

A. Curiosity and Interest

Birth to 18 months	18 to 36 months	36 to 60 months
Some Indicators for Children:	Some Indicators for Children:	Some Indicators for Children:
<ol style="list-style-type: none"> Shows interest in people by changing behavior Reacts to new voices or sounds by turning in the direction of sound, becoming more quiet or active, or changing facial expressions Shows interest by exploring, manipulating, or staring at new objects in the environment Uses all senses to explore the environment (e.g., reaching out to touch rain) 	<ol style="list-style-type: none"> Explores the immediate environment to find out what is there (e.g., asks about a new object he/she finds, actively searches through collection of toys) Shows interest in new and others' activities Asks simple "wh" questions (e.g., why, what, where) Asks about people in own environment 	<ol style="list-style-type: none"> Asks others for information (e.g., "What is that?" "Why is the moon round?") Investigates and experiments with materials Shows interest in how and why others do things Uses "Why" to get information about how his/her world works Develops personal interests (e.g., trains, farm animals)

Sample Strategies to Promote Development and Learning:

- Provide support for child who is hesitant about new objects and experiences.
- Play with child using objects with different textures, sounds, and shapes.
- Describe new places and what people are doing when out in the community.

Sample Strategies to Promote Development and Learning:

- Interact with child by asking simple questions and responding to his/her questions.
- Wonder aloud with child about why things happen.
- When on walks with child, talk about what you see around you.

Sample Strategies to Promote Development and Learning:

- Provide opportunities and time for child to explore a variety of activities and materials, including those in the larger community and those from diverse cultures.
- Assist child to find answers to own questions by exploring together (e.g., "I wonder... How could that work...Any ideas?").
- Play question-and-answer games that inspire child's curiosity.





B. Initiative

Birth to 18 months	18 to 36 months	36 to 60 months
Some Indicators for Children:	Some Indicators for Children:	Some Indicators for Children:
<ol style="list-style-type: none"> Engages in and actively explores new surroundings Engages familiar adults and children in interactions (e.g., smiling, approaching, not withdrawing) Shows interest in wanting to perform self-help skills Selects a book, toy, or item from several options Shows likes and dislikes for activities, experiences, and interactions 	<ol style="list-style-type: none"> Tries new ways of doing things and begins to take some risks Initiates play with others Chooses one activity over another and pursues it for a brief period of time Proposes an idea for how to spend time Shows interest in wanting to take care of self (e.g., dressing) Initiates activities at caregivers' suggestions Seeks and takes pleasure in new skills and experiences 	<ol style="list-style-type: none"> Asks others to join in play Joins a play activity already in progress, with assistance Selects new activities during play time (e.g., selects characters for dress-up) Offers to help with chores (e.g., sweeping sand from the floor, helping clean up spilled juice) Finds and uses materials to follow through on an idea (e.g., blocks for building a tower) Makes decisions about what activity or materials to work with from selection offered

Sample Strategies to Promote Development and Learning:

- Provide opportunities for child to choose toys to play with and books to read.
- Provide opportunities for child to take reasonable and safe risks (e.g., to stretch for an object beyond reach).
- Provide many opportunities for active exploration; discourage watching television or videos.

Sample Strategies to Promote Development and Learning:

- Provide child with many opportunities to play by self and with other children.
- Try new tasks with child and describe them.
- Help child feel safe and capable of trying something new or taking reasonable risks in a variety of settings.

Sample Strategies to Promote Development and Learning:

- Encourage child to pursue favorite activities.
- Provide non-threatening environments that create opportunities for child to initiate activities.
- Recognize that child may not demonstrate and express initiative in the same way in all settings (e.g., may take initiative with peers but not in presence of elders).

C. Persistence and Attentiveness

Birth to 18 months	18 to 36 months	36 to 60 months
Some Indicators for Children:	Some Indicators for Children:	Some Indicators for Children:
<ol style="list-style-type: none"> 1. Holds attention of caregiver (e.g., smiles, babbles, sustains eye-contact) 2. Directs attention towards objects by reaching, grasping, or staring at them 3. Examines a toy, rattle, or face for a brief period of time 4. Repeats simple motions or activities (e.g., swats at mobile, consistently reaches for objects) 5. Remembers where favorite items are stored 6. Focuses on reader or story teller for brief periods of time 7. Tries different ways of doing things 	<ol style="list-style-type: none"> 1. Wants to do favorite activities over and over again 2. Completes simple projects (e.g., 3- to 5-piece puzzle) 3. Continues to try a difficult task of interest for a brief period of time (e.g., builds a block structure for 3 to 5 minutes) 4. Insists on some choices (e.g., what to wear, completing a project) 5. Seeks assistance when encountering a problem 6. Listens and participates in story time (e.g., turning pages of book) 	<ol style="list-style-type: none"> 1. Focuses on tasks of interest to him/her 2. Remains engaged in an activity for at least 5 to 10 minutes, at times 3. Completes favorite tasks over and over again 4. Persists in trying to complete a task after previous attempts have failed (e.g., complete a puzzle, build a tower) 5. Uses at least two different strategies to solve a problem 6. Participates in meal time with few distractions

Sample Strategies to Promote Development and Learning:

- Provide space and times where child can play or work at tasks without interruptions.
- Provide child with opportunities to explore different characteristics of an object (e.g., the toy has several parts; a face has eyes, ears, nose, and mouth).
- Observe child to learn which activities increase or sustain his/her interest.

Sample Strategies to Promote Development and Learning:

- Provide time for child to engage in sustained activities, be on “toddler time.”
- Limit environmental distractions to help child sustain attention to activities (e.g., turn television off while child plays in the room).
- Talk with child about his/her activities using open-ended questions (e.g., “How did you do that? Tell me more.”).

Sample Strategies to Promote Development and Learning:

- Comment positively on child’s persistence and concentration.
- Try child’s suggested interventions when problems are encountered; talk with child about what worked and did not work.
- Help child focus attention (e.g., “Look at this.” “I want you to pay attention to the story.”).



D. Creativity and Inventiveness

Birth to 18 months	18 to 36 months	36 to 60 months
Some Indicators for Children:	Some Indicators for Children:	Some Indicators for Children:
<ol style="list-style-type: none"> 1. Inspects own hands and feet (e.g., by mouthing) 2. Mouths, shakes, bangs, drops, or throws objects 3. Imitates action observed in another situation (e.g., tries to stack blocks after watching another child stack blocks, bangs on surface after watching drumming at a cultural event) 4. Uses items differently and creatively (e.g., a bucket is turned upside down to build a tower base or to be a pedestal) 	<ol style="list-style-type: none"> 1. Invents new uses for everyday materials (e.g., bangs on pots and pans) 2. Approaches tasks experimentally, adapting as the activity evolves (e.g., uses trial and error) 3. Displays understanding of how objects work together (e.g., gets the dustpan when adult is sweeping the floor) 4. Enjoys opportunities for pretend play and creating things 5. Pretends and uses imagination during play 	<ol style="list-style-type: none"> 1. Invents new activities or games 2. Creates acceptable rules for group activities 3. Makes up words, songs, or stories 4. Expresses ideas through art, construction, movement, or music 5. Engages in extensive pretend play (e.g., plays "house" or "explorers")

Sample Strategies to Promote Development and Learning:

- Provide toys and experiences with a variety of colors, textures, sounds, shapes, and smells.
- Provide child time and opportunities to be spontaneous, silly, and messy.
- Play with child in creative ways (e.g., using soft toys to create a puppet show).

Sample Strategies to Promote Development and Learning:

- Use open-ended questions and descriptive language when interacting with child.
- Ensure child has props from own culture to support pretend play.
- Encourage child to pretend, make-believe, and use his/her imagination.

Sample Strategies to Promote Development and Learning:

- Provide tasks where the goal is trying different strategies rather than right or wrong answers.
- Ask child how a story may have ended differently (e.g., "What if...").
- Provide child with access to artists and artwork from own and other cultures.



E. Reflection and Interpretation

Birth to 18 months	18 to 36 months	36 to 60 months
Some Indicators for Children:	Some Indicators for Children:	Some Indicators for Children:
<ol style="list-style-type: none"> 1. Tracks people and objects by moving head as they move 2. Behaves in consistent ways to elicit desired response (e.g., kicks a mobile) 3. Plays games with primary caregiver that involve repetition (e.g., peek-a-boo) 4. Experiments to see if similar objects will cause similar responses (e.g., shakes stuffed animal in the same way as a rattle to hear noise) 5. Displays recognition and excitement about game or toys from previous day 6. Applies knowledge to new situations (e.g., bangs on bucket instead of drum) 	<ol style="list-style-type: none"> 1. Substitutes similar objects (e.g., stacks boxes like blocks) 2. Realizes that behaviors can precede events (e.g., "If mom puts the pot on the stove, she is going to cook something to eat.") 3. Alters behavior based on a past event and builds on it (e.g., "I did this and it didn't work, so I will do this instead.") 4. Relates an experience today to one that happened in the past (e.g., washing hands before meal time) 	<ol style="list-style-type: none"> 1. Tells others about events that happened in the past 2. Represents things in environment with available materials, moving from simple to complex representations (e.g., recreates picture of a house, bridge, road with blocks) 3. Thinks out loud and talks through a situation 4. Works out problems mentally rather than through trial and error

Sample Strategies to Promote Development and Learning:

- Interact with child in consistent and predictable ways.
- Provide child with toys and objects that react to specific actions.
- Provide opportunities for child to try same action on different objects (e.g., shake a rattle, shake a stuffed animal, shake a ball).

Sample Strategies to Promote Development and Learning:

- Think "out loud" and talk about ideas with child using descriptive language (e.g., "You remembered where the puzzle piece fits").
- Provide materials that are similar but produce different results (e.g., crayons, markers, paint).
- Demonstrate, explain, and provide opportunities for child to think about and avoid negative or dangerous behavior (e.g., "The stove and iron are hot").

Sample Strategies to Promote Development and Learning:

- Talk with child about what he/she has seen, heard, or done.
- Provide child with time to process experiences and information.
- Help child remember experiences with photographs, mementos, and souvenirs.