 Months)	Submission Evidence and Page Number(s)
<b>A. Emotional Functioning</b>	
1. Expresses, identifies and responds to a range of emotions	
Benchmark a: (CD) Labels simple emotions in self and others (e.g., happy, sad)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  321 Welcome Song 364 Match the Feeling 366 The Emotion Show 368 Show Kindness 369 Shining Sunbeams 371 What's in a Smile? 372 We Work It Out 461 What Does It Show? 463 Taking Care of Baby 465 All Kinds of Characters 472 Show Your Feelings 473 Are You Sunny Yellow?
2. Demonstrates appropriate affect (emotional response) between behavior and facial expression	



Benchmark a: (CD) Continues to expand the use of emotion words using them in appropriate settings	<b>InvestiGator Tots™ Play and Grow Cards:</b>  321 Welcome Song 364 Match the Feeling 366 The Emotion Show 368 Show Kindness 369 Shining Sunbeams 371 What's in a Smile? 372 We Work It Out 374 A Spot for Me 461 What Does It Show? 463 Taking Care of Baby 464 How Many Hugs? 465 All Kinds of Characters 472 Show Your Feelings 473 Are You Sunny Yellow?
<b>B. Managing Emotions</b>	
1. Demonstrates ability to self-regulate	
Benchmark a: (CD) Takes cues from preferred adult and others to expand their strategies and tools to self- regulate	<b>InvestiGator Tots™ Play and Grow Cards:</b>  366 The Emotion Show 368 Show Kindness 369 Shining Sunbeams 370 Talk It Out 371 What's in a Smile? 372 We Work It Out 373 Ready, Set, Crow! 374 A Spot for Me 397 Jump Rope Tangle 399 Step Right Up! 400 On the Job 418 Help-a-Lot 419 Sidewalk Talk 420 Please, Casey 457 You Can Choose!

2. Attends to sights, sounds, objects, people and activities	
Benchmark a: (CD) Spends more time in child- initiated activities	<b>InvestiGator Tots™ Play and Grow Cards:</b>  322 Neat and Tidy 323 Be a Star 364 Match the Feeling 366 The Emotion Show 368 Show Kindness 370 Talk It Out 393 Game Walk 395 Two By Two 397 Jump Rope Tangle 462 Artistic License 467 Brag Bag 468 Little Artists 470 On Our Own 471 My Special Book 476 Find a Friend
<b>C. Building and Maintaining Relationships with Adults and Peers</b>	
1. Develops positive relationships with adults	
Benchmark a: (CD) Enjoys sharing new experiences with familiar adults	<b>InvestiGator Tots™ Play and Grow Cards:</b>  365 What's for Dinner? 370 Talk It Out 373 Ready, Set, Crow! 394 Swing Set Memories 398 Garden Club 418 Help-a-Lot 457 You Can Choose! 459 Where We Go 464 How Many Hugs? 466 Just Like Little Critter 467 Brag Bag 471 My Special Book 474 Family Slideshow

2. Develops positive relationships with peers	
Benchmark a: (CD) Seeks out other children and plays alongside and on occasion with other children	<b>InvestiGator Tots™ Play and Grow Cards:</b> 366 The Emotion Show 368 Show Kindness 370 Talk It Out 372 We Work It Out 393 Game Walk 394 Swing Set Memories 395 Two By Two 397 Jump Rope Tangle 398 Garden Club 399 Step Right Up! 400 On the Job 463 Taking Care of Baby 474 Family Slideshow 477 Making Waves
3. Develops increasing ability to engage in social problem solving	
Benchmark a: (CD) Identifies the problem and requests adult support to address the problem for their desired solution	<b>InvestiGator Tots™ Play and Grow Cards:</b> 368 Show Kindness 369 Shining Sunbeams 370 Talk It Out 372 We Work It Out 373 Ready, Set, Crow! 398 Garden Club 400 On the Job 457 You Can Choose! 470 On Our Own
4. Exhibits empathy by demonstrating care and concern for others	

Benchmark a: (CD) Recognizes that others have feelings different than their own and often responds with comforting actions	<b>InvestiGator Tots™ Play and Grow Cards:</b> 364 Match the Feeling 366 The Emotion Show 368 Show Kindness 369 Shining Sunbeams 370 Talk It Out 371 What's in a Smile? 372 We Work It Out 463 Taking Care of Baby 464 How Many Hugs? 465 All Kinds of Characters
<b>D. Sense of Identity and Belonging</b>	
1. Develops sense of identity and belonging through play	
Benchmark a: (CD) Continues to engage in parallel play but also begins to play with other preferred playmates	<b>InvestiGator Tots™ Play and Grow Cards:</b> 372 We Work It Out 393 Game Walk 395 Two By Two 397 Jump Rope Tangle 398 Garden Club 399 Step Right Up! 400 On the Job 463 Taking Care of Baby 476 Find a Friend 477 Making Waves
2. Develops sense of identity and belonging through exploration and persistence	

Benchmark a: (CD) Continues sustained independent play while participating in more complex activities	<b>InvestiGator Tots™ Play and Grow Cards:</b> 322 Neat and Tidy 323 Be a Star 367 Paint a Forest 370 Talk It Out 372 We Work It Out 393 Game Walk 397 Jump Rope Tangle 398 Garden Club 418 Help-a-Lot 457 You Can Choose! 460 I See Me 462 Artistic License 466 Just Like Little Critter 467 Brag Bag
3. Develops sense of identity and belonging through routines, rituals, and interactions	
Benchmark a: (CD) Initiates and participates in the rituals and routines of the day	<b>InvestiGator Tots™ Play and Grow Cards:</b> 321 Welcome Song 322 Neat and Tidy 323 Be a Star 365 What's for Dinner? 418 Help-a-Lot 457 You Can Choose! 458 Friendship Puzzles 459 Where We Go 462 Artistic License 466 Just Like Little Critter 470 On Our Own
4. Develops sense of self awareness and independence	

Benchmark a: (CD) Verbally or nonverbally communicates more clearly on needs and wants	<b>InvestiGator Tots™ Play and Grow Cards:</b> 365 What's for Dinner? 366 The Emotion Show 367 Paint a Forest 370 Talk It Out 372 We Work It Out 374 A Spot for Me 399 Step Right Up! 457 You Can Choose! 466 Just Like Little Critter
Benchmark b: (CD) Communicates verbally or nonverbally own preferences	<b>InvestiGator Tots™ Play and Grow Cards:</b> 365 What's for Dinner? 366 The Emotion Show 367 Paint a Forest 370 Talk It Out 372 We Work It Out 374 A Spot for Me 399 Step Right Up! 400 On the Job 457 You Can Choose! 462 Artistic License 466 Just Like Little Critter 470 On Our Own 471 My Special Book

Benchmark c: (CD) Identifies differences and similarities between self and others; uses pronouns such as I, me, mine	<b>InvestiGator Tots™ Play and Grow Cards:</b> 301 That's My Name! 366 The Emotion Show 367 Paint a Forest 370 Talk It Out 372 We Work It Out 374 A Spot for Me 399 Step Right Up! 400 On the Job 457 You Can Choose! 462 Artistic License 466 Just Like Little Critter
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>IV. Language and Literacy Domain</b>	
<b>Age: Birth to 8 Months</b>	
<b>A. Listening and Understanding</b>	
1. Demonstrates understanding when listening	
Benchmark a: Begins to engage in multiple back-and-forth emerging communicative interactions with adults as part of sensory, social and emotional experiences	<b>Baby InvestiGators™ Play and Grow Cards:</b> 1 Talk with Me 2 Do You Want? 8 See, Say, and Sign 16 Chatter and Coo 22 Hush Now, Baby 23 Gurgle, Coo, I'm Listening to You 70 What's That Sound?

Benchmark b: Responds to gestures of adults	<b>Baby InvestiGators™ Play and Grow Cards:</b>  6 Rattle Play 8 See, Say, and Sign 10 Hold On! 29 Wave to Me 36 Back and Forth 65 Monkey See, Monkey Do!
Benchmark c: Responds to gestures that indicate understanding of what is being communicated	<b>Baby InvestiGators™ Play and Grow Cards:</b>  8 See, Say, and Sign 10 Hold On! 31 Can You Shake It? 67 Funny Face 94 Roll It, Pat It
2. Increase knowledge through listening	
Benchmark a: Reacts to environmental sounds and verbal communication	<b>Baby InvestiGators™ Play and Grow Cards:</b>  1 Talk with Me 20 Silly Sounds 23 Gurgle, Coo, I'm Listening to You 57 Look at Me! 90 See, Shake, and Hear 94 Roll It, Pat It
Benchmark b: Turns head toward familiar sounds	<b>Baby InvestiGators™ Play and Grow Cards:</b>  28 Where's the Beat? 32 Where Is ... ? 43 Four Corners 65 Monkey See, Monkey Do! 70 What's That Sound? 95 Peek-a-Doodle!



Benchmark c: Responds to repeated words and phrases	<b>Baby InvestiGators™ Play and Grow Cards:</b>  2 Do You Want? 32 Where Is ... ? 35 Pat with Me 75 Name Games 78 Such a Dear One 92 Where Is Buddy?
3. Follows directions	
Benchmark a: Responds in varied ways to the speaker's voice (e.g., turning head, making eye contact)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  20 Silly Sounds 29 Wave to Me 63 Elephant Song 71 Pass and Play 94 Roll It, Pat It
<b>B. Speaking</b>	
1. Speaks and is understood when speaking	
Benchmark a: Begins to vocalize by using speech-like sounds and communicates in various ways to indicate wants and needs	<b>Baby InvestiGators™ Play and Grow Cards:</b>  2 Do You Want? 16 Chatter and Coo 38 Copy Cat 76 Read It, Show It 83 Hello, Hello
<b>C. Vocabulary</b>	
1. Shows an understanding of words and their meanings (receptive)	

Benchmark a: Begins to look at familiar people, objects or animals when they are named	<b>Baby InvestiGators™ Play and Grow Cards:</b> 2 Do You Want? 16 Chatter and Coo 25 Toy Store 30 Who Is This? 37 I See a ... 82 What Do You See?
Benchmark b: Begins orienting to own name and enjoys playful word games like peek-a-boo	<b>Baby InvestiGators™ Play and Grow Cards:</b> 4 This Little Piggy 14 Friendly Faces 57 Look at Me! 60 Peek-a-Boo Box 75 Name Games 89 Roll Over
2. Uses increased vocabulary to describe objects, actions, and events (expressive)	
Benchmark a: Uses signs or verbalizations for familiar people or objects including babbling consonant-like sounds	<b>Baby InvestiGators™ Play and Grow Cards:</b> 16 Chatter and Coo 30 Who Is This? 35 Pat with Me 98 Do you See Who I See?
Benchmark b: Vocalizes pleasure and displeasure sounds differently (e.g., laugh, giggle, cry, fuss)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 2 Do You Want? 7 Signal Log 11 The Bottle Song 33 Reading with Feeling 77 Sing, Wiggle, Walk
<b>D. Sentences and Structure</b>	
1. Uses age-appropriate grammar in conversations and increasingly complex phrases and sentences	

Benchmark a: Begins to play with speech sounds	<b>Baby InvestiGators™ Play and Grow Cards:</b>  5 Transition Tunes 6 Rattle Play 20 Silly Sounds 30 Who Is This? 38 Copy Cat 64 Monkey See, Monkey Do!
<b>E. Conversation</b>	
1. Uses verbal and nonverbal communication and language to express needs and feelings, share experiences, and resolve problems	
Benchmark a: Engages in verbal and nonverbal conversations using facial expressions, gestures or sounds to initiate or respond to communication	<b>Baby InvestiGators™ Play and Grow Cards:</b>  1 Talk with Me 2 Do You Want? 8 See, Say, and Sign 13 Hungry Me! 16 Chatter and Coo 29 Wave to Me 34 Sing a Silly Song 63 Elephant Song
2. Asks questions, and responds to adults and peers in a variety of settings	
Benchmark a: Responds to changes in tone of voice	<b>Baby InvestiGators™ Play and Grow Cards:</b>  3 This Little Piggy 6 Rattle Play 32 Where Is ...? 33 Reading with Feeling 92 Where Is Buddy?
3. Demonstrates understanding of the social conventions of communication and language use	

Benchmark a: Begins to demonstrate awareness of nonverbal conversational rules by responding to adult nonverbal eye contact and facial cues	<b>Baby InvestiGators™ Play and Grow Cards:</b> 6 Rattle Play 32 Where Is ...? 33 Reading with Feeling 65 Monkey See, Monkey Do! 67 Funny Face
Benchmark b: Begins to demonstrate awareness of verbal conversational rules (e.g., responding to adult speech with coos and babble)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 16 Chatter and Coo 23 Gurgle, Coo, I'm Listening to You 31 Can You Shake It? 82 What Do You See?
<b>F. Emergent Reading</b>	
1. Shows motivation for and appreciation of reading	
Benchmark a: Shows enjoyment of the sounds and rhythms of language	<b>Baby InvestiGators™ Play and Grow Cards:</b> 1 Talk With Me 4 This Little Piggy 22 Hush Now, Baby 28 Where's the Beat? 33 Reading with Feeling 85 Book Picnic
4. Demonstrates comprehension of books read aloud	
Benchmark a: Responds to adult reading a book	<b>Baby InvestiGators™ Play and Grow Cards:</b> 33 Reading with Feeling 37 I See a ... 39 Paper Play 85 Book Picnic
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>IV. Language and Literacy Domain</b>	
<b>Age: 8 to 18 Months</b>	

<b>A. Listening and Understanding</b>	
1. Demonstrates understanding when listening	
Benchmark a: Engages in multiple back-and-forth communicative interactions with adults as part of sensory, social and emotional experiences (e.g., simple games)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  125 Pat-a-Cake 137 Rhythm and Rhyme 146 If You're Happy 165 Watch What Happens
Benchmark b: Uses gestures to direct adult attention	<b>Baby InvestiGators™ Play and Grow Cards:</b>  101 More, Please! 102 Where Are You? 103 Yes or No? 104 The Hello Song
Benchmark c: Responds to adult's request using gestures or simple words showing an understanding of what is being said	<b>Baby InvestiGators™ Play and Grow Cards:</b>  102 Where Are You? 103 Yes or No? 126 Pick a Book 127 Hold It, Say It 128 Face Time 132 Picture Hunt
2. Increase knowledge through listening	
Benchmark a: Responds to vocalizations during daily routines	<b>Baby InvestiGators™ Play and Grow Cards:</b>  101 More, Please 102 Where Are You? 103 Yes or No? 104 The Hello Song 110 Bundle Up 111 Sign "Out"

Benchmark b: Responds by turning and smiling when name is spoken	<b>Baby InvestiGators™ Play and Grow Cards:</b>  102 Where Are You? 105 What'll I Do with Baby? 128 Face Time 173 Family Photo Album
Benchmark c: Begins to responds to adult questions	<b>Baby InvestiGators™ Play and Grow Cards:</b>  101 More, Please 103 Yes or No? 128 Face Time 132 Picture Hunt 194 Push and Pull
3. Follows directions	
Benchmark a: Focuses attention on speaker when asked to do something	<b>Baby InvestiGators™ Play and Grow Cards:</b>  102 Where Are You? 114 Cleanup Time! 115 Outdoor Gear 117 Give a Clap 146 If You're Happy 189 Little Squirt
<b>B. Speaking</b>	
1. Speaks and is understood when speaking	
Benchmark a: Increases vocalizations	<b>Baby InvestiGators™ Play and Grow Cards:</b>  101 More, Please! 103 Yes or No? 119 Yummy, Yucky 125 Pat-a-Cake 127 Hold It, Say It
<b>C. Vocabulary</b>	

1. Shows an understanding of words and their meanings (receptive)	
Benchmark a: Looks intently at or points at person or object that has been named with the goal of establishing joint attention	<b>Baby InvestiGators™ Play and Grow Cards:</b> 101 More, Please! 103 Yes or No? 110 Bundle Up 127 Hold It, Say It 128 Face Time 132 Picture Hunt 172 Look in the Mirror
Benchmark b: Responds to specific words and gestures and understands words for common items (typically understands up to 50 words)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 101 More, Please! 103 Yes or No? 108 Finger Foods 111 Sign “Out” 126 Pick a Book 146 If You’re Happy 165 Watch What Happens
2. Uses increased vocabulary to describe objects, actions, and events (expressive)	
Benchmark a: Builds and uses vocabulary through repeated exposure with language, pictures and books (may have a speaking vocabulary of between 10-50 words)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 101 More, Please! 103 Yes or No? 128 Face Time 140 Mirror, Mirror 173 Family Photo Album 183 What We See

Benchmark b: Communicates with others using words, actions and gestures (e.g., may say one or more understandable but not clearly articulated words)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  142 Little Artists 163 Ring-a-Ling! 165 Watch What Happens 180 Construction Crew 194 Push and Pull
<b>D. Sentences and Structure</b>	
1. Uses appropriate grammar in conversations and increasingly complex phrases and sentences	
Benchmark a: Produces utterances of one, occasionally two, units of meaning in length	<b>Baby InvestiGators™ Play and Grow Cards:</b>  101 More, Please! 103 Yes or No? 110 Bundle Up 127 Hold It, Say It 128 Face Time 132 Picture Hunt 172 Look in the Mirror
Benchmark b: Produces words of which approximately half are nouns	<b>Baby InvestiGators™ Play and Grow Cards:</b>  142 Little Artists 163 Ring-a-Ling! 165 Watch What Happens 180 Construction Crew 194 Push and Pull
2. Connects words, phrases, and sentences to build ideas	



Benchmark a: Produces utterances of one to two words that communicate labeling of objects and sometimes actions	<b>Baby InvestiGators™ Play and Grow Cards:</b> 101 More, Please! 103 Yes or No? 128 Face Time 140 Mirror, Mirror 173 Family Photo Album 183 What We See
<b>E. Conversation</b>	
1. Uses verbal and nonverbal communication and language to express needs and feelings, share experiences, and resolve problems	
Benchmark a: Engages in conversations, asking and responding to simple questions through gestures (e.g., pointing, waving), signs (e.g., “more,” “milk,” “all done”) and single words	<b>Baby InvestiGators™ Play and Grow Cards:</b> 101 More, Please! 103 Yes or No? 108 Finger Foods 111 Sign “Out” 126 Pick a Book 146 If You’re Happy 165 Watch What Happens
2. Asks questions, and responds to adults and peers in a variety of settings	
Benchmark a: Asks and responds to simple questions using gestures, signs, vocalizations and single words	<b>Baby InvestiGators™ Play and Grow Cards:</b> 101 More, Please 103 Yes or No? 128 Face Time 132 Picture Hunt 194 Push and Pull
3. Demonstrates understanding of the social conventions of communication and language use	

Benchmark a: Begins to demonstrate awareness of nonverbal conversational rules by responding to and replicating adult nonverbal eye contact and facial cues	<b>Baby InvestiGators™ Play and Grow Cards:</b>  101 More, Please! 103 Yes or No? 107 Point to It! 111 Sign “Out” 145 Match the Puppet 163 Ring-a-Ling!
Benchmark b: Begins to demonstrate awareness of verbal conversational rules (e.g., responding to adult speech with babble, jargoning, and/or single word)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  165 Watch What Happens 169 Picnic Play 172 Look in the Mirror 176 Here Are My Eyes! 183 What We See
<b>F. Emergent Reading</b>	
1. Shows motivation for and appreciation of reading	
Benchmark a: Begins to show interest in print and books	<b>Baby InvestiGators™ Play and Grow Cards:</b>  132 Picture Hunt 134 What’s Under There? 135 Books to Touch 136 Songs in Books 137 Rhythm and Rhyme
4. Demonstrates comprehension of books read aloud	
Benchmark b: Begins to learn that pictures represent real objects, events and ideas (stories)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  134 What’s Under There? 135 Books to Touch 136 Songs in Books 137 Rhythm and Rhyme
<b>G. Emergent Writing</b>	
1. Begins to show motivation to engage in written expression appropriate knowledge of forms and functions of written composition	

Benchmark a: Makes random marks and scribbles (e.g., scribbles on paper with a crayon or on a small chalkboard with chalk)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  129 I Write, You Write 142 Little Artists
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>IV. Language and Literacy Domain</b>	
<b>Age: 18 to 24 Months</b>	
<b>A. Listening and Understanding</b>	
1. Demonstrates understanding when listening	
Benchmark a: Engages in multiple back-and-forth communicative interactions with adults in purposeful and novel situations and responds to questions, requests and new information	<b>InvestiGator Tots™ Play and Grow Cards:</b>  202 Rhyme Around the Circle 204 Time for Bed 223 Clap, Jump, Touch! 224 Daily Wrap-Up 228 Storm Clouds 229 Animal Sounds 269 Go to It! 270 Animal Parade 272 Toy Hunt 273 Marching Ants 275 Vroom, Vroom 276 Outdoor Q & A

Benchmark b: Responds appropriately to simple requests	<b>InvestiGator Tots™ Play and Grow Cards:</b>  201 One Cracker, Two Crackers 202 Rhyme Around the Circle 204 Time for Bed 223 Clap, Jump, Touch! 224 Daily Wrap-Up 228 Storm Clouds 229 Animal Sounds 269 Go to It! 270 Animal Parade 272 Toy Hunt 273 Marching Ants 275 Vroom, Vroom
Benchmark c: Uses nonverbal gestures to respond to adult's language and oral reading	<b>InvestiGator Tots™ Play and Grow Cards:</b>  204 Time for Bed 222 Please Stand Up 223 Clap, Jump, Touch! 224 Daily Wrap-Up 228 Storm Clouds 229 Animal Sounds 269 Go to It! 270 Animal Parade 273 Marching Ants 275 Vroom, Vroom 276 Outdoor Q & A
2. Increase knowledge through listening	

Benchmark a: Responds verbally and nonverbally to spoken language	<b>InvestiGator Tots™ Play and Grow Cards:</b>  202 Rhyme Around the Circle 203 Rhyming Routines 204 Time for Bed 222 Please Stand Up 223 Clap, Jump, Touch! 224 Daily Wrap-Up 229 Animal Sounds 269 Go to It! 270 Animal Parade 272 Toy Hunt 273 Marching Ants 275 Vroom, Vroom 276 Outdoor Q & A
Benchmark b: Begins to participate in simple conversations	<b>InvestiGator Tots™ Play and Grow Cards:</b>  204 Time for Bed 222 Please Stand Up 223 Clap, Jump, Touch! 224 Daily Wrap-Up 270 Animal Parade 272 Toy Hunt 273 Marching Ants 276 Outdoor Q & A

Benchmark c: Responds to language during conversations, songs, stories or other experiences	<b>InvestiGator Tots™ Play and Grow Cards:</b> 201 One Cracker, Two Crackers 202 Rhyme Around the Circle 203 Rhyming Routines 204 Time for Bed 222 Please Stand Up 223 Clap, Jump, Touch! 224 Daily Wrap-Up 229 Animal Sounds 269 Go to It! 270 Animal Parade 273 Marching Ants 276 Outdoor Q & A
3. Follows directions	
Benchmark a: Follows simple one-step directions with scaffolding	<b>InvestiGator Tots™ Play and Grow Cards:</b> 203 Rhyming Routines 222 Please Stand Up 223 Clap, Jump, Touch! 269 Go to It! 270 Animal Parade 272 Toy Hunt 273 Marching Ants 276 Outdoor Q & A
<b>B. Speaking</b>	
1. Speaks and is understood when speaking	

Benchmark a: Speaks using new words and phrases and is understood by familiar adult 50 percent of the time	<b>InvestiGator Tots™ Play and Grow Cards:</b> 203 Rhyming Routines 204 Time for Bed 221 Name That Toy 224 Daily Wrap-Up 271 What Are You Doing? 272 Toy Hunt
<b>C. Vocabulary</b>	
1. Shows an understanding of words and their meanings (receptive)	
Benchmark a: Points to pictures in book when named and/or points to body parts when asked	<b>InvestiGator Tots™ Play and Grow Cards:</b> 203 Rhyming Routines 231 Where Is Your Nose? 309 Head and Shoulders 338 Show Me Your . . .
Benchmark b: Responds to requests (typically understands approximately 300 words)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 201 One Cracker, Two Crackers 223 Clap, Jump, Touch! 224 Daily Wrap-Up 271 What Are You Doing? 272 Toy Hunt
2. Uses increased vocabulary to describe objects, actions, and events (expressive)	
Benchmark a: Uses a number of different words and begins using two or more words together	<b>InvestiGator Tots™ Play and Grow Cards:</b> 201 One Cracker, Two Crackers 221 Name That Toy 224 Daily Wrap-Up 271 What Are You Doing? 272 Toy Hunt

Benchmark b: Has a vocabulary of between 50 and 200 words although pronunciation is not always clear	<b>InvestiGator Tots™ Play and Grow Cards:</b>  201 One Cracker, Two Crackers 231 Where is Thumbkin? 271 What Are You Doing? 272 Toy Hunt 288 Moo, Moo, Quack! 293 Outdoor Kitchen
<b>D. Sentences and Structure</b>	
1. Uses appropriate grammar in conversations and increasingly complex phrases and sentences	
Benchmark a: Produces utterances of two units of meaning in length	<b>InvestiGator Tots™ Play and Grow Cards:</b>  224 Daily Wrap-Up 246 Weather Report 250 Big, Little Build 271 What Are You Doing? 276 Outdoor Q & A
Benchmark b: Produces words of which approximately one-third are nouns with verbs becoming increasingly common	<b>InvestiGator Tots™ Play and Grow Cards:</b>  224 Daily Wrap-Up 241 Sort It Out 252 Class Puppet 263 That One Please! 271 What Are You Doing?
2. Connects words, phrases, and sentences to build ideas	
Benchmark a: Produces phrases of two words including labeling (e.g., “that dog”), action/agent (e.g., “mommy hug”) and object/attribute (e.g., “soup hot”)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  201 One Cracker, Two Crackers 204 Time for Bed 221 Name That Toy 258 A Story About Me 272 Toy Hunt



Benchmark b: Produces phrases of two words that convey negation (e.g., “no more,” “kitty go”)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  201 More, Please! 206 Point and Pick
<b>E. Conversation</b>	
1. Uses nonverbal and verbal communication and language to express needs and feelings, share experiences, and resolve problems	
Benchmark a: Engages in conversations by combining words or signs to indicate needs, wants or ideas, including one- or two-word questions and statements to initiate conversations	<b>InvestiGator Tots™ Play and Grow Cards:</b>  201 One Cracker, Two Crackers 204 Time for Bed 223 Clap, Jump, Touch! 224 Daily Wrap-Up 271 What Are You Doing? 272 Toy Hunt
2. Asks questions, and responds to adults and peers in a variety of settings	
Benchmark a: Asks and responds to simple questions using one- to two-word phrases, gestures and facial expressions in back-and-forth exchanges with others	<b>InvestiGator Tots™ Play and Grow Cards:</b>  202 Rhyme Around the Circle 203 Rhyming Routines 204 Time for Bed 221 Name That Toy 224 Daily Wrap-Up 272 Toy Hunt
3. Demonstrates understanding of the social conventions of communication and language use	
Benchmark a: Begins to demonstrate awareness of nonverbal conversational rules	<b>InvestiGator Tots™ Play and Grow Cards:</b>  223 Clap, Jump, Touch! 228 Storm Clouds 272 Toy Hunt 275 Vroom, Vroom

Benchmark b: Begins to demonstrate awareness of verbal conversational rules (e.g., responding to adult speech with one- to two-word phrases)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 201 One Cracker, Two Crackers 221 Name That Toy 223 Clap, Jump, Touch! 224 Daily Wrap-Up 271 What Are You Doing? 272 Toy Hunt
<b>F. Emergent Reading</b>	
1. Shows motivation for and appreciation of reading	
Benchmark a: Shows growing interest in print and books	<b>InvestiGator Tots™ Play and Grow Cards:</b> 204 Time for Bed 225 Rebus Rhymes 260 Neighborhood Album 265 Circle Time 295 Storytelling Basket
Benchmark b: Learns that pictures represent real objects, events and ideas (stories)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 204 Time for Bed 211 Picture Perfect Placemats 225 Rebus Rhymes 260 Neighborhood Album
4. Demonstrates comprehension of books read aloud	
Benchmark a: Points to pictures in a book, making sounds or saying words and interacting with an adult reading a book	<b>InvestiGator Tots™ Play and Grow Cards:</b> 204 Time for Bed 225 Rebus Rhymes 295 Storytelling Basket
<b>G. Emergent Writing</b>	
1. Begins to show motivation to engage in written expression appropriate knowledge of forms and functions of written composition	

Benchmark a: Makes more controlled scribbling (e.g., using paintbrush and paint or finger in shaving cream)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 226 Imitation Creations 227 Chalk Changes 235 Foam Painting 274 Connect the Rocks 282 Pudding Paint 296 House Painters
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>IV. Language and Literacy Domain</b>	
<b>Age: 2-3 Years (24 – 36 Months)</b>	
<b>A. Listening and Understanding</b>	
1. Demonstrates understanding when listening	
Benchmark a: Engages in multiple back-and-forth communicative interactions with adults and peers during creative play and in purposeful and novel situations	<b>InvestiGator Tots™ Play and Grow Cards:</b> 301 That's My Name! 302 Pick It Up, Put It Away 325 What Is It? 326 Act It Out 329 The Animal Game 331 What's the Word? 337 Sing Along! 375 The Hokey Pokey 401 Let's Put It Away 402 Transition Signals 422 Memory Lane 423 What Happens Next? 424 Stop and Talk 425 My Name Is Joe 478 Nature Talk 479 Talk and Play

Benchmark b: Listens to and attends to spoken language and read-aloud texts and responds in ways that signal understanding using simple verbal responses and nonverbal gestures	<b>InvestiGator Tots™ Play and Grow Cards:</b> 301 That's My Name! 302 Pick It Up, Put It Away 325 What Is It? 326 Act It Out 328 Listening Station 329 The Animal Game 331 What's the Word? 375 The Hokey Pokey 401 Let's Put It Away 402 Transition Signals 421 Simon Says 423 What Happens Next? 425 My Name Is Joe 478 Nature Talk 479 Talk and Play
2. Increase knowledge through listening	
Benchmark a: Responds to an adult's simple questions about what is being learned	<b>InvestiGator Tots™ Play and Grow Cards:</b> 301 That's My Name! 303 Learning Labels 304 Lunchtime Letters 325 What Is It? 326 Act It Out 329 The Animal Game 331 What's the Word? 423 What Happens Next? 478 Nature Talk 479 Talk and Play

Benchmark b: Participates in simple conversations	<b>InvestiGator Tots™ Play and Grow Cards:</b> 301 That's My Name! 325 What Is It? 326 Act It Out 329 The Animal Game 330 Meet My Family 331 What's the Word? 422 Memory Lane 423 What Happens Next? 424 Stop and Talk 478 Nature Talk 479 Talk and Play
Benchmark c: Identifies specific sounds, such as animal sounds and environmental sounds	<b>InvestiGator Tots™ Play and Grow Cards:</b> 326 Act It Out 329 The Animal Game 331 What's the Word? 336 Sss, Sss, Snake! 375 The Hokey Pokey 478 Nature Talk 481 Ask Me a Question
<b>3. Follows directions</b>	
Benchmark a: Follows multi-step directions with reminders	<b>InvestiGator Tots™ Play and Grow Cards:</b> 302 Pick It Up, Put It Away 303 Learning Labels 375 The Hokey Pokey 401 Let's Put It Away 402 Transition Signals 421 Simon Says 425 My Name Is Joe
<b>B. Speaking</b>	

1. Speaks and is understood when speaking	<b>InvestiGator Tots™ Play and Grow Cards:</b>  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? 422 Memory Lane 423 What Happens Next? 424 Stop and Talk 426 This Is Me! 427 My Story 478 Nature Talk 479 Talk and Play
Benchmark a: Speaks and is understood by familiar peer or adult most of the time	<b>InvestiGator Tots™ Play and Grow Cards:</b>  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? 422 Memory Lane 423 What Happens Next? 424 Stop and Talk 426 This Is Me! 427 My Story 478 Nature Talk 479 Talk and Play
<b>C. Vocabulary</b>	
1. Shows an understanding of words and their meanings (receptive)	

Benchmark a: Responds appropriately to almost all adult speech including requests involving multiple steps	<b>InvestiGator Tots™ Play and Grow Cards:</b> 302 Pick It Up, Put It Away 325 What Is It? 329 The Animal Game 331 What's the Word? 375 The Hokey Pokey 401 Let's Put It Away 421 Simon Says 423 What Happens Next? 479 Talk and Play 480 Soft, Slimy, Sticky
Benchmark b: Demonstrates understanding of words across varied topics, including words or lines from books, songs and stories, as well as body parts (typically understands between 500-900 words)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 303 Learning Labels 304 Lunchtime Letters 325 What Is It? 327 Say It Loud! 329 The Animal Game 330 Meet My Family 331 What's the Word? 401 Let's Put It Away 421 Simon Says 424 Stop and Talk 426 This Is Me! 427 My Story 478 Nature Talk 479 Talk and Play 480 Soft, Slimy, Sticky
2. Uses increased vocabulary to describe objects, actions, and events (expressive)	

Benchmark a: Increases vocabulary rapidly, including descriptive words, pronouns and/or plurals (e.g., big, happy, you, me, shoes) (typically has a speaking vocabulary of approximately 500 words)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  325 What Is It? 329 The Animal Game 330 Meet My Family 331 What's the Word? 422 Memory Lane 423 What Happens Next? 424 Stop and Talk 426 This Is Me! 427 My Story 478 Nature Talk 479 Talk and Play 480 Soft, Slimy, Sticky
Benchmark b: Combines words into three-word sentences to describe the world around them although unfamiliar adults may have difficulty understanding the child	<b>InvestiGator Tots™ Play and Grow Cards:</b>  329 The Animal Game 330 Meet My Family 422 Memory Lane 423 What Happens Next? 424 Stop and Talk 426 This Is Me! 427 My Story 478 Nature Talk 479 Talk and Play
<b>D. Sentences and Structure</b>	
1. Uses appropriate grammar in conversations and increasingly complex phrases and sentences	



Benchmark a: Produces utterances of three to four units of meaning in length	<b>InvestiGator Tots™ Play and Grow Cards:</b>  329 The Animal Game 330 Meet My Family 422 Memory Lane 423 What Happens Next? 424 Stop and Talk 426 This Is Me! 427 My Story 479 Talk and Play
Benchmark b: Produces words and phrases using the present progressive “ing” suffix (e.g., “going,” “playing”), the possessive “s” (e.g., “Ben’s book”) and pronouns (e.g., “She is jumping.”)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  327 Say It Loud! 330 Meet My Family 422 Memory Lane 423 What Happens Next? 424 Stop and Talk 426 This Is Me! 427 My Story 478 Nature Talk 479 Talk and Play
2. Connects words, phrases, and sentences to build ideas	
Benchmark a: Produces sentences or phrases of two to three words, including subject/verb/object (e.g., “Juan fell down.” “I did it.”)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  330 Meet My Family 422 Memory Lane 423 What Happens Next? 424 Stop and Talk 427 My Story 479 Talk and Play
Benchmark b: Asks basic questions (e.g., “Mommy gone?”)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  423 What Happens Next? 424 Stop and Talk 478 Nature Talk 479 Talk and Play

<b>E. Conversation</b>	
1. Uses nonverbal and verbal communication and language to express needs and feelings, share experiences, and resolve problems	
Benchmark a: Engages in conversations using words, signs, two- or three-word phrases, or simple sentences to initiate, continue or extend conversations with others	<b>InvestiGator Tots™ Play and Grow Cards:</b>  329 The Animal Game 330 Meet My Family 331 What's the Word? 337 Sing Along! 422 Memory Lane 423 What Happens Next? 424 Stop and Talk 426 This Is Me! 427 My Story 478 Nature Talk 479 Talk and Play
2. Asks questions, and responds to adults and peers in a variety of settings	
Benchmark a: Asks and responds to simple questions (e.g., "Who?" "What?" "Where?" "Why?") using gestures and two- or three-word phrases in back-and-forth exchanges	<b>InvestiGator Tots™ Play and Grow Cards:</b>  325 What Is It? 329 The Animal Game 330 Meet My Family 331 What's the Word? 337 Sing Along! 422 Memory Lane 423 What Happens Next? 424 Stop and Talk 478 Nature Talk 479 Talk and Play 481 Ask Me a Question
3. Demonstrates understanding of the social conventions of communication and language use	

Benchmark a: Begins to demonstrate awareness of nonverbal conversational rules	<b>InvestiGator Tots™ Play and Grow Cards:</b>  330 Meet My Family 331 What's the Word? 375 The Hokey Pokey 422 Memory Lane 423 What Happens Next? 424 Stop and Talk 479 Talk and Play
Benchmark b: Begins to demonstrate knowledge of verbal conversational rules (e.g., responding to adult speech with two- or three-word phrases)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  325 What Is It? 329 The Animal Game 330 Meet My Family 337 Sing Along! 422 Memory Lane 423 What Happens Next? 424 Stop and Talk 427 My Story 479 Talk and Play
<b>F. Emergent Reading</b>	
1. Shows motivation for and appreciation of reading	
Benchmark a: Shows increased interest in print and books	<b>InvestiGator Tots™ Play and Grow Cards:</b>  303 Learning Labels 304 Lunchtime Letters 328 Listening Station 333 Information Station 334 Magnet Match 428 Reader Response 430 Bedtime for Teddy 431 Letter Race 432 Character Puppets 433 Tell a Story 434 Book Buddies 482 Drive-Through

Benchmark b: Demonstrates that pictures represent real objects, events and ideas (stories)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 327 Say It Loud! 333 Information Station 428 Reader Response 433 Tell a Story 434 Book Buddies 482 Drive-Through
Benchmark c: Pretends to read print or books	<b>InvestiGator Tots™ Play and Grow Cards:</b> 328 Listening Station 333 Information Station 334 Magnet Match 430 Bedtime for Teddy 431 Letter Race 432 Character Puppets 433 Tell a Story 434 Book Buddies 482 Drive-Through
2. Shows age-appropriate phonological awareness	
Benchmark a: Begins to demonstrate appreciation for sounds and patterns in language (e.g., wordplay, listening to nursery rhymes, singing songs with repetitive phrases and sounds)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 305 Waiting, Waiting 336 Sss, Sss, Snake! 403 The Name Game Song
3. Shows alphabetic and print knowledge	

Benchmark a: Begins to recognize that print and other symbols convey meaning (e.g., common signs, lists, nametags, labels)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 304 Lunchtime Letters 328 Listening Station 333 Information Station 334 Magnet Match 428 Reader Response 432 Character Puppets 433 Tell a Story 434 Book Buddies 482 Drive-Through
4. Demonstrates comprehension of books read aloud	
Benchmark a: Demonstrates comprehension of meaning of text via pointing to pictures, responding to conversations	<b>InvestiGator Tots™ Play and Grow Cards:</b> 304 Lunchtime Letters 328 Listening Station 333 Information Station 334 Magnet Match 428 Reader Response 432 Character Puppets 433 Tell a Story 434 Book Buddies
<b>G. Emergent Writing</b>	
1. Begins to show motivation to engage in written expression appropriate knowledge of forms and functions of written composition	
Benchmark a: Begins to use scribbles, marks and drawings to represent thoughts and ideas	<b>InvestiGator Tots™ Play and Grow Cards:</b> 332 Floor Art 335 Name That Drawing 426 This is Me! 429 Art Gallery 445 Merry Mail 454 Cheery Café

Florida Early Learning and Developmental Standards 2017	Submission Evidence and Page Number(s)
<b>V. Mathematical Thinking Domain</b>	
<b>Age: Birth to 8 Months</b>	
<b>A. Number Sense</b>	
1. Attend to objects in play, such as reaching or looking for more than one object	<b>Baby InvestiGators™ Play and Grow Cards:</b> 19 Choose a Toy 25 Toy Store 45 This One or That One? 55 Knock Them Down! 64 Ten Little Monkeys 66 Fill the Basket
2. Observes songs and finger plays that involve numbers and quantity	<b>Baby InvestiGators™ Play and Grow Cards:</b> 4 This Little Piggy 27 Shiny Hands and Face 34 Sing a Silly Song 63 Elephant Song 64 Ten Little Monkeys 81 1,2,3, Boing!
<b>B. Number and Operations</b>	
1. Explores objects in hands	<b>Baby InvestiGators™ Play and Grow Cards:</b> 17 Music, Please! 25 Toy Store 41 Shake It Up 45 This One or That One? 66 Fill the Basket
<b>C. Patterns</b>	

1. Explores objects with different characteristics	<b>Baby InvestiGators™ Play and Grow Cards:</b>  44 Whoopsie Daisy! 45 This One or That One? 54 Circle of Objects 60 Peek-a-Boo Box 90 See, Shake, and Hear
<b>D. Geometry</b>	
1. Begins to notice shapes in the environment	<b>Baby InvestiGators™ Play and Grow Cards:</b>  12 See and Touch Shapes 31 Can You Shake It? 45 This One or That One? 55 Knock Them Down! 68 Round and Square 72 Alike and Different 80 Paper Mobile
<b>E. Spatial Relations</b>	
1. Explores the properties of objects and watches how they move	<b>Baby InvestiGators™ Play and Grow Cards:</b>  6 Rattle Play 17 Music, Please! 41 Shake It Up 45 This One or That One? 55 Knock Them Down! 80 Paper Mobile
2. Explores and experiments with objects and attends to events in the environment (e.g., Shaking a rattle)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  17 Music, Please! 19 Choose a Toy 28 Where's the Beat? 32 Where Is ...? 41 Shake It Up 56 Reach and Rattle

<b>F. Measurement and Data</b>	
1. Explores objects in various ways	<b>Baby InvestiGators™ Play and Grow Cards:</b>  55 Knock Them Down! 60 Peek-a-Boo Box 61 Discover Today 72 Alike and Different 74 Pots and Pans Play
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>V. Mathematical Thinking Domain</b>	
<b>Age: 8 – 18 Months</b>	
<b>A. Number Sense</b>	
1. Attends to quantities when interacting with objects	<b>Baby InvestiGators™ Play and Grow Cards:</b>  116 Snack Time Counting 130 Apple Tree 159 Two Little Muffins 162 Bouquet Time
2. Communicates using gestures and or basic words to refer to change in the amount of objects such as asking for “more” or saying “all gone”.	<b>Baby InvestiGators™ Play and Grow Cards:</b>  101 More, Please! 103 Yes or No? 119 Yummy, Yucky
<b>B. Number and Operations</b>	
1. Notices changes in quantity or missing objects (e.g., looks for a specific toy when noticing that one of three toys is missing)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  130 Apple Tree 161 Skyscraper Stackers



<b>C. Patterns</b>	
1. Matches objects that have a singular attribute (e.g., color, shape, size)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  149 Explore and Examine 165 Watch What Happens 174 Scavenger Hunt 175 Big Hug, Small Hug
2. Explores two objects by making direct comparisons	<b>Baby InvestiGators™ Play and Grow Cards:</b>  138 Kitchen Puzzles 174 Scavenger Hunt 180 Construction Crew 197 Beanbag Toss
<b>D. Geometry</b>	
1. Notices shapes in the environment	<b>Baby InvestiGators™ Play and Grow Cards:</b>  138 Kitchen Puzzles 186 Flower Garden 188 Bubbles, Bubbles Everywhere 195 Nature Walk/Crawl
<b>E. Spatial Relations</b>	
1. <b>Begins to use body to demonstrate an understanding of basic spatial directions (up, down, in, out, around and under)</b>	<b>Baby InvestiGators™ Play and Grow Cards:</b>  111 Sign “Out” 124 The Hiding Game 125 Pat-a-Cake 130 Apple Tree 131 Fill in the Blank 134 What’s Under There? 137 Rhythm and Rhyme 143 Exploration Station

2. Explores objects with different shapes	<b>Baby InvestiGators™ Play and Grow Cards:</b>  138 Kitchen Puzzles 186 Flower Garden 188 Bubbles, Bubbles Everywhere 195 Nature Walk/Crawl 197 Beanbag Toss 198 Sandbox Band
<b>F. Measurement and Data</b>	
1. Explores and shows awareness of the size and weight of object with adult assistance	<b>Baby InvestiGators™ Play and Grow Cards:</b>  121 It's OK! 161 Skyscraper Stackers 192 "Bowl"ing
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>V. Mathematical Thinking Domain</b>	
<b>Age: 18 – 24 Months</b>	
<b>A. Number Sense</b>	
1. Uses number words or sign language to identify small amounts referring to quantity	<b>InvestiGator Tots™ Play and Grow Cards:</b>  208 Nature Time! 209 Rainbow Shoes 212 Fruit Pops 241 Sort It Out 243 Make a Pair 290 Found Objects

2. Begins to count groups of one and two objects in daily routine	<b>InvestiGator Tots™ Play and Grow Cards:</b> 208 Nature Time! 209 Rainbow Shoes 212 Fruit Pops 241 Sort It Out 243 Make a Pair 290 Found Objects
<b>B. Number and Operations</b>	
1. Demonstrates an understanding that “adding to” increases the number of objects in the group	<b>InvestiGator Tots™ Play and Grow Cards:</b> 212 Fruit Pops 241 Sort It Out 251 Choo-Choo!
<b>C. Patterns</b>	
1. Begins to recognize patterns in the environment (e.g. clap two times)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 209 Rainbow Shoes 212 Fruit Pops 243 Make a Pair 290 Found Objects
2. Begins to order three to five objects using one attribute through trial and error	<b>InvestiGator Tots™ Play and Grow Cards:</b> 209 Rainbow Shoes 241 Sort It Out 290 Found Objects
<b>D. Geometry</b>	

1. Begins to match basic shapes	<b>InvestiGator Tots™ Play and Grow Cards:</b> 209 Rainbow Shoes 241 Sort It Out 243 Make a Pair 248 Friendship Match 290 Found Objects
2. Begins to sort familiar objects into two groups based on size	<b>InvestiGator Tots™ Play and Grow Cards:</b> 208 Nature Time! 241 Sort It Out 243 Make a Pair 250 Big, Little Build 290 Found Objects
<b>E. Spatial Relations</b>	
1. Uses body to demonstrate an understanding of basic special directions through songs, finger plays and games	<b>InvestiGator Tots™ Play and Grow Cards:</b> 207 The Getting Dressed Song 217 The Cleanup Song 219 Instant Freeze 220 Special Spot 223 Clap, Jump, Touch! 230 Where is Thumpkin? 231 Where is Your Nose? 239 Tunnel Adventure 244 Park the Car 284 Freeze!
2. Begins to manipulate objects by flipping, sliding and rotating to make them fit	<b>InvestiGator Tots™ Play and Grow Cards:</b> 212 Fruit Pops 243 Make a Pair 248 Friendship Match
<b>F. Measurement and Data</b>	

1. Uses appropriate size words or gestures (small, big) to accurately describe objects	<b>InvestiGator Tots™ Play and Grow Cards:</b> 208 Nature Time! 212 Fruit Pops 241 Sort It Out 243 Make a Pair 250 Big, Little Build 290 Found Objects
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>V. Mathematical Thinking Domain</b>	
<b>Age: 2 – 3 Years (24 – 36 Months)</b>	
<b>A. Number Sense</b>	
1. Subitizes (immediately recognizes without counting) up to two objects	<b>InvestiGator Tots™ Play and Grow Cards:</b> 357 Rubber Duckies 361 Ducks on Lily Pads 364 Match the Feeling 448 Alphabet Hunt
2. Begins to count groups of one to five objects in daily routine	<b>InvestiGator Tots™ Play and Grow Cards:</b> 317 Grape Gobblers 357 Rubber Duckies 390 Stair Stepper! 414 Pass the Crackers, Please 448 Alphabet Hunt 493 Hula-Hoop Sort
<b>B. Number and Operations</b>	
1. Changes size of a set of objects (up to three) by adding and subtracting with adult assistance	<b>InvestiGator Tots™ Play and Grow Cards:</b> 317 Grape Gobblers 357 Rubber Duckies 441 Treasure Bags

<b>C. Patterns</b>	
1. Recognizes patterns in the environment	<b>InvestiGator Tots™ Play and Grow Cards:</b>  352 Little Architect 395 Two by Two 411 The Season Tree
2. Recognizes a simple AB pattern (e.g., clap/snap, clap/snap, clap/snap)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  337 Sing Along! 352 Little Architect
<b>D. Geometry</b>	
1. Matches basic shapes (circle, square) non-verbally	<b>InvestiGator Tots™ Play and Grow Cards:</b>  324 Plates Are Circles 339 Shape Sorting 352 Little Architect 493 Hula-Hoop Sort
<b>E. Spatial Relations</b>	
1. Begins to demonstrate an understanding of basic spatial directions through songs, finger plays and games	<b>InvestiGator Tots™ Play and Grow Cards:</b>  337 Sing Along! 353 Tip Me Over 357 Rubber Duckies 390 Stair Stepper!
2. Manipulates objects by flipping, sliding and rotating to make them fit	<b>InvestiGator Tots™ Play and Grow Cards:</b>  248 Friendship Match 339 Shape Sorting 352 Little Architect
<b>F. Measurement and Data</b>	

1. Uses increasingly complex size words to accurately describe objects	<b>InvestiGator Tots™ Play and Grow Cards:</b>  250 Big, Little Build 329 The Animal Game 350 Natural Scientists 493 Hula-Hoop Sort
2. Compares sets of objects by one attribute (e.g., sort by size)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  350 Natural Scientists 361 Ducks on Lily Pads 441 Treasure Bags 493 Hula-Hoop Sort
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>VI. Scientific Inquiry Domain</b>	
<b>Age: Birth – 8 Months</b>	
<b>A. Scientific Inquiry Through Exploration and Discovery</b>	
1. Uses senses to explore and understand their social and physical environment	
Benchmark a: Responds to information received through the senses	<b>Baby InvestiGators™ Play and Grow Cards:</b>  17 Music, Please! 46 Crinkle Crawl 74 Pots and Pans Play 90 See, Shake, and Hear 96 It's Nice Outside 97 Tummy to Tummy

Benchmark b: Begins to use senses and a variety of actions to explore people and objects in the world around them (e.g., mouthing, touching, shaking, dropping)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 61 Discover Today 72 Alike and Different 79 Fuzzy Bear 82 What DO You See? 90 See, Shake, and Hear 96 It's Nice Outside
2. Uses tools in scientific inquiry	
Benchmark a: Responds to people and objects in simple ways	<b>Baby InvestiGators™ Play and Grow Cards:</b> 40 Roll and Stretch 74 Pots and Pans Play 86 Kick and Splash 90 See, Shake, and Hear 96 It's Nice Outside
3. Uses understanding of causal relationships to act on social and physical environments	
Benchmark a: Begins to explore/notice cause and effect (e.g., crying to get needs met)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 2... Do You Want? 8 See, Say, and Sign 74 Pots and Pans Play 92 Where Is Buddy? 93 Trot, Trot!
<b>B. Life Science</b>	
1. Demonstrates knowledge related to living things and their environments	



Benchmark a: Shows curiosity about own body structure (e.g., two legs, fingers for grasping)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 4 This Little Piggy 26 I See Baby! 27 Shiny Hands and Face 57 Look at Me! 67 Funny Face 86 Kick and Splash
<b>C. Physical Science</b>	
1. Demonstrate knowledge related to physical science	
Benchmark a: Displays interest in movement of objects	<b>Baby InvestiGators™ Play and Grow Cards:</b> 28 Where's the Beat? 40 Roll and Stretch 58 Again! 61 Discover Today 71 Pass and Play
Benchmark b: Recognizes when a moving object has stopped (e.g., mobile)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 40 Roll and Stretch 58 Again! 72 Alike and Different 73 Gone Fishin' 80 Paper Mobile
Benchmark c: Uses senses to gain knowledge about objects	<b>Baby InvestiGators™ Play and Grow Cards:</b> 61 Discover Today 72 Alike and Different 79 Fuzzy Bear 82 What DO You See? 90 See, Shake, and Hear 96 It's Nice Outside

Benchmark d: Displays interest in various types of materials (e.g., water, soft fabric, textured carpet)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 46 Crinkle Crawl 49 Texture Crawl 79 Fuzzy Bear 86 Kick and Splash 89 Roll Over!
<b>D. Earth and Space Science</b>	
1. Demonstrate knowledge related to the dynamic properties of earth and sky	
Benchmark a: Touches water (e.g., plastic cups, sponge and wet washcloth)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 27 Shiny Hands and Face 86 Kick and Splash 87 Out for a Stroll
Benchmark b: Touches sand, soil and mud	<b>Baby InvestiGators™ Play and Grow Cards:</b> 88 Look Up! 89 Roll Over! 92 Where Is Buddy?
Benchmark c: Begins to exhibit curiosity about objects in the sky and environment	<b>Baby InvestiGators™ Play and Grow Cards:</b> 87 Out for a Stroll 88 Look Up! 90 See, Shake, and Hear 96 It's Nice Outside
Benchmark d: Responds to changes in temperature and weather (e.g., cries when too warm or too cold)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 96 It's Nice Outside 97 Tummy to Tummy 110 Bundle Up
<b>E. Environment</b>	

1. Demonstrates awareness of relationship to people, objects and living/non-living things in their environment	
Benchmark a: Recognizes familiar people and objects in the immediate environment	<b>Baby InvestiGators™ Play and Grow Cards:</b>  82 What Do You See? 83 Hello, Hello 84 Rhythm Kicks 85 Book Picnic
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>VI. Scientific Inquiry Domain</b>	
<b>Age: 8 -18 Months</b>	
<b>A. Scientific Inquiry Through Exploration and Discovery</b>	
1. Uses senses to explore and understand their social and physical environment	
Benchmark a: Uses senses and a variety of actions to explore people and objects in the world around them (e.g., mouthing, touching, shaking and dropping)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  127 Hold It, Say It 134 What's Under There? 138 Kitchen Puzzles 143 Exploration Station 150 Treasure Hunt 156 Recycle Bin 164 Block Demolition
2. Uses tools in scientific inquiry	

Benchmark a: Responds in varied ways to people and objects and manipulates objects in a purposeful way (e.g., uses a toy to make sounds on a xylophone)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 147 Shake, Rattle, Tap 149 Explore and Examine 151 Silly Sound Wall 166 Ramp It Up 167 Sprinkle, Sprinkle 170 Big Bam Band
3. Uses understanding of causal relationships to act on social and physical environments	
Benchmark a: Explores cause and effect by engaging in purposeful actions to cause things to happen (e.g., splashes in water)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 166 Ramp It Up 167 Sprinkle, Sprinkle 170 Big Bam Band 189 Little Squirt 198 Sandbox Band
<b>B. Life Science</b>	
1. Demonstrates knowledge related to living things and their environments	
Benchmark a: Begins to explore, interact with and identify some plants and animals (e.g., interaction through real-world, literacy and videos)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 132 Picture Hunt 135 Books to Touch 149 Explore and Examine 199 Ruf, Ruf, Reach 200 Collecting Nature's Gifts
<b>C. Physical Science</b>	
1. Demonstrate knowledge related to physical science	

Benchmark a: Demonstrates ability to move objects	<b>Baby InvestiGators™ Play and Grow Cards:</b>  139 Animal Taxi 157 All Aboard! 164 Block Demolition 166 Ramp It Up 192 “Bowl” ing 194 Push and Pull
Benchmark b: Begins to observe that objects move at different speeds (e.g., wind-up toys, swings)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  157 All Aboard! 166 Ramp It Up 193 Streamer Play
Benchmark c: Begins to manipulate, explore and play with objects to gain knowledge about them (e.g., moving, filling, dumping, smelling)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  147 Shake, Rattle, Tap 150 Treasure Hunt 156 Recycle Bin 157 All Aboard! 163 Ring-a-Ling!
Benchmark d: Begins to explore solids and liquids to gain knowledge about them (e.g., soap and water in the bathtub)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  109 Wash Up! 112 Scrub-a-Dub 167 Sprinkle, Sprinkle 188 Bubble, Bubble Everywhere 189 Little Squirt
<b>D. Earth and Space Science</b>	
1. Demonstrate knowledge related to the dynamic properties of earth and sky	

Benchmark a: Explores water (e.g., plastic cups or containers in the bathtub)	<b>Baby InvestiGators™ Play and Grow Cards:</b>  109 Wash Up! 112 Scrub-a-Dub 167 Sprinkle, Sprinkle 189 Little Squirt
Benchmark b: Explores sand, soil and mud	<b>Baby InvestiGators™ Play and Grow Cards:</b>  186 Flower Garden 195 Nature Walk/Crawl 198 Sandbox Band
Benchmark c: Begins to observe the sun, clouds and transition from day to night	<b>Baby InvestiGators™ Play and Grow Cards:</b>  133 Bright Sun 136 Songs in Books
Benchmark d: Begins to identify day and night	<b>Baby InvestiGators™ Play and Grow Cards:</b>  104 The Hello Song 133 Bright Sun
<b>E. Environment</b>	
1. Demonstrates awareness of relationship to people, objects and living/non-living things in their environment	
Benchmark a: Begins to identify familiar people and objects in the environment	<b>Baby InvestiGators™ Play and Grow Cards:</b>  132 Picture Hunt 149 Explore and Examine 183 What We see 186 Flower Garden 195 Nature Walk/Crawl 200 Collecting Nature's Gifts
<b>F. Engineering and Technology</b>	

1. Shows interest and understanding of how simple tools and machines assist with solving problems or creating objects and structures	
Benchmark a: Attempts to use objects as tools	<b>Baby InvestiGators™ Play and Grow Cards:</b> 147 Shake, Rattle, Tap 149 Explore and Examine 151 Silly Sound Wall 166 Ramp It Up 167 Sprinkle, Sprinkle 170 Big Bam Band
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>VI. Scientific Inquiry Domain</b>	
<b>Age: 18 – 24 Months</b>	
<b>A. Scientific Inquiry Through Exploration and Discovery</b>	
1. Uses senses to explore and understand their social and physical environment	
Benchmark a: Begins to identify some sense organs	<b>InvestiGator Tots™ Play and Grow Cards:</b> 231 Where Is Your Nose? 223 Clap, Jump, Touch! 270 Animal Parade 275 Vroom, Vroom! 282 Pudding Paint 287 Waterfall

Benchmark b: Explores the nature of sensory materials and experiences (e.g., different textures, sounds, tastes and wind)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 208 Nature Time! 246 Weather Report 270 Animal Parade 275 Vroom, Vroom! 278 Jungle Walk 282 Pudding Paint 283 Rainbow Rice 287 Waterfall 291 Sand Castle Swap 298 Explorer Go-Go
2. Uses tools in scientific inquiry	
Benchmark a: Recognizes and uses simple tools as props through play (e.g., spoons or brushes)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 244 Park the Car 249 Kitchen Sink Art 250 Big, Little Build 251 Choo-Choo! 262 Take a Turn! 279 Sponge Fun 281 Car Wash 283 Rainbow Rice 291 Sand Castle Swap 294 Let's Go Fishin'!
3. Uses understanding of causal relationships to act on social and physical environments	



Benchmark a: Begins to combine simple actions to cause things to happen or change how they interact with objects and people	<b>InvestiGator Tots™ Play and Grow Cards:</b> 208 Nature Time! 223 Clap, Jump, Touch! 244 Park the Car 250 Big, Little Build 251 Choo-Choo! 262 Take a Turn! 271 What Are You Doing? 297 Field Day Fun
<b>B. Life Science</b>	
1. Demonstrates knowledge related to living things and their environments	
Benchmark a: Explores, interacts with and identifies some plants and animals	<b>InvestiGator Tots™ Play and Grow Cards:</b> 208 Nature Time! 270 Animal Parade 278 Jungle Walk 288 Moo, Moo, Quack! 295 Storytelling Basket 298 Explorer Go-Go
<b>C. Physical Science</b>	
1. Demonstrate knowledge related to physical science	
Benchmark a: Demonstrates ability to push and pull objects	<b>InvestiGator Tots™ Play and Grow Cards:</b> 244 Park the Car 251 Choo-Choo! 262 Take a Turn! 271 What Are You Doing? 277 Kick Ball 297 Field Day Fun

Benchmark b: Observes objects that move at different speeds (e.g., wind-up toys, swings)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  244 Park the Car 262 Take a Turn! 277 Kick Ball 297 Field Day Fun
Benchmark c: Manipulates, explores and plays with objects to gain knowledge about them (e.g., moving, stacking)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  208 Nature Time! 244 Park the Car 250 Big, Little Build 251 Choo-Choo! 262 Take a Turn! 271 What Are You Doing? 281 Car Wash 283 Rainbow Rice 298 Explorer Go-Go
Benchmark d: Explores solids and liquids to gain knowledge about them (e.g., food, water play, finger painting)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  242 Baby Bubble Bath 249 Kitchen Sink Art 279 Sponge Fun 280 Delivery Service 281 Car Wash 282 Pudding Paint 283 Rainbow Rice 294 Let's Go Fishin'!
<b>D. Earth and Space Science</b>	
1. Demonstrate knowledge related to the dynamic properties of earth and sky	

Benchmark a: Engages in structured play with water	<b>InvestiGator Tots™ Play and Grow Cards:</b>  242 Baby Bubble Bath 279 Sponge Fun 280 Delivery Service 281 Car Wash 287 Waterfall 294 Let's Go Fishin'! 296 Housepainters
Benchmark b: Engages in structured play with sand, soil and mud activities	<b>InvestiGator Tots™ Play and Grow Cards:</b>  242 Baby Bubble Bath 281 Car Wash 282 Pudding Paint 283 Rainbow Rice 291 Sand Castle Swap 388 Mud Pie Play 400 On the Job 497 Sandtastic!
Benchmark c: Identifies the objects in the sky (e.g., clouds, sun, moon and stars)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  246 Weather Report 323 Be a Star
Benchmark d: Uses basic vocabulary to describe day and night	<b>InvestiGator Tots™ Play and Grow Cards:</b>  204 Time for Bed 210 Morning Checklist 389 Happy Campers
Benchmark e: Uses emerging vocabulary to describe basic weather	<b>InvestiGator Tots™ Play and Grow Cards:</b>  228 Storm Sounds 246 Weather Report 287 Waterfall 296 House Painters 310 Weather Watchers

<b>E. Environment</b>	
1. Demonstrates awareness of relationship to people, objects and living/non-living things in their environment	<b>InvestiGator Tots™ Play and Grow Cards:</b>  208 Nature Time! 211 Picture Perfect Placemats 257 Faces & Feelings 260 Neighborhood Album 270 Animal Parade 275 Vroom, Vroom! 288 Moo, Moo, Quack! 298 Explorer Go-Go
Benchmark a: Identifies familiar people and objects in the environment	<b>InvestiGator Tots™ Play and Grow Cards:</b>  208 Nature Time! 211 Picture Perfect Placemats 246 Weather Report 257 Faces & Feelings 258 A Story About Me 260 Neighborhood Album 270 Animal Parade 275 Vroom, Vroom! 288 Moo, Moo, Quack! 298 Explorer Go-Go
<b>F. Engineering and Technology</b>	
1. Shows interest and understanding of how simple tools and machines assist with solving problems or creating objects and structures	

Benchmark a: Uses simple tools to explore	<b>InvestiGator Tots™ Play and Grow Cards:</b>  244 Park the Car 249 Kitchen Sink Art 250 Big, Little Build 262 Take a Turn! 271 What Are You Doing? 283 Rainbow Rice 294 Let's Go Fishin'!
Benchmark b: Explores simple machines through play (e.g., riding toys or push toys)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  244 Park the Car 271 What Are You Doing? 297 Field Day Fun
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>VI. Scientific Inquiry Domain</b>	
<b>Age: 2 – 3 Years (24 – 36 Months)</b>	
<b>A. Scientific Inquiry Through Exploration and Discovery</b>	
1. Uses senses to explore and understand their social and physical environment	
Benchmark a: Identifies sense organs (e.g., nose, mouth, eyes, ears and hands)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  314 Wishy-Washy Clean 338 Show Me Your... 342 My Baby 404 Clean Hands Club 442 Which Part?

Benchmark b: Begins to use senses to observe and experience the environment	<b>InvestiGator Tots™ Play and Grow Cards:</b> 310 Weather Watchers 317 Grape Gobblers 330 Meet My Family 336 Sss, Sss, Snake! 350 Natural Scientists 360 Little Green Thumbs 385 Bird Watchers 391 Sculpture Garden 411 The Season Tree 442 Which Part? 478 Nature Talk 494 Garden Helpers
Benchmark c: Begins to identify objects and features of the world (e.g., bird call, thunder, wind and fire truck)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 310 Weather Watchers 336 Sss, Sss, Snake! 385 Bird Watchers 444 Sea Creature Sift 459 Where We Go 478 Nature Talk 495 On a Farm
2. Uses tools in scientific inquiry	
Benchmark a: Begins to use simple tools to explore and observe (e.g., magnifiers, spoons)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 350 Natural Scientists 385 Bird Watchers 398 Garden Club 411 The Season Tree 435 For the Birds 444 Sea Creature Sift 494 Garden Helpers
3. Uses understanding of causal relationships to act on social and physical environments	

Benchmark a: Combines simple actions to cause things to happen or change how they interact with objects and people	<b>InvestiGator Tots™ Play and Grow Cards:</b> 312 Picture Perfect 313 Hoop Time 352 Little Architect 353 Tip Me Over 355 Clay Constructor 356 Polly to the Rescue 357 Rubber Duckies 398 Garden Club 435 For the Birds 494 Garden Helpers
Benchmark b: Recognizes and begins to respond to results of own actions	<b>InvestiGator Tots™ Play and Grow Cards:</b> 312 Picture Perfect 313 Hoop Time 352 Little Architect 353 Tip Me Over 355 Clay Constructor 356 Polly to the Rescue 357 Rubber Duckies 398 Garden Club 435 For the Birds 494 Garden Helpers
<b>B. Life Science</b>	

1. Demonstrates knowledge related to living things and their environments	<b>InvestiGator Tots™ Play and Grow Cards:</b> 316 Animal Play 329 The Animal Game 336 Sss, Sss, Snake! 350 Natural Scientists 360 Little Green Thumbs 385 Bird Watchers 398 Garden Club 411 The Season Tree 435 For the Birds 495 On a Farm
Benchmark a: Explores, interacts with and identifies a growing number and variety of plants and animals	<b>InvestiGator Tots™ Play and Grow Cards:</b> 316 Animal Play 329 The Animal Game 336 Sss, Sss, Snake! 350 Natural Scientists 360 Little Green Thumbs 385 Bird Watchers 398 Garden Club 411 The Season Tree 495 On a Farm
Benchmark b: Begins to explore how plants and animals grow and change (e.g., baby chicks grow to be chickens and puppies grow to be dogs)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 329 The Animal Game 350 Natural Scientists 385 Bird Watchers 398 Garden Club 411 The Season Tree 491 Community Garden 492 Growing Garden
<b>C. Physical Science</b>	
1. Demonstrate knowledge related to physical science	



Benchmark a: Begins to explore a greater variety of motions with objects (e.g., rotate, spin, twist)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 313 Hoop Time 346 Balloon Bounce 386 Road Trip 482 Drive-Through 497 Sandtastic! 500 Race Day
Benchmark b: Uses basic words for speed of motion (e.g., fast and slow)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 346 Balloon Bounce 381 Special Delivery 386 Road Trip 486 Red Light, Green Light 500 Race Day
Benchmark c: Begins to describe, compare, sort and classify objects based on observable physical characteristics (e.g., color, sound, weight)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 312 Picture Perfect 317 Grape Gobblers 336 Sss, Sss, Snake! 350 Natural Scientists 480 Soft, Slimy, Sticky 493 Hula-Hoop Sort
Benchmark d: Begins to use words to describe basic physical properties and states of matter of objects (e.g., wet/dry, hard/soft, warm/cold, firm/squishy)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 310 Weather Watchers 329 The Animal Game 350 Natural Scientists 359 3-D Map 480 Soft, Slimy, Sticky 493 Hula-Hoop Sort
<b>D. Earth and Space Science</b>	
1. Demonstrate knowledge related to the dynamic properties of earth and sky	

Benchmark a: Begins to explore and investigate the properties of water	<b>InvestiGator Tots™ Play and Grow Cards:</b>  310 Weather Watchers 359 3-D Map 388 Mud Pie Play 477 Making Waves 484 Spray and Play 499 Traveling Water
Benchmark b: Begins to explore and investigate the properties of sand, soil and mud	<b>InvestiGator Tots™ Play and Grow Cards:</b>  350 Natural Scientists 359 3-D Map 388 Mud Pie Play 497 Sandtastic!
Benchmark c: Describes the objects in the sky (e.g., clouds, sun, moon and stars)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  310 Weather Watchers 389 Happy Campers
Benchmark d: Describes daytime and nighttime through drawing, naming or pretend play	<b>InvestiGator Tots™ Play and Grow Cards:</b>  323 Be a Star 348 Window Art 389 Happy Campers 410 Good Morning Star 429 Art Gallery
Benchmark e: Observes and discusses weather	<b>InvestiGator Tots™ Play and Grow Cards:</b>  228 Storm Sounds 246 Weather Report 310 Weather Watchers 411 The Seasoned Tree 422 Memory Lane 477 Making Waves
<b>E. Environment</b>	

1. Demonstrates awareness of relationship to people, objects and living/non-living things in their environment	
Benchmark a: Begins to describe familiar people and objects in the environment	<b>InvestiGator Tots™ Play and Grow Cards:</b>  330 Meet My Family 333 Information Station 350 Natural Scientist 359 3-D Map 391 Sculpture Garden 435 For the Birds 444 Sea Creature Sift 459 Where We Go
Benchmark b: Begins to participate in activities to protect the environment	<b>InvestiGator Tots™ Play and Grow Cards:</b>  398 Garden Club 435 For the Birds 484 Spray and Play 491 Community Garden 492 Growing Garden 494 Garden Helpers
<b>F. Engineering and Technology</b>	
1. Shows interest and understanding of how simple tools and machines assist with solving problems or creating objects and structures	
Benchmark a: Uses props to represent simple tools through play	<b>InvestiGator Tots™ Play and Grow Cards:</b>  333 Information Station 340 Tower Trials 352 Little Architect 355 Clay Constructor 356 Polly to the Rescue 439 If You Build It...

Benchmark b: Uses simple machines in play (e.g., riding toys, push mower or tricycle)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 379 Passenger Pals 381 Special Delivery 386 Road Trip 482 Drive-Through 487 Trike Course
Benchmark c: Begins to explore materials and construct simple objects and structures and begins to explore motion and stability (e.g., block building, ramps, pathways, sand, playdough and knocking over a block tower)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 340 Tower Trials 352 Little Architect 355 Clay Constructor 356 Polly to the Rescue 359 3-D Map 380 Tube Ball 386 Road Trip 439 If You Build It... 483 Cup Tower Target 488 Skee-Ball
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>VI. Social Studies Domains</b>	
<b>Age: Birth – 8 Months</b>	
<b>A. Culture</b>	

1. Experiences own family practices (traditions, celebrations, songs, food or language)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 5 Family Time 6 Family Time 21 Family Time 41 Family Time 52 Family Time 53 Family Time 59 Family Time 95 Family Time
<b>B. Individual Development and Identity</b>	
1. Begins to explore characteristics of self (eyes, nose and hair)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 4 This Little Piggy 26 I See Baby! 27 Shiny Hands and Face 57 Look at Me! 67 Funny Face 86 Kick and Splash
<b>C. Individuals and Groups</b>	
1. Begins to recognize family members	<b>Baby InvestiGators™ Play and Grow Cards:</b> 1 Family Time 12 Family Time 21 Who's That? 30 Who Is This? 59 Family Story Time
<b>D. Spaces, Places, and Environments</b>	

1. Responds to people and objects	<b>Baby InvestiGators™ Play and Grow Cards:</b> 1 Talk with Me 2 Do You Want? 14 Friendly Faces 15 Goodnight. Friends 18 Hello Over There! 24 Walk and Talk 87 Out for a Stroll
<b>E. Time, Continuity, and Change</b>	
1. Begins to respond to schedules	<b>Baby InvestiGators™ Play and Grow Cards:</b> 1 Talk with Me 2 Do You Want? 4 This Little Piggy 5 Transition Tunes 8 See, Say, and Sign 11 The Bottle Song
<b>F. Governance, Civic Ideals, and Practices</b>	
1. Responds in simple ways to people and objects	<b>Baby InvestiGators™ Play and Grow Cards:</b> 14 Friendly Faces 15 Goodnight. Friends 18 Hello Over There! 24 Walk and Talk 91 Hi, Neighbor 98 Do You See Who I See?
2. Uses senses in simple ways to solve problems	<b>Baby InvestiGators™ Play and Grow Cards:</b> 17 Music, Please! 61 Discover Today 62 Budding Artist 64 Ten Little Monkeys 93 Trot, Trot

3. Recognizes familiar people and objects	<b>Baby InvestiGators™ Play and Grow Cards:</b> 14 Friendly Faces 15 Goodnight. Friends 18 Hello Over There! 24 Walk and Talk 87 Out for a Stroll 91 Hi, Neighbor 98 Do You See Who I See?
<b>G. Economics and Resources</b>	
1. Begins to actively seek out responses	<b>Baby InvestiGators™ Play and Grow Cards:</b> 61 Discover Today 71 Pass and Play 75 Name Games 78 Such a Dear One 81 1,2,3, Boing! 99 We Can Stop
<b>H. Technology and Our World</b>	
1. Responds to people and objects	<b>Baby InvestiGators™ Play and Grow Cards:</b> 1 Talk with Me 2 Do You Want? 14 Friendly Faces 15 Goodnight. Friends 18 Hello Over There! 61 Discover Today 87 Out for a Stroll
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>VII. Social Studies Domain</b>	

<b>Age: 8 – 18 Months</b>	
<b>A. Culture</b>	
1. Begins to participate in own family practices (traditions, celebrations, songs, food or language)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 169 Picnic Play 173 Family Photo Album 184 Family Time 182 Dual Language 194 Dual Language 195 Dual Language
<b>B. Individual Development and Identity</b>	
1. Begins to recognize characteristics of self (eyes, nose and hair)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 109 Wash Up 112 Scrub-a-Dub 117 Give a Clap! 128 Face Time 140 Mirror, Mirror 146 If You're Happy
2. Begins to recognize ability to impact surroundings	<b>Baby InvestiGators™ Play and Grow Cards:</b> 119 Tummy, Yucky 158 A Tricky Path 166 Ramp It Up 170 Big Bam Band
<b>C. Individuals and Groups</b>	
1. Identifies family members	<b>Baby InvestiGators™ Play and Grow Cards:</b> 154 Family Time 173 Family Photo Album 173 Family Time and Dual Language
<b>D. Spaces, Places, and Environments</b>	



1. Responds in varied ways to people and objects	<b>Baby InvestiGators™ Play and Grow Cards:</b>  121 It's Ok! 135 Books to Touch 142 Little Artists 147 Shake, Rattle, Tap 150 Treasure Hunt 158 A Tricky Path 173 Family Photo Album
<b>E. Time, Continuity, and Change</b>	
1. Responds to schedules	<b>Baby InvestiGators™ Play and Grow Cards:</b>  103 Yes or No? 104 The Hello Song 105 What'll I Do with Baby? 109 Wash Up! 110 Bundle Up 114 Cleanup Time! 122 Naptime
<b>F. Governance, Civic Ideals, and Practices</b>	
1. Responds to simple requests	<b>Baby InvestiGators™ Play and Grow Cards:</b>  107 Point to It! 114 Cleanup Time! 129 I Write, You Write 141 Baby Basketball 188 Bubble, Bubbles Everywhere
2. Begins to recognize cause and effect of actions	<b>Baby InvestiGators™ Play and Grow Cards:</b>  147 Shake, Rattle, Tap 166 Ramp It Up 175 Big Hug, Small Hug 179 Puppy to the Rescue

3. Responds in varied ways to people and objects	<b>Baby InvestiGators™ Play and Grow Cards:</b>  121 It's Ok! 135 Books to Touch 142 Little Artists 147 Shake, Rattle, Tap 150 Treasure Hunt 158 A Tricky Path 173 Family Photo Album
<b>G. Economics and Resources</b>	
1. Begins to communicate wants and needs	<b>Baby InvestiGators™ Play and Grow Cards:</b>  101 More, Please! 103 Yes or No? 107 Point to It! 153 Story Time 179 Puppy to the Rescue 181 Musical Jam
<b>H. Technology and Our World</b>	
1. Responds in varied ways to people and objects	<b>Baby InvestiGators™ Play and Grow Cards:</b>  142 Little Artists 147 Shake, Rattle, Tap 150 Treasure Hunt 158 A Tricky Path 194 Push and Pull 196 Chug-a-Choo
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>VII. Social Studies Domain</b>	
<b>Age: 18 - 24 Months</b>	

<b>A. Culture</b>	
1. Participates in own family practices (traditions, celebrations, songs, food or language)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  204 Family Time 210 Family Time 213 Bedtime for Bears 237 Scarf Dancing 252 Family Time 258 A Story About Me 260 Neighborhood Album
<b>B. Individual Development and Identity</b>	
1. Recognizes characteristics of self (eyes, nose and hair)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  209 Rainbow Shoes 211 Picture Perfect Placemats 215 I Am Special 231 Where Is Your Nose? 245 Growing, Changing 258 A Story About Me 260 Neighborhood Album 268 Flower Faces
2. Recognizes ability to impact surroundings	<b>InvestiGator Tots™ Play and Grow Cards:</b>  213 Bedtime for Bears 215 I Am Special 216 Stop, Sit, and Share 217 The Cleanup Song 238 Pillow Walk 245 Growing, Changing 253 Cardboard Cubby 264 Share a Hug 268 Flower Faces 297 Field Day Fun
<b>C. Individuals and Groups</b>	

1. Begins to recognize self as separate from others	<b>InvestiGator Tots™ Play and Grow Cards:</b>  207 The Getting Dressed Song 209 Rainbow Shoes 211 Picture Perfect Placemats 215 I Am Special 218 Blow a Kiss 220 Special Spot 222 Please Stand Up 245 Growing, Changing 258 A Story About Me 259 We Are All Here! 260 Neighborhood Album
2. Begins to respond to the needs of others (e.g., peers and family members)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  213 Bedtime for Bears 216 Stop, Sit, and Share 218 Blow a Kiss 248 Friendship Match 252 Class Puppet 253 Cardboard Cubby 263 That One, Please! 264 Share a Hug
3. Begins to participate in routines (e.g., family, classroom, school and community)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  203 Rhyming Routines 205 Taking a Trip 207 The Getting Dressed Song 210 Morning Checklist 215 I Am Special 217 The Cleanup Song 220 Special Spot 252 Class Puppet 259 We Are All Here!
<b>D. Spaces, Places, and Environments</b>	

1. Begins to recognize own personal space	<b>InvestiGator Tots™ Play and Grow Cards:</b>  207 The Getting Dressed Song 216 Stop, Sit, and Share 220 Special Spot 237 Scarf Dancing 238 Pillow Walk 253 Cardboard Cubby 297 Field Day Fun
<b>E. Time, Continuity, and Change</b>	
1. Recognizes and responds to schedules (e.g., time to eat when hungry)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  205 Taking a Trip 210 Morning Checklist 213 Bedtime for Bears 217 The Cleanup Song
<b>F. Governance, Civic Ideals, and Practices</b>	
1. Begins to follow simple requests	<b>InvestiGator Tots™ Play and Grow Cards:</b>  205 Taking a Trip 217 The Cleanup Song 220 Special Spot 222 Please Stand Up 223 Clap, Jump, Touch! 248 Friendship Match 253 Cardboard Cubby 272 Toy Hunt

2. Responds to problems in the environment	<b>InvestiGator Tots™ Play and Grow Cards:</b> 216 Stop, Sit, and Share 238 Pillow Walk 245 Growing, Changing 248 Friendship Match 252 Class Puppet 253 Cardboard Cubby 263 That One, Please!
3. Shows more complex responses to people and objects	<b>InvestiGator Tots™ Play and Grow Cards:</b> 216 Stop, Sit, and Share 221 Name That Toy 248 Friendship Match 252 Class Puppet 253 Cardboard Cubby 266 Work Buddies 271 What Are You Doing? 293 Outdoor Kitchen
<b>G. Economics and Resources</b>	
1. Communicates wants and needs to others	<b>InvestiGator Tots™ Play and Grow Cards:</b> 201 One Cracker, Two Crackers 206 Point and Pick 216 Stop, Sit, and Share 252 Class Puppet 253 Cardboard Cubby 258 A Story About Me 263 That One, Please! 264 Share a Hug 291 Sand Castle Swap
<b>H. Technology and Our World</b>	

1. Begins to recognize there are tools and machines (e.g., spoon for eating, cups and containers used in play, or wagon or cart used in the play area)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 234 Stir It Up 235 Foam Painting 244 Park the Car 249 Kitchen Sink Art 266 Work Buddies 271 What Are You Doing? 277 Kick Ball 291 Sand Castle Swap 293 Outdoor Kitchen
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>VII. Social Studies Domain</b>	
<b>Age: 2 – 3 Years (24 -36 Months)</b>	
<b>A. Culture</b>	
1. Identifies family practices (traditions, celebrations, songs, food or language)	<b>InvestiGator Tots™ Play and Grow Cards:</b> 365 What's for Dinner? 394 Swing Set Memories 422 Memory Lane 469 Hip Hoorah Holiday 474 Family Slideshow
<b>B. Individual Development and Identity</b>	

1. Begins to recognize characteristics of self as an individual	<b>InvestiGator Tots™ Play and Grow Cards:</b>  301 That's My Name! 304 Lunchtime Letters 330 Maat My Family 338 Show Me Your... 342 My Baby 387 Wiggledy-Woo 396 Chalk Portrait 403 The Name Game Song 409 Pick a Hand 418 Help-a-Lot 426 This Is Me! 460 I See Me
2. Begins to recognize the ways self is similar to and different from peers and others	<b>InvestiGator Tots™ Play and Grow Cards:</b>  304 Lunchtime Letters 338 Show Me Your... 342 My Baby 395 Two By Two 396 Chalk Portrait 403 The Name Game Song 409 Pick a Hand 417 Good Morning Song 426 This Is Me!
<b>C. Individuals and Groups</b>	



1. Recognizes self as separate from others	<b>InvestiGator Tots™ Play and Grow Cards:</b>  301 That's My Name! 304 Lunchtime Letters 322 Neat and Tidy 338 Show Me Your... 342 My Baby 396 Chalk Portrait 403 The Name Game Song 418 Help-a-Lot 460 I See Me
2. Begins to respond to the needs of others (e.g., peers and family members)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  356 Polly to the Rescue 358 Come Read with Me! 368 Show Kindness 370 Talk It Out 418 Help-a-Lot 452 Little Loves
3. Begins to follow routines (e.g., family, classroom, school and community)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  302 Pick It Up, Put It Away 322 Neat and Tidy 345 Stop Your Feet! 401 Let's Put It Away! 404 Clean Hands Club 412 Mealtime Melody
<b>D. Spaces, Places, and Environments</b>	
1. Begins to identify own personal space	<b>InvestiGator Tots™ Play and Grow Cards:</b>  346 Balloon Bounce 374 A Spot for Me 395 Two By Two 401 Let's Put It Away! 408 Flip It 485 Work It Out

2. Explores own environment	<b>InvestiGator Tots™ Play and Grow Cards:</b>  354 Finding Fido 374 A Spot for Me 399 Step Right Up! 401 Let's Put It Away! 408 Flip It! 413 Set-Up Duty 422 Memory Lane 487 Trike Course
3. Recognizes basic physical characteristics (e.g., landmarks or land features)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  331 What's the Word? 335 Name That Drawing 422 Memory Lane 427 My Story 487 Trike Course
4. Uses words to describe objects in a familiar space	<b>InvestiGator Tots™ Play and Grow Cards:</b>  303 Learning Labels 312 Picture Perfect 331 What's the Word? 422 Memory Lane 424 Stop and Talk 427 My Story
<b>E. Time, Continuity, and Change</b>	
1. Begins to sequence events	<b>InvestiGator Tots™ Play and Grow Cards:</b>  375 The Hokey Pokey 412 Mealtime Melody 421 Simon Says 423 What Happens Next? 427 My Story

2. Begins to recognize time events and routines	<b>InvestiGator Tots™ Play and Grow Cards:</b>  375 The Hokey Pokey 387 Wiggledy-Woo 401 Let's Put It Away! 404 Clean Hands Club 412 Mealtime Melody 423 What Happens Next?
<b>F. Governance, Civic Ideals, and Practices</b>	
1. Begins to recognize expectations in varying settings	<b>InvestiGator Tots™ Play and Grow Cards:</b>  303 Learning Labels 312 Picture Perfect 314 Wishy-Washy Clean 372 We Work It Out 404 Clean Hands Club 407 The Crossing Song 412 Mealtime Melody 418 Help-a-Lot 470 On Our Own
2. Demonstrates emerging problem-solving and decision-making skills	<b>InvestiGator Tots™ Play and Grow Cards:</b>  314 Wishy-Washy Clean 319 I Can Do It! 354 Finding Fido 372 We Work It Out 377 Let It Roll 399 Step Right Up! 407 The Crossing Song 463 Taking Care of Baby 470 On Our Own 498 Outdoor Choice Time

3. Begins to recognize common symbols in the environment	<b>InvestiGator Tots™ Play and Grow Cards:</b>  324 Plates Are Circles 331 What's the Word? 407 The Crossing Song 419 Sidewalk Talk 445 Merry Mail 446 Wee Workspace 459 Where We Go
<b>G. Economics and Resources</b>	
1. Initiates more complex interactions to get wants and needs met	<b>InvestiGator Tots™ Play and Grow Cards:</b>  319 I Can Do It! 418 Help-a-Lot 457 You Can Choose! 467 Brag Bag 470 On Our Own
2. Shows awareness of occupations	<b>InvestiGator Tots™ Play and Grow Cards:</b>  333 Information Station 400 On the Job 445 Merry Mail 446 Wee Workspace 456 Kiddie Catering
<b>H. Technology and Our World</b>	
1. Explores technology tools and interactive media (e.g., writing utensils, electronic toys, DVD and music players)	<b>InvestiGator Tots™ Play and Grow Cards:</b>  328 Listening Station 446 Wee Workspace 474 Family Slideshow 496 Freestyle
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>

<b>VIII. Creative Expression Through the Arts Domain</b>	
<b>Age: Birth – 8 Months</b>	
<b>A. Sensory Art Experience</b>	
1. Begins to experience the sensory qualities of a wide variety of open-ended, diverse and process-oriented sensory materials	<b>Baby InvestiGators™ Play and Grow Cards:</b>  39 Paper Play 49 Texture Crawl 52 Rock and Sing 62 Budding Artist 80 Paper Mobile 90 See, Shake, and Hear
<b>B. Music</b>	
1. Responds to music in a variety of ways	<b>Baby InvestiGators™ Play and Grow Cards:</b>  5 Transition Tunes 11 The Bottle Song 17 Music, Please! 28 Where's the Beat? 34 Sing a Silly Song 41 Shake It Up 52 Rock and Sing
<b>C. Creative Movement</b>	
1. Uses movement to show increasing body awareness in response to own environment	<b>Baby InvestiGators™ Play and Grow Cards:</b>  4 This Little Piggy 34 Sing a Silly Song 48 Flag Fun 53 Move to the Rhythm
<b>D. Imaginative and Creative Play</b>	

1. Imitates familiar experiences in own life	<b>Baby InvestiGators™ Play and Grow Cards:</b> 31 Can You Shake It? 41 Shake It Up 48 Flag Fun 65 Monkey See, Monkey Do!
<b>E. Appreciation of the Arts</b>	
1. Responds spontaneously to different forms of art in the environment	<b>Baby InvestiGators™ Play and Grow Cards:</b> 62 Budding Artist 70 What's That Sound? 80 Paper Mobile 84 Rhythm Sticks
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>VIII. Creative Expression Through the Arts Domain</b>	
<b>Age: 8 – 18 Months</b>	
<b>A. Sensory Art Experience</b>	
1. Chooses from a wide variety of open-ended, diverse and process-oriented sensory materials to engage in the art experience	<b>Baby InvestiGators™ Play and Grow Cards:</b> 120 Yogurt Paintings 129 I Write, You Write 135 Books to Touch 142 Little Artists 162 Bouquet Time
<b>B. Music</b>	

1. Begins to discover and engage in creative music experiences	<b>Baby InvestiGators™ Play and Grow Cards:</b>  104 The Hello Song 113 Sounds to Go! 136 Songs in Books 146 If You're Happy and You Know It 147 Shake, Rattle, Tap 151 Silly Sound Wall
<b>C. Creative Movement</b>	
1. Begins to use movement to express feelings and/or communicate an idea	<b>Baby InvestiGators™ Play and Grow Cards:</b>  136 Songs in Books 146 If You're Happy and You Know It 181 Musical Jam 182 Parade Day
2. Spontaneously responds and moves in creative ways while listening to music or sounds, stories and/or verbal cues	<b>Baby InvestiGators™ Play and Grow Cards:</b>  137 Rhythm and Rhyme 146 If You're Happy and You Know It 168 Rowing the Boat 177 See Me
<b>D. Imaginative and Creative Play</b>	
1. Imitates and initiates familiar experiences in own life using a variety of objects in the environment	<b>Baby InvestiGators™ Play and Grow Cards:</b>  138 Kitchen Puzzles 142 Little Artists 145 Match the Puppet 155 Hungry Puppet 163 Ring-a-Ling 170 Big Bam Band
<b>2. Appreciation of the Arts</b>	

1. Shows curiosity in different forms of artistic expressions(e.g., music, art and dance)	<b>Baby InvestiGators™ Play and Grow Cards:</b> 120 Yogurt Paintings 142 Little Artists 151 Silly Sound Wall 163 Ring-a-Ling 170 Big Bam Band
<b>Florida Early Learning and Developmental Standards 2017</b>	<b>Submission Evidence and Page Number(s)</b>
<b>VIII. Creative Expression Through the Arts Domain</b>	
<b>Age: 18 – 24 Months</b>	
<b>A. Sensory Art Experience</b>	
1. Combines a variety of open-ended, process-oriented and diverse art materials to explore technique with intention	<b>InvestiGator Tots™ Play and Grow Cards:</b> 226 Imitation Creations 227 Chalk Changes 235 Foam Painting 249 Kitchen Sink Art 256 Crayon Cool Down 268 Flower Faces 274 Connect the Rocks 282 Pudding Paint 283 Rainbow Rice 296 House Painters
<b>B. Music</b>	



1. Discovers and engages in creative music experiences	<b>InvestiGator Tots™ Play and Grow Cards:</b>  201 One Cracker, Two Crackers 202 Rhyme Around the Circle 207 The Getting Dressed Song 209 Rainbow Shoes 210 Morning Checklist 215 I Am Special 217 The Cleanup Song 218 Blow a Kiss 223 Clap, Jump, Touch! 229 Animal Sounds 230 Where Is Thumbkin? 259 We Are All Here!
<b>C. Creative Movement</b>	
1. Uses movement to express feelings and/or communicate an idea	<b>InvestiGator Tots™ Play and Grow Cards:</b>  214 Potty Party 218 Blow a Kiss 237 Scarf Dancing 264 Share a Hug 273 Marching Ants
2. Responds and moves in creative ways while listening to music, stories and/or verbal cues	<b>InvestiGator Tots™ Play and Grow Cards:</b>  207 The Getting Dressed Song 210 Morning Checklist 214 Potty Party 217 The Cleanup Song 218 Blow a Kiss 219 Instant Freeze 222 Please Stand Up 223 Clap, Jump, Touch! 230 Where Is Thumbkin? 237 Scarf Dancing 264 Share a Hug 273 Marching Ants

D. Imaginative and Creative Play	
1. Purposefully begins to engage in and explore imaginative and creative play with a variety of objects in the environment	<b>InvestiGator Tots™ Play and Grow Cards:</b>  213 Bedtime for Bears 232 Teddy Bear Picnic 234 Stir It Up 237 Scarf Dancing 240 Puppet Pals 242 Baby Bubble Bath 249 Kitchen Sink Art 252 Class Puppet 261 Doll's Day Out 267 Zookeepers 281 Car Wash 293 Outdoor Kitchen
E. Appreciation of the Arts	
1. Begins to respond to own art and to a variety of artistic expressions of others	<b>InvestiGator Tots™ Play and Grow Cards:</b>  226 Imitation Creations 235 Foam Painting 249 Kitchen Sink Art 256 Crayon Cool Down 268 Flower Faces 282 Pudding Paint 283 Rainbow Rice
2. Begins to show preferences for various art forms	<b>InvestiGator Tots™ Play and Grow Cards:</b>  227 Chalk Changes 235 Foam Painting 249 Kitchen Sink Art 256 Crayon Cool Down 268 Flower Faces 282 Pudding Paint 283 Rainbow Rice

Florida Early Learning and Developmental Standards 2017	Submission Evidence and Page Number(s)
<b>VIII. Creative Expression Through the Arts Domain</b>	
<b>Age: 2 – 3 Years (24 – 36 Months)</b>	
<b>A. Sensory Art Experience</b>	
1. Uses imagination and creativity to express self through open-ended, diverse and process-oriented art experiences with intention	<b>InvestiGator Tots™ Play and Grow Cards:</b>  332 Floor Art 348 Window Art 355 Clay Constructor 362 Box Blocks 367 Paint a Forest 391 Sculpture Garden 396 Chalk Portrait 415 Easel Showcase 426 This Is Me! 429 Art Gallery 432 Character Puppets 450 Clay Sculptors 462 Artistic License 468 Little Artists 475 Art With a Heart
<b>B. Music</b>	

1. Begins to engage in a variety of individual and group musical activities	<b>InvestiGator Tots™ Play and Grow Cards:</b>  302 Pick It Up, Put It Away 305 Waiting, Waiting 308 The Farmer in the Dell 321 Welcome Song 322 Neat and Tidy 323 Be a Star 337 Sing Along! 353 Tip Me Over 363 Shake Your Sillies Out 372 We Work It Out 375 The Hokey Pokey 384 Marching Band 402 Transition Signals 403 The Name Song 407 The Crossing Song 412 Mealtime Melody 417 Good Morning Song
<b>C. Creative Movement</b>	
1. Begins to engage in individual and group movement activities to express and represent thoughts, observations, imagination, feelings, experiences and knowledge	<b>InvestiGator Tots™ Play and Grow Cards:</b>  309 Head and Shoulders 337 Sing Along! 345 Stop Your Feet! 363 Shake Your Sillies Out 373 Ready, Set, Crow! 375 The Hokey Pokey 378 Walk the Line 384 Marching Band 421 Simon Says 425 My Name Is Joe 476 Find a Friend 485 Work It Out! 496 Freestyle
<b>D. Imaginative and Creative Play</b>	

1. Purposefully explores, engages and persists in ongoing real and or imaginative experiences through creative play	<b>InvestiGator Tots™ Play and Grow Cards:</b> 326 Act It Out 333 Information Station 342 My Baby 354 Finding Fido 356 Polly to the Rescue 358 Come Read with Me! 366 The Emotion Show 368 Show Kindness 379 Passenger Pals 416 Ready, Set, Action 430 Bedtime for Teddy 432 Character Puppets 440 Tea Party 452 Little Loves 453 Center Stage!
<b>E. Appreciation of the Arts</b>	
1. Responds to own art and to a variety of artistic expressions of others	<b>InvestiGator Tots™ Play and Grow Cards:</b> 315 Artists' Corner 332 Floor Art 335 Name That Drawing 348 Window Art 367 Paint a Forest 391 Sculpture Garden 396 Chalk Portrait 415 Easel Showcase 429 Art Gallery 450 Clay Sculptors 468 Little Artists 475 Art With a Heart

<p>2. Shows preferences for various art forms</p>	<p><b>InvestiGator Tots™ Play and Grow Cards:</b></p> <p>315 Artists' Corner  332 Floor Art  335 Name That Drawing  348 Window Art  367 Paint a Forest  391 Sculpture Garden  396 Chalk Portrait  415 Easel Showcase  429 Art Gallery  450 Clay Sculptors  468 Little Artists  475 Art With a Heart</p>
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