DEVELOPMENTAL DOMAIN 5

Cognitive Development

STANDARDS	BENCHMARKS /	Example

Approaches to Learning

5.0 Demonstrates positise approaches to learning

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5.0.1 Engages and sustains attention to age-appropriate tasks
       Example:
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5.0.2 Shows eagerness and curiosity for learning Example:

5.0.3 Identifies, analyzes, and seeks solutions to problems

STANDARDS	BENCHMARKS / Example	
DRAMA	5.1.5 Responds to dramatic play experiences Example: C dd a e a e e da a c a C d a e e ac a e/ e a ee ad d	
	5.1.6 Uses props to explore and create enhancement to imaginative play Example: C d e d e - c e e-e ac a a ce a C d e b ec a e c ea e a	
	5.1.7 Participates in dramatic play to express feelings, dramatize stories, and re-enact real-life experience Example: C d e e d a e a d c ad C d e a a B b e a d e b acc a e e a a a	
	5.1.8 Begins to explore and appreciate history, and various cultures through drama Example: C d e a a ead b a ad	
MUSIC & MOVEMENT	5.1.9 Explores new and various music types, rhythm and musical instruments Example: C d e ec a ca e a d/ e a e d a d	
	5.1.10 Participates in listening, singing, and performing action songs Example: C d e c d d a a C d a e e a	
	5.1.11 Begins to explore and appreciate history, and various cultures through music and movement Example: C d a	
	5.1.12 Uses movement and music to express thoughts, feelings, and creativity Example: C d e a d e e e a c e c a a c e a d de	
PRACTICAL ARTS	5.1.13 Begins to enjoy the process of learning to sew, cook, woodwork, garden, etc <i>Example:</i>	

EARLY CHILDHOOD DEVELOPMENTAL LEARNING STANDARDS

STANDARDS | BENCHMARKS / Example

Science

5.3 Uses scienti, c methods to e perience ph/ sical, life, space, and earth sciences

Explores, collects, inquires, predicts, experiments with, makes discoveries, and describes results about objects, organisms, and events in the environment Example:

C d a e b ec a e c dce e e e d c e e C dc ec bec adca e

5.3.2 Interacts with objects and materials to investigate and describe their physical properties Example:

> C d e ae ae (ce, ea, d) ad ae a edc

5.3.3 Discovers characteristics of living and non-living things

C d de e a d a c e, bec, ec. C d e a. a a e a d a , ca,a, adb, c , c ,ec.

5.3.4 Understands that all living things must be cared for

Example:

Cdacae a a C d e ca e a c a

5.3.5 Participates in activities to preserve the ecosystem

Example:

C d eec c C d ec ea e a d

5.3.6 Explores properties of earth and space

Example:

C d be de a d a d e a ba C d be de a d a de e ea ea

5.3.7 Uses senses and simple tools to learn about objects, observe and explore earth, space, and natural phenomena

Example:

Cdeaceac adeaea C de e e ce a c e b b ee a

5.3.8 Makes use of opportunities and materials for discussing scientific notions

Example:

C de a C da a e bec ae aced a e e a ae (a e b ee e) e ecedaeed(ca. a ace e . е

STANDARDS **BENCHMARKS / Example**

Social Studies:

5.4 Detelops an appreciation of self and others in relationship to social y stems, places, economics, citic responsibilities, and esents

5.4.1 Develops an awareness, and sense of belonging and acceptance as a family, classroom, and community Example:

C d de C d ec a e e cabea de / e a e ad ee aa a e

5.4.2 Recognizes and appreciates the relationship between people of various ages, genders, abilities, cultures, and ethnicity, through varied experiences and materials

Example:

- C d a c a e e e ca adae 'da e a a da C d de ae ee . ee e eadea e a С e
- 5.4.3 Understands physical features and characteristics of geography Example:

C d ec e d e e C d ac e d e e a , cea , beac e , e c.) edee ad e a d c e a

5.4.4 Develops an awareness of the relationship between people, places, and regions Example:

C d de e e c e c e e e a e e d C d de a d a e e d e e ace a e d e e dadc

5.4.5

STANDARDS | BENCHMARKS / Example

Technology:

5.5 Begins to deselop an a areness of different forms of technolog and media

5.5.1 Begins to understand how different forms of technology and media help people Example:

5.5.2 Begins to use appropriately and independently different forms of technology relevant to the young child Example:

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C d e ead e e e ce e
C d a a e a e e c e
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5.5.3 Begins to appreciate how technology can enrich classroom learning experiences

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C d e a c a de ce
C d a c a e e eac e a e ac e e (e.., c ad)
C d ec ded e / e a e a e e
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