Alignment of

The Creative Curriculum[®] for Infants, Toddlers & Twos



WITH

Alignment of The Creative Curriculum® for Infants, Toddlers & Twos with Pennsylvania Learning Standards for Early Childhood: Infants - Toddlers

This document aligns the content in the *Pennsylvania Learning Standards for Early Childhood: Infants-Toddlers* with the goals and ideals of *The Creative Curriculum® for Infants, Toddlers & Twos. The Creative Curriculum® for Infants, Toddlers & Twos* is a comprehensive, research-based curriculum designed to help educators at all levels of experience plan and implement a developmentally appropriate, content-rich program for children with diverse backgrounds and skill levels.

References

Pennsylvania Department of Education. (2014). *Pennsylvania learning standards for early childhood: Infants and Toddlers*. Harrisburg, PA: Author. Retrieved from
https://www.pakeys.org/uploadedContent/Docs/Career%20Development/2014%20%20Infant%20toddler%20standards.pdf

Teaching Strategies, LLC. (2015). *The Creative Curriculum® infants, toddlers & twos*. Washington, DC: Author.

The Creative Curriculum® for Infants, Toddlers & Twos

Secondary Criteria: Pennsylvania Learning Standards for Early Childhood: Infants - Toddlers

Subject: Early Childhood Education

Grades: Ages Birth to 12 months, Ages 13 to 24 months, Ages 25 to 36 months

SUBJECT / STANDARD AREA	PA.AL.	Approaches to Learning Through Play (Infant)
STANDARD AREA / STATEMENT	AL.1.I.	Constructing and Gathering Knowledge
STANDARD		Big Idea: Children actively construct knowledge through routines, play, practices, and language. Children use a variety of strategies to gather information based upon their own individualized approach to learning. Essential Questions: What strategies can be used to gather information? What can I learn from my every day experiences, including play?
DESCRIPTOR / STANDARD	AL.1.I.A.	Curiosity and Initiative: Use the senses as a primary means to explore and learn from the environment.
DESCRIPTOR	AL.1.I.A.1.	Use hands, mouth, eyes in a coordinated manner to explore body, objects and surroundings. IT2 Creative Curriculum BCC 06 BCC 07 BCC 08 BCC 09 BCC 11 BCC 12 BCC 12 BCC 13 BCC 14 BCC 15 BCC 20 LL 01 Letters in the Sand LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 14 Ice-Block Play LL 18 Tissue-Box Pull LL 20 This Is the Same LL 22 Neighborhood Walk LL 23 Bathing Babies LL 24 Fingers, Nose, and Toes LL 29 Describing Food LL 38 The Same and Different LL 39 Texture Board LL 44 Fruit Salad LL 45 Animal Books LL 44 Fruit Salad LL 45 Animal Books LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 50 What Do I See? LL 57 Waterworks LL 59 Playground Textures M 02 Dig It! M 04 Cookie-Cutter Fun M 05 Sink or Float? M 06 Construction Zone M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 11 Garden Party M 12 Where's the Bear?

DESCRIPTOR	AL.1.I.A.2.	M 13 What's Inside? M 15 Good Night, Toys M 18 Rock Collection M 23 Find the Sound M 25 The Crunchy Bread M 27 Buried Shapes MM 01 A Toy for Kitty MM 06 The Creeping Ladybug MM 14 My Sticky Hands MM 15 Window Conversations MM 18 Going Fishing MM 21 Little Mouse MM 33 Crawling Mouse MM 43 Pitter, Patter, Splash! MM 72 What's in the Bag? MM 75 Baby Massage MM 80 Follow That Toy MM 98 Let's Explore! P 01 Cups of Water P 03 Splash Pad P 04 Throwing Plush Balls P 07 Making Bubbles P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 23 Silly Wavy Lines P 30 Flowers in the Garden P 32 Water Soup P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 11 Learning a Stop Sign SE 26 Dressing for the Weather Transfer items from hand to hand to investigate the feel or
		IT2 Creative Curriculum BCC 06 BCC 07 BCC 08 BCC 09 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 20 LL 01 Letters in the Sand LL 06 Sticky Tables LL 08 Outdoor Mobiles LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Tissue-Box Pull LL 20 This Is the Same LL 22 Neighborhood Walk LL 23 Bathing Babies LL 24 Fingers, Nose, and Toes LL 29 Describing Food LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 42 Textured Letters

		LL 44 Fruit Salad
		LL 45 Animal Books
		LL 46 Veggie Mash-Up
		LL 50 What Do I See?
		LL 57 Waterworks
		LL 59 Playground Textures
		M 02 Dig It! M 04 Cookie-Cutter Fun
		M 05 Sink or Float?
		M 06 Construction Zone
		M 09 Let's Make Two
		M 10 Making Butter
		M 11 Garden Party
		M 12 Where's the Bear?
		M 13 What's Inside?
		M 15 Good Night, Toys
		M 18 Rock Collection
		M 23 Find the Sound
		M 25 The Crunchy Bread
		M 27 Buried Shapes
		MM 01 A Toy for Kitty
		MM 06 The Creeping Ladybug MM 14 My Sticky Hands
		MM 15 Window Conversations
		MM 18 Going Fishing
		MM 21 Little Mouse
		MM 33 Crawling Mouse
		MM 43 Pitter, Patter, Splash!
		MM 72 What's in the Bag?
		MM 75 Baby Massage
		MM 80 Follow That Toy
		MM 98 Let's Explore!
		P 01 Cups of Water
		P 03 Splash Pad
		P 04 Throwing Plush Balls
		P 07 Making Bubbles
		P 10 Icy Paintings
		P 11 Laundry Time!
		P 12 Molding Dough
		P 14 Pull Box P 15 Let's Practice Dressing
		P 23 Silly Wavy Lines
		P 30 Flowers in the Garden
		P 32 Water Soup
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 11 Learning a Stop Sign
		SE 26 Dressing for the Weather
STANDARD AREA /	AL.1.I.	Constructing and Gathering Knowledge
STATEMENT		
STANDARD		Big Idea: Children actively construct knowledge through routines,
		play, practices, and language. Children use a variety of strategies to
		gather information based upon their own individualized approach to
		learning. Essential Questions: What strategies can be used to gather
		information? What can I learn from my every day experiences,
		including play?
DESCRIPTOR / STANDARD	AL.1.I.B.	Risk Taking: Explore in the comfort of a familiar surrounding or adult.
DESCRIPTOR	AL.1.I.B.1.	Engage in play routines near a familiar adult.
		IT2 Creative Curriculum
		LL 09 Cardboard Village
		LL 22 Neighborhood Walk
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		LL 38 The Same and Different M 02 Dig It! M 19 In, On, and Around M 26 Obstacle Course P 02 Nature Painting SE 01 Actively Listening to Children SE 08 Playful Interactions SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book
DESCRIPTOR	AL.1.I.B.2.	Engage with an unfamiliar adult to complete routine activity while a familiar adult is nearby. IT2 Creative Curriculum BCC 19 BCC 20 BCC 22 LL 09 Cardboard Village LL 22 Neighborhood Walk LL 38 The Same and Different
		M 02 Dig It! M 03 Everyday Patterns M 15 Good Night, Toys M 19 In, On, and Around M 26 Obstacle Course P 02 Nature Painting SE 19 Dos and Don'ts Book
DESCRIPTOR	AL.1.I.B.3.	Try to take walking steps to reach a familiar adult. IT2 Creative Curriculum LL 09 Cardboard Village LL 22 Neighborhood Walk LL 38 The Same and Different M 02 Dig It! M 19 In, On, and Around M 26 Obstacle Course P 02 Nature Painting SE 19 Dos and Don'ts Book
STANDARD AREA / STATEMENT	AL.1.I.	Constructing and Gathering Knowledge
STANDARD		Big Idea: Children actively construct knowledge through routines, play, practices, and language. Children use a variety of strategies to gather information based upon their own individualized approach to learning. Essential Questions: What strategies can be used to gather information? What can I learn from my every day experiences, including play?
DESCRIPTOR / STANDARD	AL.1.I.C.	Stages of Play: Engage in parallel play.
DESCRIPTOR	AL.1.I.C.1.	Move toward an object. IT2 Creative Curriculum SE 01 Actively Listening to Children SE 08 Playful Interactions SE 09 Build It Up, Knock It Down
DESCRIPTOR	AL.1.I.C.2.	Imitate adult actions in play. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13

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		BCC 14 BCC 15 BCC 16 BCC 19 BCC 21 BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Babies LL 33 Silly Clothes M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Night, Toys MM 02 Silly Animal Walk MM 08 From Seed to Tree MM 100 Sounds on the Farm MM 16 That's How I Roll MM 25 We Are the Clouds MM 27 Half Past Eight MM 28 Animals in the Barn MM 47 Wake Up! MM 69 Big Red Fish MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 12 Playful Routines SE 26 Dressing for the Weather
DESCRIPTOR	AL.1.I.C.3.	Children will independently play near adults. IT2 Creative Curriculum SE 01 Actively Listening to Children SE 08 Playful Interactions SE 09 Build It Up, Knock It Down
DESCRIPTOR	AL.1.I.C.4.	Play near others without interacting with them. IT2 Creative Curriculum SE 01 Actively Listening to Children SE 08 Playful Interactions SE 09 Build It Up, Knock It Down
STANDARD AREA / STATEMENT	AL.2.I.	Organizing and Understanding Information
STANDARD		Big Idea: Strategies for filtering and organizing information are important to the learning process. Essential Questions: How do I decide what information/task to attend to? What strategies do I use to organize information?
DESCRIPTOR / STANDARD	AL.2.I.A.	Engagement and Attention: Interact with others, objects or activities for short periods of time.
DESCRIPTOR	AL.2.I.A.1.	Attend to adult during reciprocal interaction. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06

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BCC 07
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BCC 12
BCC 13
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BCC 22
BCC 23
BCC 24
LL 01 Letters in the Sand
LL 02 Reading Wordless Books
LL 03 From Drawing to Writing
LL 04 Sing & Move
LL 05 The "Me" Book
LL 06 Sticky Tables
LL 07 Pretend Phone Calls
LL 08 Outdoor Mobiles
LL 09 Cardboard Village
LL 10 Yummy Foods
LL 11 Let's Talk
LL 12 What's in the Picture?
LL 13 Lift the Flap and See Who's Here
LL 14 Ice-Block Play
LL 15 Whisper Songs
LL 16 Tissue-Paper Play
LL 17 Three Bears
LL 18 Tissue-Box Pull
LL 19 Shake That Bell!
LL 20 This Is the Same
LL 21 Will You Read to Me?
LL 22 Neighborhood Walk
LL 23 Bathing Babies
LL 24 Fingers, Nose, and Toes
LL 25 A Book of Faces
LL 26 Reading Rhyming Books
LL 27 A Cup Is For...
LL 28 Family Faces
LL 29 Describing Food
LL 30 Family Picture Walk
LL 31 I'll Find You
LL 32 Observing Insect Life
LL 33 Silly Clothes
LL 34 Our Names, Our Things
LL 35 Light Up
LL 36 Puppet Stories
LL 37 My Clothes Today
LL 38 The Same and Different
LL 39 Texture Board
LL 40 Sticky Surface
LL 41 Letters, Letters, Letters
LL 42 Textured Letters
LL 43 Lemonade
LL 44 Fruit Salad
LL 45 Animal Books
LL 46 Veggie Mash-Up
LL 47 Roll-Ups
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LL 48 Applesauce LL 49 Pancakes LL 50 What Do I See? LL 51 Dance & Remember LL 52 Fruit Smoothies LL 53 Bookworm Boogie LL 54 Sharing Storybooks LL 55 Silly Names LL 56 Where Did It Go? LL 57 Waterworks LL 58 Tuneful Tales LL 59 Playground Textures LL 60 Potty Talk LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 03 Everyday Patterns M 04 Cookie-Cutter Fun M 05 Sink or Float? M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments M 15 Good Night, Toys M 16 Growing Sizes M 17 This Little Piggy M 18 Rock Collection M 19 In, On, and Around M 20 Where's the Water? M 21 Build a Zoo M 22 Jump Counting M 23 Find the Sound M 24 Putting Puzzles Together M 25 The Crunchy Bread M 26 Obstacle Course M 27 Buried Shapes M 28 Counting Books MM 01 A Toy for Kitty MM 02 Silly Animal Walk MM 03 Hello Cheer MM 04 Let's Put On Your Pants MM 05 I Can Do It! MM 06 The Creeping Ladybug MM 07 The Hungry Crane MM 08 From Seed to Tree MM 09 The Answer is No! MM 10 T Dance MM 100 Sounds on the Farm MM 11 A-Bouncing We Will Go MM 12 Wiggle, Wiggle MM 13 The Way or That? MM 14 My Sticky Hands MM 15 Window Conversations MM 16 That's How I Roll MM 17 Dream MM 18 Going Fishing MM 19 Time to Clean Up! MM 20 Please Find...

MM 21 Little Mouse MM 22 Shake It Up MM 23 Old Uncle Lou MM 24 Tick-Tock Clock MM 25 We Are the Clouds MM 26 Thank You MM 27 Half Past Eight MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 30 One for You, One for Me MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 33 Crawling Mouse MM 34 Clapping Hands MM 35 Pirate's Plank MM 36 Hello, How Are You? MM 37 The Rain and Me MM 38 Ten Little Toes MM 39 Motion Magic MM 40 Wave Good-bye MM 41 The Dish & the Spoon MM 42 Two Little Ducks MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 45 Hush, My Baby MM 46 Where Can He Be? MM 47 Wake Up! MM 48 Roll Play MM 49 Merry Movements MM 50 You Help Me & I Help You MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 57 Remember When... MM 58 Sing-Song Sit-Ups MM 59 Can You Do This? MM 60 On the Spot MM 61 How Slowly Can You Go? MM 62 Busy, Dizzy Hands MM 63 Where Is Teddy? MM 64 Jumping Jack MM 65 Peek at You MM 66 What Can That Sound Be? MM 67 Shoo, Fly! MM 68 Let's See What We Can Find MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 72 What's in the Bag? MM 73 Copy Me! MM 74 I'm Big, I'm Small MM 75 Baby Massage MM 76 Now I'm Crawling MM 77 Rise and Shine MM 78 Hello Toes MM 79 Sammy the Starfish MM 80 Follow That Toy MM 81 Where Are Baby's Tiny Ears? MM 82 Tell Me a Story MM 83 Time to Close Your Eyes MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 86 Daddy Loves You

MM 87 Let's Go!

MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 91 You Have Two MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 94 Detailed Descriptions MM 95 Shape Finders MM 96 Baby Two-Step MM 97 Swim and Run MM 98 Let's Explore! MM 99 Buzz Like a Bee P 01 Cups of Water P 02 Nature Painting P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 13 1, 2, 3 Hops P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 26 Let's Fill Up the Box P 27 Stand Up and Dance P 28 Tape Trails P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys P 36 Water Painting SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 08 Playful Interactions SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes SE 11 Learning a Stop Sign SE 12 Playful Routines SE 13 Looking for Toes SE 14 Sing the Same Song SE 15 Song Time SE 16 Baby Faces

SE 17 Calm-Down Place

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		SE 18 Picture Help SE 19 Dos and Don'ts Book SE 20 Conflict Resolution SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 24 Stop! SE 25 Sleep Routines SE 26 Dressing for the Weather
DESCRIPTOR	AL.2.I.A.2.	Gaze with interest at adult, peer, or object nearby. IT2 Creative Curriculum
		SE 08 Playful Interactions
DESCRIPTOR	AL.2.I.A.3.	Engage in exploration of objects within the environment. IT2 Creative Curriculum LL 09 Cardboard Village LL 22 Neighborhood Walk LL 38 The Same and Different M 02 Dig It! M 19 In, On, and Around M 26 Obstacle Course P 02 Nature Painting SE 19 Dos and Don'ts Book
STANDARD AREA / STATEMENT	AL.2.I.	Organizing and Understanding Information
STANDARD		Big Idea: Strategies for filtering and organizing information are important to the learning process. Essential Questions: How do I decide what information/task to attend to? What strategies do I use to organize information?
DESCRIPTOR / STANDARD	AL.2.I.B.	Task Analysis: Anticipate next step of a familiar routine or activity.
DESCRIPTOR	AL.2.I.B.1.	Repeat routine actions (e.g. lift legs for clean diaper placement, hold out hand for washing following diaper change, go to seat in expectation of meal). IT2 Creative Curriculum BCC 19 BCC 20 BCC 22 M 03 Everyday Patterns M 15 Good Night, Toys
STANDARD AREA / STATEMENT	AL.2.I.	Organizing and Understanding Information
STANDARD		Big Idea: Strategies for filtering and organizing information are important to the learning process. Essential Questions: How do I decide what information/task to attend to? What strategies do I use to organize information?
DESCRIPTOR / STANDARD	AL.2.I.C.	Persistence: Engage with an object in more than one way.
DESCRIPTOR	AL.2.I.C.1.	Repeat attempts to engage an adult to meet needs. IT2 Creative Curriculum LL 11 Let's Talk LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books

MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes SE 12 Playful Routines DESCRIPTOR AL.2.I.C.2. Play with a variety of objects to determine similar and different outcomes. IT2 Creative Curriculum BCC 09 **BCC 12** LL 19 Shake That Bell! LL 32 Observing Insect Life LL 35 Light Up LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 01 Cups of Water P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 10 lcy Paintings P 15 Let's Practice Dressing P 16 Squeezing Sponges P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling

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		P 26 Let's Fill Up the Box P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes
DESCRIPTOR	AL.2.I.C.3.	Explore objects in the environment.
STANDARD AREA /	AL.2.1.	IT2 Creative Curriculum LL 09 Cardboard Village LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 38 The Same and Different LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 19 In, On, and Around M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books M M 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 02 Nature Painting P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes SE 19 Dos and Don'ts Book
STANDARD AREA / STATEMENT	AL.2.I.	Organizing and Understanding Information
STANDARD		Big Idea: Strategies for filtering and organizing information are important to the learning process. Essential Questions: How do I decide what information/task to attend to? What strategies do I use to organize information?
DESCRIPTOR / STANDARD	AL.2.I.E.	Memory: Recognize and respond to familiar adults and routines.
DESCRIPTOR	AL.2.I.E.1.	Smile when familiar adult enters room. IT2 Creative Curriculum
		MM 17 Dream

DESCRIPTOR DESCRIPTOR STANDARD AREA /	AL.2.I.E.3.	Act on familiar routines (e.g. go to changing table for diaper change). IT2 Creative Curriculum BCC 19 BCC 20 BCC 22 M 03 Everyday Patterns M 15 Good Night, Toys Show excitement for familiar adult. IT2 Creative Curriculum MM 17 Dream Applying Knowledge
STATEMENT		
STANDARD		Big Idea: Prior knowledge and experiences can be used to express and create new understandings. Essential Questions: How do I use what I already know to understand new things? How do I represent new understandings?
DESCRIPTOR / STANDARD	AL.3.I.A/B.	Creativity/Invention: Respond to music, art and stories.
DESCRIPTOR	AL.3.I.A/B.1.	Reference 9.1.V.I.B. IT2 Creative Curriculum BCC 12 BCC 13 BCC 15 BCC 21 BCC 24 LL 01 Letters in the Sand LL 04 Sing & Move LL 05 The "Me" Book LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 15 Whisper Songs LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 51 Dance & Remember LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 08 Pots and Pans Band M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 10 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye

		MM 52 Row, Row, Row Your Boat
		MM 60 On the Spot MM 65 Peek at You
		MM 67 Shoo, Fly!
		MM 73 Copy Me!
		MM 80 Follow That Toy MM 90 Special Letter Chant
		MM 95 Shape Finders
		MM 98 Let's Explore!
		P 02 Nature Painting
		P 03 Splash Pad
		P 10 Icy Paintings P 17 Tap and Shake My Tambourine
		P 27 Stand Up and Dance
		P 30 Flowers in the Garden
		P 34 Follow the Leader
		P 35 Riding Toys SE 01 Actively Listening to Children
		SE 03 Good-Byes
		SE 06 This Is the Way We Get Dressed
		SE 07 Right Where It Belongs
		SE 15 Song Time SE 16 Baby Faces
		SE 17 Calm-Down Place
		SE 18 Picture Help
		SE 19 Dos and Don'ts Book
		SE 21 Big Rule, Little Rule SE 22 Hello Activities
STANDARD AREA /	AL.3.I.	
STATEMENT	AL.3.I.	Applying Knowledge
STANDARD		Big Idea: Prior knowledge and experiences can be used to express
		and create new understandings. Essential Questions: How do I use what I already know to understand new things? How do I represent
		new understandings?
DESCRIPTOR / STANDARD	AL.3.I.C.	Representation: Use a variety of materials to create.
DESCRIPTOR	AL.3.I.C.1.	Explore a variety of materials.
		IT2 Creative Curriculum
		BCC 13
		BCC 19 LL 01 Letters in the Sand
		LL 03 From Drawing to Writing
		LL 05 The "Me" Book
		LL 09 Cardboard Village
		LL 37 My Clothes Today LL 40 Sticky Surface
		M 06 Construction Zone
		M 16 Growing Sizes
		MM 05 I Can Do It!
		MM 15 Window Conversations MM 66 What Can That Sound Be?
		MM 82 Tell Me a Story
		I I I I I I I I I I I I I I I I I I I
		P 02 Nature Painting
		P 02 Nature Painting P 10 Icy Paintings
		P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough
		P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines
		P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough
DESCRIPTOR	AL.3.I.C.2.	P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines SE 03 Good-Byes
DESCRIPTOR	AL.3.I.C.2.	P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines SE 03 Good-Byes SE 09 Build It Up, Knock It Down Imitate use of materials when modeled by adult.
DESCRIPTOR	AL.3.I.C.2.	P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines SE 03 Good-Byes SE 09 Build It Up, Knock It Down Imitate use of materials when modeled by adult. IT2 Creative Curriculum BCC 05
DESCRIPTOR	AL.3.I.C.2.	P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines SE 03 Good-Byes SE 09 Build It Up, Knock It Down Imitate use of materials when modeled by adult. IT2 Creative Curriculum

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		BCC 22
		BCC 24
		LL 07 Pretend Phone Calls
		LL 09 Cardboard Village
		LL 23 Bathing Babies
		LL 33 Silly Clothes
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 15 Good Night, Toys
		MM 02 Silly Animal Walk
		MM 08 From Seed to Tree
		MM 100 Sounds on the Farm
		MM 16 That's How I Roll
		MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 47 Wake Up!
		MM 69 Big Red Fish
		MM 79 Sammy the Starfish
		P 01 Cups of Water
		P 15 Let's Practice Dressing
		P 22 Bang With a Hammer P 32 Water Soup
		SE 03 Good-Byes SE 04 Picnic
		SE 05 Take Care of Baby
		SE 08 Playful Interactions
		SE 12 Playful Routines
		SE 26 Dressing for the Weather
STANDARD AREA /	AL.4.I.	Learning through Experience
STATEMENT		
STANDARD		Big Idea: Experiences provide the context in which learning is
		constructed. Essential Questions: In what ways does an experience
		in one setting influence my learning and experiences in another
		setting? How do I learn from my mistakes and/or from challenging
		situations?
DESCRIPTOR / STANDARD	AL.4.I.A.	Making Connections: Demonstrate comfort in routines, objects and
DEGOTAL TOKY OTANDARD	AL.T.I.A.	materials that reflect home experiences.
DECODIBTOR	A1 4 1 A 4	
DESCRIPTOR	AL.4.I.A.1.	Show comfort when shown or provided a favorite object from home.
		IT2 Creative Commissions
		IT2 Creative Curriculum
		BCC 01
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BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 19	
BCC 16 BCC 17 BCC 18	
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BCC 23	
BCC 24	
LL 02 Reading Wordless Books	
MM 02 Silly Animal Walk	
MM 15 Window Conversations MM 17 Dream	
MM 40 Wave Good-bye	
MM 41 The Dish & the Spoon	
MM 43 Pitter, Patter, Splash!	
MM 45 Hush, My Baby	
MM 75 Baby Massage	
MM 77 Rise and Shine	
MM 85 Terrific Tummy Time	
SE 01 Actively Listening to Children	
SE 03 Good-Byes	
SE 10 Hellos and Good-Byes	
SE 15 Song Time	
SE 16 Baby Faces	
SE 17 Calm-Down Place	
SE 22 Hello Activities	
SE 24 Stop!	
SE 25 Sleep Routines	
DESCRIPTOR AL.4.I.A.2. Show excitement when steps of a routine mirror home exper	ience.
IT2 Creative Curriculum	
BCC 19	
BCC 20	
BCC 22	
M 03 Everyday Patterns	
M 15 Good Night, Toys	
DESCRIPTOR AL.4.I.A.3. Respond to familiar family phrases.	
IT2 Creative Curriculum	
MM 03 Hello Cheer	
SE 01 Actively Listening to Children	
SE 21 Big Rule, Little Rule	
STANDARD AREA / AL.4.I. Learning through Experience STATEMENT	
STANDARD Big Idea: Experiences provide the context in which learning	
constructed. Essential Questions: In what ways does an exp	
in one setting influence my learning and experiences in anot	
setting? How do I learn from my mistakes and/or from challe	nging
situations?	
DESCRIPTOR / STANDARD AL.4.I.B. Resiliency - Competence: Use comfort of familiar experience	es to
explore new activities and experiences.	
DESCRIPTOR AL.4.I.B.1. REFERENCE 16.1.I.C	
IT2 Creative Curriculum	
IT2 Creative Curriculum LL 09 Cardboard Village	
LL 09 Cardboard Village	
LL 09 Cardboard Village LL 22 Neighborhood Walk LL 38 The Same and Different M 02 Dig It!	
LL 09 Cardboard Village LL 22 Neighborhood Walk LL 38 The Same and Different	

	1	D 00 N / D 1 //
		P 02 Nature Painting SE 19 Dos and Don'ts Book
STANDARD AREA / STATEMENT	AL.4.I.	Learning through Experience
STANDARD		Big Idea: Experiences provide the context in which learning is constructed. Essential Questions: In what ways does an experience in one setting influence my learning and experiences in another setting? How do I learn from my mistakes and/or from challenging situations?
DESCRIPTOR / STANDARD	AL.4.IC.	Problem Solving: Play with a variety of objects to determine similar and different outcomes.
DESCRIPTOR	AL.4.I.C.1.	Interact with an object in more than one way.
		IT2 Creative Curriculum LL 61 What's the Problem? M 15 Good Night, Toys M 16 Growing Sizes M 21 Build a Zoo MM 14 My Sticky Hands P 15 Let's Practice Dressing P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down
DESCRIPTOR	AL.4.I.C.2.	Repeat actions that have an interesting response.
		IT2 Creative Curriculum BCC 09 BCC 12 LL 19 Shake That Bell! LL 35 Light Up LL 61 What's the Problem? M 15 Good Night, Toys M 16 Growing Sizes M 21 Build a Zoo MM 14 My Sticky Hands P 01 Cups of Water P 07 Making Bubbles P 10 Icy Paintings P 15 Let's Practice Dressing P 16 Squeezing Sponges P 18 Roll It to Me! P 21 Big Beads P 22 Bang With a Hammer P 26 Let's Fill Up the Box P 29 Nesting Bag SE 09 Build It Up, Knock It Down
DESCRIPTOR	AL.4.I.C.3.	Explore objects to see how they work.
		IT2 Creative Curriculum LL 61 What's the Problem? M 15 Good Night, Toys M 16 Growing Sizes M 21 Build a Zoo MM 14 My Sticky Hands P 15 Let's Practice Dressing P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down
SUBJECT / STANDARD AREA	PA.LLD.	Language and Literacy Development (Infant)
STANDARD AREA / STATEMENT	1.1.l.	Foundational Skills

STANDARD		Big Idea: Emerging reading involves the use of pictures, symbols and text to gain information and derive meaning. Essential Question: How do I acquire and practice pre-reading skills?
DESCRIPTOR / STANDARD	1.1.I.A.	Book Handling: Explore books in a variety of ways.
DESCRIPTOR / STANDARD DESCRIPTOR	1.1.I.A.1.	Book Handling: Explore books in a variety of ways. Gaze, babble, pat, and point at books. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 31 BCC 3
DESCRIPTOR	1.1.I.A.2.	M 28 Counting Books Attend to pictures in a book during lap-reading with an adult. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 07 BCC 10 BCC 11 BCC 12 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 19 BCC 20

BCC 21 BCC 22 BCC 23 BCC 24 LL 01 Letters in the Sand LL 02 Reading Wordless Books LL 05 The "Me" Book LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 36 Puppet Stories LL 44 Fruit Salad LL 45 Animal Books LL 47 Roll-Ups LL 49 Pancakes LL 53 Bookworm Boogie LL 54 Sharing Storybooks LL 55 Silly Names LL 58 Tuneful Tales M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course M 28 Counting Books MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities STANDARD AREA / 1.1.I. Foundational Skills

STATEMENT		
STANDARD		Big Idea: Emerging reading involves the use of pictures, symbols and text to gain information and derive meaning. Essential Question: How do I acquire and practice pre-reading skills?
DESCRIPTOR / STANDARD	1.1.I.B.	Print Concepts: Demonstrate interest in books that have color, pattern, and contrast.
DESCRIPTOR	1.1.I.B.1.	Gaze, babbles, pat, and point at books.
		IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 21 BCC 21 BCC 21 BCC 22 BCC 23 BCC 24 LL 02 Reading Wordless Books LL 05 The "Me" Book LL 21 Will You Read to Me? LL 26 Reading Rhyming Books LL 36 Puppet Stories LL 45 Animal Books LL 53 Bookworm Boogie LL 45 Animal Books LL 53 Bookworm Boogie LL 54 Sharing Storybooks LL 58 Tuneful Tales
DESCRIPTOR	1.1.I.B.2.	M 28 Counting Books Attend to pictures in a book during lap-reading with an adult.
		IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 15 BCC 16 BCC 17 BCC 18

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BCC 20
BCC 21
BCC 22
BCC 23
BCC 24
LL 01 Letters in the Sand
LL 02 Reading Wordless Books
LL 05 The "Me" Book
LL 09 Cardboard Village
LL 10 Yummy Foods
LL 12 What's in the Picture?
LL 13 Lift the Flap and See Who's Here
LL 21 Will You Read to Me?
LL 22 Neighborhood Walk
LL 25 A Book of Faces
LL 26 Reading Rhyming Books
LL 28 Family Faces
LL 30 Family Picture Walk
LL 34 Our Names, Our Things
LL 36 Puppet Stories
LL 44 Fruit Salad
LL 45 Animal Books
LL 47 Roll-Ups
LL 49 Pancakes
LL 53 Bookworm Boogie
LL 54 Sharing Storybooks
LL 55 Silly Names
LL 58 Tuneful Tales
M 03 Everyday Patterns
M 05 Sink or Float?
M 06 Construction Zone
M 10 Making Butter
M 11 Garden Party
M 18 Rock Collection
M 20 Where's the Water?
M 26 Obstacle Course
M 28 Counting Books
MM 03 Hello Cheer
MM 100 Sounds on the Farm
MM 17 Dream
MM 25 We Are the Clouds
MM 28 Animals in the Barn
MM 29 Let's Start Our Day
MM 36 Hello, How Are You?
MM 40 Wave Good-bye
MM 73 Copy Me!
MM 80 Follow That Toy
MM 90 Special Letter Chant
MM 95 Shape Finders
MM 98 Let's Explore!
P 02 Nature Painting
P 03 Splash Pad
P 10 Icy Paintings
P 30 Flowers in the Garden
P 34 Follow the Leader
P 35 Riding Toys
SE 01 Actively Listening to Children
SE 03 Good-Byes
SE 06 This Is the Way We Get Dressed
SE 07 Right Where It Belongs
SE 16 Baby Faces
SE 18 Picture Help
SE 19 Dos and Don'ts Book
SE 21 Big Rule, Little Rule
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BCC 19

		SE 22 Hello Activities
STANDARD AREA / STATEMENT	1.1.1.	Foundational Skills
STANDARD		Big Idea: Emerging reading involves the use of pictures, symbols and text to gain information and derive meaning. Essential Question: How do I acquire and practice pre-reading skills?
DESCRIPTOR / STANDARD	1.1.I.C.	Phonological Awareness: Respond to sounds in the environment.
DESCRIPTOR	1.1.I.C.1.	Startle to unfamiliar sounds (e.g. vacuum cleaner).
		IT2 Creative Curriculum LL 26 Reading Rhyming Books LL 31 I'll Find You LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock
DESCRIPTOR	1.1.I.C.2.	Respond positively to familiar sounds and words (e.g. voice of familiar adult). IT2 Creative Curriculum LL 26 Reading Rhyming Books LL 31 I'll Find You LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock
DESCRIPTOR	1.1.I.C.3.	Repeat sounds initiated by adult. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 19 BCC 21 BCC 21 BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Babies LL 33 Silly Clothes M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Night, Toys MM 02 Silly Animal Walk MM 08 From Seed to Tree MM 100 Sounds on the Farm MM 16 That's How I Roll MM 25 We Are the Clouds MM 27 Half Past Eight MM 28 Animals in the Barn MM 47 Wake Up! MM 69 Big Red Fish MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup

		SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather
DESCRIPTOR	1.1.I.C.4.	Look towards sounds.
		IT2 Creative Curriculum LL 26 Reading Rhyming Books LL 31 I'll Find You LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock
STANDARD AREA / STATEMENT	1.1.l.	Foundational Skills
STANDARD		Big Idea: Emerging reading involves the use of pictures, symbols and text to gain information and derive meaning. Essential Question: How do I acquire and practice pre-reading skills?
DESCRIPTOR / STANDARD	1.1.I.D.	Phonics and Word Recognition: EMERGING
		IT2 Creative Curriculum LL 26 Reading Rhyming Books LL 31 I'll Find You LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock
STANDARD AREA / STATEMENT	1.2.l.	Reading Informational Text
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.2.I.B.	Key Ideas: Attend to a picture in a text when reading with an adult.
DESCRIPTOR	1.2.l.B.1.	Gaze at pages of a text. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 12 BCC 13 BCC 14 BCC 15 BCC 15 BCC 16 BCC 17 BCC 18 BCC 19 BCC 19 BCC 20 BCC 21

BCC 22 BCC 23 BCC 24 LL 01 Letters in the Sand LL 02 Reading Wordless Books LL 05 The "Me" Book LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 36 Puppet Stories LL 44 Fruit Salad LL 45 Animal Books LL 47 Roll-Ups LL 49 Pancakes LL 53 Bookworm Boogie LL 54 Sharing Storybooks LL 55 Silly Names LL 58 Tuneful Tales M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course M 28 Counting Books MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities DESCRIPTOR 1.2.I.B.2. Point to familiar objects pictured within a text.

		IT2 Creative Curriculum
		BCC 12
		BCC 15
		BCC 24
		LL 01 Letters in the Sand
		LL 05 The "Me" Book
		LL 09 Cardboard Village
		LL 10 Yummy Foods
		LL 12 What's in the Picture?
		LL 13 Lift the Flap and See Who's Here
		LL 22 Neighborhood Walk
		LL 25 A Book of Faces
		LL 28 Family Faces
		LL 30 Family Picture Walk
		LL 34 Our Names, Our Things
		LL 44 Fruit Salad
		LL 47 Roll-Ups
		· ·
		LL 49 Pancakes
		LL 55 Silly Names
		M 03 Everyday Patterns
		M 05 Sink or Float?
		M 06 Construction Zone
		M 10 Making Butter
		M 11 Garden Party
		M 18 Rock Collection
		M 20 Where's the Water?
		M 26 Obstacle Course
		MM 03 Hello Cheer
		MM 100 Sounds on the Farm
		MM 17 Dream
		MM 25 We Are the Clouds
		MM 28 Animals in the Barn
		MM 29 Let's Start Our Day
		MM 36 Hello, How Are You?
		· ·
		MM 40 Wave Good-bye
		MM 73 Copy Me!
		MM 73 Copy Me!
		MM 73 Copy Me! MM 80 Follow That Toy
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant
		MM 73 Copy Me! MM 80 Follow That Toy
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore!
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore!
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 18 Picture Help SE 19 Dos and Don'ts Book
		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help
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		MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities
DESCRIPTOR	1.2.I.B.3.	MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities
DESCRIPTOR	1.2.I.B.3.	MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities Attempt to communicate about familiar objects in text (e.g. sees a
DESCRIPTOR	1.2.I.B.3.	MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities
DESCRIPTOR	1.2.I.B.3.	MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities Attempt to communicate about familiar objects in text (e.g. sees a
DESCRIPTOR	1.2.I.B.3.	MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities Attempt to communicate about familiar objects in text (e.g. sees a ball and says "ba", uses sign for apple when seeing an apple).
DESCRIPTOR	1.2.I.B.3.	MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities Attempt to communicate about familiar objects in text (e.g. sees a ball and says "ba", uses sign for apple when seeing an apple). IT2 Creative Curriculum
DESCRIPTOR	1.2.I.B.3.	MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities Attempt to communicate about familiar objects in text (e.g. sees a ball and says "ba", uses sign for apple when seeing an apple). IT2 Creative Curriculum BCC 12
DESCRIPTOR	1.2.I.B.3.	MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities Attempt to communicate about familiar objects in text (e.g. sees a ball and says "ba", uses sign for apple when seeing an apple). IT2 Creative Curriculum BCC 12 BCC 15
DESCRIPTOR	1.2.I.B.3.	MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities Attempt to communicate about familiar objects in text (e.g. sees a ball and says "ba", uses sign for apple when seeing an apple). IT2 Creative Curriculum BCC 12
DESCRIPTOR	1.2.I.B.3.	MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities Attempt to communicate about familiar objects in text (e.g. sees a ball and says "ba", uses sign for apple when seeing an apple). IT2 Creative Curriculum BCC 12 BCC 15 BCC 24
DESCRIPTOR	1.2.I.B.3.	MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities Attempt to communicate about familiar objects in text (e.g. sees a ball and says "ba", uses sign for apple when seeing an apple). IT2 Creative Curriculum BCC 12 BCC 15 BCC 24 LL 01 Letters in the Sand
DESCRIPTOR	1.2.I.B.3.	MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 lcy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities Attempt to communicate about familiar objects in text (e.g. sees a ball and says "ba", uses sign for apple when seeing an apple). IT2 Creative Curriculum BCC 12 BCC 15 BCC 24 LL 01 Letters in the Sand LL 05 The "Me" Book
DESCRIPTOR	1.2.I.B.3.	MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities Attempt to communicate about familiar objects in text (e.g. sees a ball and says "ba", uses sign for apple when seeing an apple). IT2 Creative Curriculum BCC 12 BCC 15 BCC 24 LL 01 Letters in the Sand

	II	
		LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 73 Copy Me! MM 30 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 lcy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities
STANDARD AREA / STATEMENT	1.2.l.	Reading Informational Text
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.2.I.J.	Vocabulary Acquisition: Use single words to identify family members and familiar objects.
DESCRIPTOR	1.2.I.J.1.	Look at or move toward named person or object.
		IT2 Creative Curriculum LL 06 Sticky Tables

		LL 12 What's in the Picture?
		LL 18 Tissue-Box Pull
		LL 20 This Is the Same
		LL 21 Will You Read to Me?
		LL 22 Neighborhood Walk
		LL 24 Fingers, Nose, and Toes
		LL 27 A Cup is For
		LL 28 Family Faces
		LL 29 Describing Food
		LL 33 Silly Clothes
		LL 38 The Same and Different
		LL 39 Texture Board
		LL 40 Sticky Surface
		LL 57 Waterworks
		LL 59 Playground Textures
		MM 33 Crawling Mouse
		MM 82 Tell Me a Story
		MM 88 Just Like Me!
		MM 94 Detailed Descriptions
		MM 99 Buzz Like a Bee
		P 11 Laundry Time!
DESCRIPTOR	1.2.I.J.2.	Repeat sounds initiated by adult.
DEGOTTI TOR	1.2.1.3.2.	repeat sounds initiated by addit.
		IT2 Creative Curriculum
		BCC 05
		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 19
		BCC 21
		BCC 22
		BCC 24
		LL 07 Pretend Phone Calls
		LL 09 Cardboard Village
		LL 23 Bathing Babies
		LL 33 Silly Clothes
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 15 Good Night, Toys
		MM 02 Silly Animal Walk
		MM 08 From Seed to Tree
		MM 100 Sounds on the Farm
		MM 16 That's How I Roll
		MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 47 Wake Up!
		MM 69 Big Red Fish
		MM 79 Sammy the Starfish
		P 01 Cups of Water
		P 15 Let's Practice Dressing
		P 22 Bang With a Hammer
		P 32 Water Soup
		SE 03 Good-Byes
		SE 04 Picnic
		SE 05 Take Care of Baby
		SE 08 Playful Interactions
		SE 12 Playful Routines
	J	·- ·- ·- ·- ·- · · · · · · · · ·

		SE 26 Dressing for the Weather
DESCRIPTOR	1.2.I.J.3.	Use newly acquired vocabulary to name objects.
		ooo nomy acquirou rosassiary to name osspecies
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 12 What's in the Picture?
		LL 18 Tissue-Box Pull LL 20 This Is the Same
		LL 21 Will You Read to Me?
		LL 22 Neighborhood Walk
		LL 24 Fingers, Nose, and Toes
		LL 27 A Cup Is For
		LL 28 Family Faces
		LL 29 Describing Food
		LL 33 Silly Clothes
		LL 38 The Same and Different
		LL 39 Texture Board
		LL 40 Sticky Surface
		LL 57 Waterworks
		LL 59 Playground Textures
		MM 33 Crawling Mouse MM 82 Tell Me a Story
		MM 88 Just Like Me!
		MM 94 Detailed Descriptions
		MM 99 Buzz Like a Bee
		P 11 Laundry Time!
STANDARD AREA /	1.2.I.	Reading Informational Text
STATEMENT		
STANDARD		Big Idea: Effective readers use appropriate strategies to construct
		meaning. Critical thinkers actively and skillfully interpret, analyze,
		evaluate, and synthesize information. An expanded vocabulary
		enhances one's ability to express ideas and information. Essential
		Questions: What is the text really about? How does interaction with
		the text promote thinking and response? Why learn new words?
		What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.2.I.L.	Range of Reading: Engage in reading activities.
DESCRIPTOR	1.2.I.L.1.	Gaze, babble, pat and point at books or photos.
DESCRIPTOR	1.2.1.2.1.	daze, babble, pat and point at books of photos.
		IT2 Creative Curriculum
		BCC 01
		BCC 02
		BCC 03
		BCC 04
		BCC 05
		BCC 06
		BCC 07
		BCC 08 BCC 09
		BCC 10
		BCC 11
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 17
		BCC 18
		BCC 19
		BCC 20
		BCC 21
		BCC 22
		BCC 23

		BCC 24
		LL 02 Reading Wordless Books
		LL 05 The "Me" Book
		LL 21 Will You Read to Me?
		LL 26 Reading Rhyming Books
		LL 36 Puppet Stories
		LL 45 Animal Books
		LL 53 Bookworm Boogie
		LL 54 Sharing Storybooks
		LL 58 Tuneful Tales
		M 28 Counting Books
DESCRIPTOR	1.2.I.L.2.	Attend to pictures in a book during lap-reading with an adult.
		IT2 Creative Curriculum
		BCC 12
		BCC 15
		BCC 24
		LL 01 Letters in the Sand
		LL 05 The "Me" Book
		LL 09 Cardboard Village
		LL 10 Yummy Foods
		LL 12 What's in the Picture?
		LL 13 Lift the Flap and See Who's Here
		LL 22 Neighborhood Walk LL 25 A Book of Faces
		LL 28 Family Faces
		LL 30 Family Picture Walk
		LL 34 Our Names, Our Things
		LL 44 Fruit Salad
		LL 47 Roll-Ups
		LL 49 Pancakes
		LL 55 Silly Names
		M 03 Everyday Patterns
		M 05 Sink or Float?
		M 06 Construction Zone
		M 10 Making Butter
		M 11 Garden Party
		M 18 Rock Collection
		M 20 Where's the Water?
		M 26 Obstacle Course
		MM 03 Hello Cheer
		MM 100 Sounds on the Farm
		MM 17 Dream
		MM 25 We Are the Clouds
		MM 28 Animals in the Barn
		MM 29 Let's Start Our Day
		MM 36 Hello, How Are You?
		MM 40 Wave Good-bye
		MM 73 Copy Me!
		MM 80 Follow That Toy
		MM 90 Special Letter Chant
		MM 95 Shape Finders
		MM 98 Let's Explore!
		P 02 Nature Painting
		P 03 Splash Pad
		P 10 Icy Paintings
		P 30 Flowers in the Garden
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 01 Actively Listening to Children
		SE 03 Good-Byes
		SE 06 This Is the Way We Get Dressed
		SE 07 Right Where It Belongs
	II.	IOE OF REGISTER PRINCIPLE
		SE 16 Baby Faces
		SE 16 Baby Faces SE 18 Picture Help

		SE 19 Dos and Don'ts Book
		SE 21 Big Rule, Little Rule SE 22 Hello Activities
STANDARD AREA / STATEMENT	1.3.I.	Reading Literature
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.3.I.A.	Key Ideas and Details – Theme: EMERGING
		IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 15 BCC 16 BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 23 BCC 24
STANDARD AREA / STATEMENT	1.3.I.	Reading Literature
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.3.I.B.	Key Ideas and Details - Text Analysis - Attend to a picture in a story when reading with an adult.
DESCRIPTOR	1.3.I.B.1.	Gaze at pages of a story. IT2 Creative Curriculum BCC 12 BCC 15 BCC 24 LL 01 Letters in the Sand LL 05 The "Me" Book LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture?

		LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone
		M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 73 Copy Me!
		MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule
DESCRIPTOR	1.3.I.B.2.	Point to familiar objects pictured within a story. IT2 Creative Curriculum BCC 12 BCC 15 BCC 24 LL 01 Letters in the Sand LL 05 The "Me" Book LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups

	11	
		LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 lcy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities
DESCRIPTOR	1.3.I.B.3.	Attempt to communicate about familiar objects in story (e.g. sees a ball and says "ba", uses sign for apple when seeing an apple). IT2 Creative Curriculum BCC 12 BCC 15 BCC 24 LL 01 Letters in the Sand LL 05 The "Me" Book LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party

		M 18 Rock Collection M 20 Where's the Water?
		M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm
		MM 17 Dream MM 25 We Are the Clouds
		MM 28 Animals in the Barn MM 29 Let's Start Our Day
		MM 36 Hello, How Are You?
		MM 40 Wave Good-bye MM 73 Copy Me!
		MM 80 Follow That Toy MM 90 Special Letter Chant
		MM 95 Shape Finders MM 98 Let's Explore!
		P 02 Nature Painting P 03 Splash Pad
		P 10 Icy Paintings
		P 30 Flowers in the Garden P 34 Follow the Leader
		P 35 Riding Toys SE 01 Actively Listening to Children
		SE 03 Good-Byes SE 06 This Is the Way We Get Dressed
		SE 07 Right Where It Belongs SE 16 Baby Faces
		SE 18 Picture Help
		SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule
STANDARD AREA /	1.3.I.	SE 22 Hello Activities Reading Literature
STATEMENT	1.0.1.	
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.3.I.C.	Key Ideas and Details – Literary Elements: EMERGING
		IT2 Creative Curriculum
		BCC 01 BCC 02
		BCC 03 BCC 04
		BCC 05 BCC 06
		BCC 07 BCC 08
		BCC 09 BCC 10
		BCC 11
		BCC 12 BCC 13
		BCC 14 BCC 15
		BCC 16 BCC 17
		BCC 18 BCC 19
		BCC 20

	1	
		BCC 21
		BCC 22
		BCC 23
		BCC 24
DESCRIPTOR / STANDARD	1.3.I.G.	Integration of Knowledge: EMERGING
		IT2 Creative Curriculum
		BCC 01
		BCC 02
		BCC 03
		BCC 04
		BCC 05
		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10
		BCC 11
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 17
		BCC 18
		BCC 19
		BCC 20
		BCC 21
		BCC 22
		BCC 23
		BCC 24
STANDARD AREA /	1.3.I.	Reading Literature
STATEMENT	1.3.1.	
STANDARD		Big Idea: Effective readers use appropriate strategies to construct
		meaning. Critical thinkers actively and skillfully interpret, analyze,
		evaluate, and synthesize information. An expanded vocabulary
		enhances one's ability to express ideas and information. Essential
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words?
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.3.I.J.	enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out
DESCRIPTOR / STANDARD DESCRIPTOR	1.3.I.J. 1.3.I.J.1.	enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects. Look at or move toward named person or object.
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects.
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects. Look at or move toward named person or object.
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects. Look at or move toward named person or object. IT2 Creative Curriculum LL 06 Sticky Tables
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects. Look at or move toward named person or object. IT2 Creative Curriculum LL 06 Sticky Tables LL 12 What's in the Picture?
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects. Look at or move toward named person or object. IT2 Creative Curriculum LL 06 Sticky Tables LL 12 What's in the Picture? LL 18 Tissue-Box Pull
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects. Look at or move toward named person or object. IT2 Creative Curriculum LL 06 Sticky Tables LL 12 What's in the Picture? LL 18 Tissue-Box Pull LL 20 This Is the Same LL 21 Will You Read to Me?
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects. Look at or move toward named person or object. IT2 Creative Curriculum LL 06 Sticky Tables LL 12 What's in the Picture? LL 18 Tissue-Box Pull LL 20 This Is the Same LL 21 Will You Read to Me? LL 22 Neighborhood Walk
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects. Look at or move toward named person or object. IT2 Creative Curriculum LL 06 Sticky Tables LL 12 What's in the Picture? LL 18 Tissue-Box Pull LL 20 This Is the Same LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects. Look at or move toward named person or object. IT2 Creative Curriculum LL 06 Sticky Tables LL 12 What's in the Picture? LL 18 Tissue-Box Pull LL 20 This Is the Same LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes LL 27 A Cup Is For
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects. Look at or move toward named person or object. IT2 Creative Curriculum LL 06 Sticky Tables LL 12 What's in the Picture? LL 18 Tissue-Box Pull LL 20 This Is the Same LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes LL 27 A Cup Is For LL 28 Family Faces
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects. Look at or move toward named person or object. IT2 Creative Curriculum LL 06 Sticky Tables LL 12 What's in the Picture? LL 18 Tissue-Box Pull LL 20 This Is the Same LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes LL 27 A Cup Is For LL 28 Family Faces LL 29 Describing Food
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects. Look at or move toward named person or object. IT2 Creative Curriculum LL 06 Sticky Tables LL 12 What's in the Picture? LL 18 Tissue-Box Pull LL 20 This Is the Same LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes LL 27 A Cup Is For LL 28 Family Faces LL 29 Describing Food LL 33 Silly Clothes
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects. Look at or move toward named person or object. IT2 Creative Curriculum LL 06 Sticky Tables LL 12 What's in the Picture? LL 18 Tissue-Box Pull LL 20 This Is the Same LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes LL 27 A Cup Is For LL 28 Family Faces LL 29 Describing Food LL 33 Silly Clothes LL 38 The Same and Different
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects. Look at or move toward named person or object. IT2 Creative Curriculum LL 06 Sticky Tables LL 12 What's in the Picture? LL 18 Tissue-Box Pull LL 20 This Is the Same LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes LL 27 A Cup Is For LL 28 Family Faces LL 29 Describing Food LL 33 Silly Clothes LL 38 The Same and Different LL 39 Texture Board
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects. Look at or move toward named person or object. IT2 Creative Curriculum LL 06 Sticky Tables LL 12 What's in the Picture? LL 18 Tissue-Box Pull LL 20 This Is the Same LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes LL 27 A Cup Is For LL 28 Family Faces LL 29 Describing Food LL 33 Silly Clothes LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects. Look at or move toward named person or object. IT2 Creative Curriculum LL 06 Sticky Tables LL 12 What's in the Picture? LL 18 Tissue-Box Pull LL 20 This Is the Same LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes LL 27 A Cup Is For LL 28 Family Faces LL 29 Describing Food LL 33 Silly Clothes LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 57 Waterworks
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects. Look at or move toward named person or object. IT2 Creative Curriculum LL 06 Sticky Tables LL 12 What's in the Picture? LL 18 Tissue-Box Pull LL 20 This Is the Same LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes LL 27 A Cup Is For LL 28 Family Faces LL 29 Describing Food LL 33 Silly Clothes LL 33 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 57 Waterworks LL 59 Playground Textures
		enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary? Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects. Look at or move toward named person or object. IT2 Creative Curriculum LL 06 Sticky Tables LL 12 What's in the Picture? LL 18 Tissue-Box Pull LL 20 This Is the Same LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes LL 27 A Cup Is For LL 28 Family Faces LL 29 Describing Food LL 33 Silly Clothes LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 57 Waterworks

	1	10
		MM 88 Just Like Me!
		MM 94 Detailed Descriptions
		MM 99 Buzz Like a Bee
		P 11 Laundry Time!
DESCRIPTOR	1.3.I.J.2.	Repeat sounds initiated by adult.
		IT2 Creative Curriculum
		BCC 05
		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 19
		BCC 21
		BCC 22
		BCC 24
		LL 07 Pretend Phone Calls
		LL 09 Cardboard Village
		LL 23 Bathing Babies
		LL 33 Silly Clothes
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 15 Good Night, Toys
		MM 02 Silly Animal Walk
		MM 08 From Seed to Tree
		MM 100 Sounds on the Farm
		MM 16 That's How I Roll
		MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 47 Wake Up!
		MM 69 Big Red Fish
		MM 79 Sammy the Starfish
		P 01 Cups of Water
		P 15 Let's Practice Dressing
		P 22 Bang With a Hammer
		P 32 Water Soup
		SE 03 Good-Byes
		SE 04 Picnic
		SE 05 Take Care of Baby
		SE 08 Playful Interactions
		SE 12 Playful Routines
		SE 26 Dressing for the Weather
DESCRIPTOR	1.3.I.J.3.	Use newly acquired vocabulary to name objects.
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 12 What's in the Picture?
		LL 18 Tissue-Box Pull
		LL 20 This Is the Same
		LL 21 Will You Read to Me?
		LL 22 Neighborhood Walk
		LL 24 Fingers, Nose, and Toes
		LL 27 A Cup Is For
		LL 28 Family Faces
		LL 29 Describing Food
		LL 33 Silly Clothes
		LL 38 The Same and Different
The second secon	II .	HEE OF THE DAINE AND DINGIGIE

		LL 39 Texture Board
		LL 40 Sticky Surface
		LL 57 Waterworks
		LL 59 Playground Textures
		MM 33 Crawling Mouse
		MM 82 Tell Me a Story
		MM 88 Just Like Me!
		MM 94 Detailed Descriptions
		MM 99 Buzz Like a Bee
		P 11 Laundry Time!
STANDARD AREA /	1.3.I.	Reading Literature
STATEMENT	1.5.1.	iteauing Literature
		Die Idea Effective readers was appropriate atretagies to apportunat
STANDARD		Big Idea: Effective readers use appropriate strategies to construct
		meaning. Critical thinkers actively and skillfully interpret, analyze,
		evaluate, and synthesize information. An expanded vocabulary
		enhances one's ability to express ideas and information. Essential
		Questions: What is the text really about? How does interaction with
		the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out
		unknown vocabulary?
DESCRIPTOR / STANDARD	1.3.I.L.	Range of Reading: Engage in reading activities.
DESCRIPTOR	1.3.I.L.1.	Gaze, babble, pat and point at books or photos.
		IT2 Creative Curriculum
		BCC 01
		BCC 02
		BCC 03
		BCC 04
		BCC 05
		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10
		BCC 11
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 17
		BCC 18
		BCC 19
		BCC 20
		BCC 21
		BCC 22
		BCC 23
		BCC 24
		LL 02 Reading Wordless Books
		LL 05 The "Me" Book
		LL 21 Will You Read to Me?
		LL 26 Reading Rhyming Books
		LL 36 Puppet Stories
		LL 45 Animal Books
		LL 53 Bookworm Boogie
		LL 54 Sharing Storybooks
		LL 58 Tuneful Tales
		M 28 Counting Books
DESCRIPTOR	1.3.I.L.2.	Attend to pictures in a book during lap-reading with an adult.
		IT2 Creative Curriculum
		BCC 12
		BCC 15

	0	
		BCC 24
		LL 01 Letters in the Sand
		LL 05 The "Me" Book
		LL 09 Cardboard Village
		LL 10 Yummy Foods
		LL 12 What's in the Picture?
		LL 13 Lift the Flap and See Who's Here
		LL 22 Neighborhood Walk
		LL 25 A Book of Faces
		LL 28 Family Faces
		LL 30 Family Picture Walk
		LL 34 Our Names, Our Things
		LL 44 Fruit Salad
		LL 47 Roll-Ups
		LL 49 Pancakes
		LL 55 Silly Names
		M 03 Everyday Patterns
		M 05 Sink or Float?
		M 06 Construction Zone
		M 10 Making Butter
		M 11 Garden Party
		M 18 Rock Collection
		M 20 Where's the Water?
		M 26 Obstacle Course
		MM 03 Hello Cheer
		MM 100 Sounds on the Farm
		MM 17 Dream
		MM 25 We Are the Clouds
		MM 28 Animals in the Barn
		MM 29 Let's Start Our Day
		MM 36 Hello, How Are You?
		MM 40 Wave Good-bye
		MM 73 Copy Me!
		MM 80 Follow That Toy
		MM 90 Special Letter Chant
		MM 95 Shape Finders
		MM 98 Let's Explore!
		P 02 Nature Painting
		P 03 Splash Pad
		P 10 Icy Paintings
		P 30 Flowers in the Garden
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 01 Actively Listening to Children
		SE 03 Good-Byes
		SE 06 This Is the Way We Get Dressed
		SE 07 Right Where It Belongs
		SE 16 Baby Faces
		SE 18 Picture Help
		SE 19 Dos and Don'ts Book
		SE 21 Big Rule, Little Rule
		SE 22 Hello Activities
CTANDARD AREA	4.4.1	
STANDARD AREA /	1.4.I.	Writing
STATEMENT		
STANDARD		Big Idea: Audience and purpose influence a writer's choice of
		organizational pattern, language, and literary techniques. Effective
		research requires the use of varied resources to gain or expand
		knowledge. Essential Questions: What makes clear and effective
		writing? Why do writers write? Who is the audience? What will work
		best for the audience? Where can one find information to answer
		questions?
DESCRIPTOR / STANDARD	1.4.I.M.	Narrative: EMERGING
DESCRIPTION / STANDAND		
DESCRIPTOR / STANDARD		
DEGORII TOR 7 GTARDARD		IT2 Creative Curriculum

		LL 37 My Clothes Today
STANDARD AREA / STATEMENT	1.4.1.	Writing
STANDARD		Big Idea: Audience and purpose influence a writer's choice of organizational pattern, language, and literary techniques. Effective research requires the use of varied resources to gain or expand knowledge. Essential Questions: What makes clear and effective writing? Why do writers write? Who is the audience? What will work best for the audience? Where can one find information to answer questions?
DESCRIPTOR / STANDARD	1.4.I.R.	Narrative Conventions of Language: Make marks with writing and drawing tools.
DESCRIPTOR	1.4.I.R.1.	Use a variety of writing tools and surfaces during play.
		IT2 Creative Curriculum LL 03 From Drawing to Writing LL 37 My Clothes Today P 10 Icy Paintings P 23 Silly Wavy Lines
DESCRIPTOR	1.4.I.R.2.	Engage in tactile experiences.
		IT2 Creative Curriculum BCC 06 BCC 07 BCC 08 BCC 09 BCC 01 BCC 11 BCC 13 BCC 14 BCC 15 BCC 20 LL 01 Letters in the Sand LL 06 Sticky Tables LL 08 Outdoor Mobiles LL 09 Cardboard Village LL 10 Yummy Foods LL 14 Ice-Block Play LL 18 Tissue-Box Pull LL 20 This Is the Same LL 22 Neighborhood Walk LL 23 Bathing Babies LL 24 Fingers, Nose, and Toes LL 29 Describing Food LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 42 Textured Letters LL 44 Fruit Salad LL 45 Animal Books LL 46 Veggie Mash-Up LL 50 What Do I See? LL 57 Waterworks LL 59 Playground Textures M 02 Dig It! M 04 Cookie-Cutter Fun M 05 Sink or Float? M 06 Construction Zone M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside?
		M 12 Where's the Bear?

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		IT2 Creative Curriculum LL 11 Let's Talk LL 22 Neighborhood Walk LL 39 Texture Board LL 57 Waterworks LL 60 Potty Talk SE 03 Good-Byes SE 24 Stop!
DESCRIPTOR	1.5.I.A.2.	Use verbal and nonverbal language to show interest in objects and people. IT2 Creative Curriculum BCC 04 BCC 05 BCC 08 BCC 10 BCC 12 BCC 13 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 42 Two Little Ducks MM 62 Busy, Dizzy Hands MM 69 Big Red Fish MM 92 Creepy Crawly Spiders P 03 Splash Pad P 05 Surprise! P 07 Making Bubbles P 24 Crawling Through a Tunnel P 25 Pushing and Pulling
		SE 03 Good-Byes SE 05 Take Care of Baby SE 10 Hellos and Good-Byes SE 15 Song Time SE 22 Hello Activities SE 24 Stop!
DESCRIPTOR	1.5.I.A.3.	Engage in conversational turn taking. IT2 Creative Curriculum BCC 02 BCC 04 BCC 06 BCC 07 BCC 09

STANDARD AREA / STATEMENT STANDARD	1.5.1.	BCC 23 P 08 Beach-Ball Bowling P 18 Roll It to Me! P 19 Beach-Ball Kicker SE 09 Build It Up, Knock It Down SE 26 Dressing for the Weather Speaking and Listening Big Idea: Active listeners make meaning from what they hear by questioning, reflecting, responding, and evaluating. Effective speakers prepare and communicate messages to address the
DESCRIPTOR / STANDARD	1.5.I.C.	audience and purpose. Essential Questions: What do good listeners do? How do active listeners make meaning? How do speakers effectively communicate a message? Comprehension and Collaboration Evaluation: Respond in ways that
DESCRIPTOR / STANDARD	1.5.1.0.	indicate understanding of what is being communicated.
DESCRIPTOR	1.5.I.C.1.	Respond to tone of others voice. IT2 Creative Curriculum MM 03 Hello Cheer SE 01 Actively Listening to Children SE 21 Big Rule, Little Rule
DESCRIPTOR	1.5.I.C.2.	Connect voice to specific person. IT2 Creative Curriculum MM 03 Hello Cheer SE 01 Actively Listening to Children SE 21 Big Rule, Little Rule
DESCRIPTOR	1.5.I.C.3.	Follow simple direction. IT2 Creative Curriculum LL 04 Sing & Move LL 22 Neighborhood Walk LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 43 Lemonade LL 44 Fruit Salad LL 45 Animal Books LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 51 Dance & Remember LL 56 Where Did It Go? LL 57 Waterworks M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 12 Where's the Bear? M 13 What's Inside? M 19 In, On, and Around M 20 Where's the Water? M 23 Find the Sound M 25 The Crunchy Bread M 26 Obstacle Course MM 19 Time to Clean Up! MM 20 Please Find MM 62 Busy, Dizzy Hands MM 64 Jumping Jack MM 73 Copy Me! P 04 Throwing Plush Balls P 06 Rocking on a Roller

		P 08 Beach-Ball Bowling P 09 Balance on a Beam
		P 12 Molding Dough P 18 Roll It to Me! P 19 Beach-Ball Kicker
		P 21 Big Beads P 23 Silly Wavy Lines P 24 Crawling Through a Tunnel
		P 25 Pushing and Pulling P 26 Let's Fill Up the Box
		P 28 Tape Trails P 29 Nesting Bag P 30 Flowers in the Garden
		P 35 Riding Toys P 36 Water Painting
		SE 02 Let's Try this Instead SE 04 Picnic SE 07 Right Where It Belongs
		SE 09 Build It Up, Knock It Down SE 11 Learning a Stop Sign
		SE 12 Playful Routines SE 13 Looking for Toes SE 14 Sing the Same Song
		SE 18 Picture Help SE 19 Dos and Don'ts Book
DESCRIPTOR	1.5.I.C.4.	SE 25 Sleep Routines Turn head toward speaker.
		IT2 Creative Curriculum MM 03 Hello Cheer SE 01 Actively Listening to Children SE 21 Big Rule, Little Rule
STANDARD AREA / STATEMENT	1.5.1.	Speaking and Listening
STANDARD		Big Idea: Active listeners make meaning from what they hear by questioning, reflecting, responding, and evaluating. Effective speakers prepare and communicate messages to address the audience and purpose. Essential Questions: What do good listeners do? How do active listeners make meaning? How do speakers effectively communicate a message?
DESCRIPTOR / STANDARD	1.5.I.D/E.	Presentation of Knowledge: Babble and begin to use single words and/or signs.
DESCRIPTOR	1.5.I.D/E.1.	Change tone to express feelings.
		IT2 Creative Curriculum LL 15 Whisper Songs
DESCRIPTOR	1.5.I.D/E.2.	Babble using strings of consonant sounds and sounds and rhythms of native language.
		IT2 Creative Curriculum BCC 01
		BCC 02 BCC 03 BCC 04
		BCC 05 BCC 06
		BCC 07 BCC 08
		BCC 09 BCC 10
		BCC 11 BCC 12
		BCC 13

	II.	BCC 14
		BCC 15
		BCC 16
		BCC 17
		BCC 18
		BCC 19
		BCC 20
		BCC 21
		BCC 22
		BCC 23
		BCC 24
		LL 21 Will You Read to Me?
		LL 26 Reading Rhyming Books
		LL 31 I'll Find You
		LL 55 Silly Names
		M 17 This Little Piggy
		MM 01 A Toy for Kitty
		MM 07 The Hungry Crane
		MM 08 From Seed to Tree
		MM 10 T Dance
		MM 100 Sounds on the Farm
		MM 12 Wiggle, Wiggle
		MM 13 The Way or That?
		MM 14 My Sticky Hands
		MM 21 Little Mouse
		MM 23 Old Uncle Lou
		MM 24 Tick-Tock Clock
		MM 34 Clapping Hands
		MM 37 The Rain and Me
		MM 38 Ten Little Toes
		MM 39 Motion Magic
		MM 41 The Dish & the Spoon
		MM 42 Two Little Ducks
		MM 44 Jack and Jill
		MM 49 Merry Movements
		MM 51 Boing Boing
		MM 51 Boing Boing MM 65 Peek at You
		MM 51 Boing Boing
		MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish
		MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock
		MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish
		MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock
		MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers
		MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time
		MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me!
		MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time
		MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me!
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs.
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs.
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 15 BCC 16
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 19
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 19
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 15 BCC 16 BCC 19 BCC 19 BCC 19 BCC 21
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 15 BCC 16 BCC 19 BCC 21 BCC 21 BCC 21
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 15 BCC 16 BCC 19 BCC 19 BCC 19 BCC 21
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 15 BCC 16 BCC 19 BCC 21 BCC 21 BCC 22 BCC 24
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 15 BCC 16 BCC 19 BCC 21 BCC 21 BCC 22 BCC 24 LL 07 Pretend Phone Calls
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 15 BCC 16 BCC 21 BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village
DESCRIPTOR	1.5.I.D/E.3.	MM 51 Boing Boing MM 65 Peek at You MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 90 Special Letter Chant Actively imitate the sounds of speech and/or signs. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 15 BCC 16 BCC 19 BCC 21 BCC 21 BCC 22 BCC 24 LL 07 Pretend Phone Calls

		LL 33 Silly Clothes
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 15 Good Night, Toys
		MM 02 Silly Animal Walk MM 08 From Seed to Tree
		MM 100 Sounds on the Farm
		MM 16 That's How I Roll
		MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 47 Wake Up!
		MM 69 Big Red Fish
		MM 79 Sammy the Starfish
		P 01 Cups of Water
		P 15 Let's Practice Dressing
		P 22 Bang With a Hammer
		P 32 Water Soup
		SE 03 Good-Byes SE 04 Picnic
		SE 05 Take Care of Baby
		SE 08 Playful Interactions
		SE 12 Playful Routines
		SE 26 Dressing for the Weather
STANDARD AREA /	1.5.I.	Speaking and Listening
STATEMENT	1.0.1.	opeaking and Listening
STANDARD		Big Idea: Active listeners make meaning from what they hear by
		questioning, reflecting, responding, and evaluating. Effective
		speakers prepare and communicate messages to address the
		audience and purpose. Essential Questions: What do good listeners
		do? How do active listeners make meaning? How do speakers
		effectively communicate a message?
DESCRIPTOR / STANDARD	1.5.I.G.	Conventions of Standard English: EMERGING
		IT2 Creative Curriculum
		LL 07 Pretend Phone Calls MM 03 Hello Cheer
		SE 01 Actively Listening to Children
		SE 21 Big Rule, Little Rule
SUBJECT / STANDARD	PA.M.	Mathematical Thinking and Expression (Infant)
AREA	FA.IVI.	Mathematical Hilliking and Expression (infant)
STANDARD AREA /	2.1.l.	Numbers and Operations
STATEMENT		
STANDARD		Big Idea: Mathematical relationships among numbers can be
		represented, compared, and communicated. Essential Question:
		How is mathematics used to quantify, compare, represent, and
		model numbers?
DESCRIPTOR / STANDARD	2.1.I.A.1.	Counting and Cardinality: Cardinality: Explore objects
DESCRIPTOR	2.1.I.A.1.1.	Stack and unstack objects.
		IT2 Creative Curriculum
		BCC 04
		BCC 05
		BCC 07
		BCC 08
		BCC 09
		LL 06 Sticky Tables
		LL 20 This Is the Same
		M 05 Sink or Float?
		M 06 Construction Zone
		M 10 Making Butter
		M 15 Good Night, Toys
The second secon	III	M 16 Growing Sizes

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		M 18 Rock Collection MM 18 Going Fishing MM 68 Let's See What We Can Find MM 74 I'm Big, I'm Small MM 98 Let's Explore! P 01 Cups of Water P 04 Throwing Plush Balls P 05 Surprise! P 08 Beach-Ball Bowling P 19 Beach-Ball Kicker
DESCRIPTOR	2.1.I.A.1.2.	Dump and fill objects into and out of containers. IT2 Creative Curriculum BCC 16 M 11 Garden Party
DESCRIPTOR	2.1.I.A.1.3.	Repeat sound patterns (e.g. repeatedly beat on drums, clap hands). IT2 Creative Curriculum M 08 Pots and Pans Band
STANDARD AREA / STATEMENT	2.1.l.	Numbers and Operations
STANDARD		Big Idea: Mathematical relationships among numbers can be represented, compared, and communicated. Essential Question: How is mathematics used to quantify, compare, represent, and model numbers?
DESCRIPTOR / STANDARD	2.1.I.A.2.	Counting and Cardinality: Counting: EMERGING IT2 Creative Curriculum BCC 16 LL 20 This Is the Same LL 38 The Same and Different LL 39 Texture Board M 01 Matching Shapes M 04 Cookie-Cutter Fun M 05 Sink or Float? M 11 Garden Party M 14 Ramp Experiments M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection M 21 Build a Zoo M 24 Putting Puzzles Together M 27 Buried Shapes MM 91 You Have Two MM 95 Shape Finders P 01 Cups of Water P 19 Beach-Ball Kicker
STANDARD AREA / STATEMENT	2.1.I.	Numbers and Operations
STANDARD		Big Idea: Mathematical relationships among numbers can be represented, compared, and communicated. Essential Question: How is mathematics used to quantify, compare, represent, and model numbers?
DESCRIPTOR / STANDARD	2.1.I.A.3.	Counting and Cardinality: Comparing: Explore relationships between objects.
DESCRIPTOR	2.1.I.A.3.1.	Stack and unstack objects. IT2 Creative Curriculum BCC 04 BCC 05 BCC 07 BCC 08

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		BCC 09 LL 06 Sticky Tables LL 20 This Is the Same M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection MM 18 Going Fishing MM 68 Let's See What We Can Find MM 74 I'm Big, I'm Small MM 98 Let's Explore! P 01 Cups of Water P 04 Throwing Plush Balls P 05 Surprise! P 08 Beach-Ball Bowling
		P 19 Beach-Ball Kicker
DESCRIPTOR	2.1.I.A.3.2.	Dump and fill objects into and out of containers. IT2 Creative Curriculum BCC 16 M 11 Garden Party
DESCRIPTOR	2.1.I.A.3.3.	Place objects inside of other objects. IT2 Creative Curriculum BCC 04 BCC 05 BCC 07 BCC 08 BCC 09 LL 06 Sticky Tables LL 20 This Is the Same M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection MM 18 Going Fishing MM 68 Let's See What We Can Find MM 74 I'm Big, I'm Small MM 98 Let's Explore! P 01 Cups of Water P 04 Throwing Plush Balls P 05 Surprise! P 08 Beach-Ball Bowling
STANDARD AREA / STATEMENT	2.1.l.	P 19 Beach-Ball Kicker Numbers and Operations
STANDARD		Big Idea: Mathematical relationships among numbers can be represented, compared, and communicated. Essential Question: How is mathematics used to quantify, compare, represent, and model numbers?
DESCRIPTOR / STANDARD	2.1.I.MP.	Counting and Cardinality: Mathematical Processes: Engage in numerical play.
DESCRIPTOR	2.1.I.MP.1.	Stack and unstack objects. IT2 Creative Curriculum BCC 04 BCC 05 BCC 07 BCC 08

		BCC 09 LL 06 Sticky Tables LL 20 This Is the Same M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection MM 18 Going Fishing MM 68 Let's See What We Can Find MM 74 I'm Big, I'm Small MM 98 Let's Explore! P 01 Cups of Water P 04 Throwing Plush Balls P 05 Surprise! P 08 Beach-Ball Bowling P 19 Beach-Ball Kicker
DESCRIPTOR	2.1.I.MP.2.	Dump and fill objects into and out of containers. IT2 Creative Curriculum BCC 16 M 11 Garden Party
DESCRIPTOR	2.1.I.MP.3.	Place objects inside of other objects. IT2 Creative Curriculum BCC 04 BCC 05 BCC 07 BCC 08 BCC 09 LL 06 Sticky Tables LL 20 This Is the Same M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection MM 18 Going Fishing MM 68 Let's See What We Can Find MM 74 I'm Big, I'm Small MM 98 Let's Explore! P 01 Cups of Water P 04 Throwing Plush Balls P 05 Surprise! P 08 Beach-Ball Bowling P 19 Beach-Ball Kicker
DESCRIPTOR	2.1.I.MP.4.	Engage in experiences related to numbers (e.g. counting songs, finger plays, reading number books). IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12

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		BCC 14
		BCC 15
		BCC 16
		BCC 17
		BCC 18
		BCC 19
		BCC 20
		BCC 21
		BCC 22
		BCC 23
		BCC 24
		LL 24 Fingers, Nose, and Toes
		M 02 Dig It!
		M 09 Let's Make Two
		M 11 Garden Party
		M 17 This Little Piggy
		M 18 Rock Collection
		M 22 Jump Counting
		M 25 The Crunchy Bread
		M 28 Counting Books
		MM 16 That's How I Roll
		MM 20 Please Find
		MM 30 One for You, One for Me
		MM 38 Ten Little Toes
		MM 55 Little Train
		MM 81 Where Are Baby's Tiny Ears?
		MM 91 You Have Two
		MM 92 Creepy Crawly Spiders
		P 08 Beach-Ball Bowling
		P 13 1, 2, 3 Hops
STANDARD AREA /	2.3.I.	Geometry
STATEMENT		
STANDARD		Big Idea: Geometric relationships can be described, analyzed, and
STANDARD		classified based on spatial reasoning and/or visualization. Essential
STANDARD		
STANDARD		classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and
STANDARD		classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real
STANDARD		classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the
STANDARD		classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and
		classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving?
STANDARD DESCRIPTOR / STANDARD	2.3.I.A.1.	classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and
	2.3.I.A.1.	classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving?
DESCRIPTOR / STANDARD		classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes.
	2.3.I.A.1. 2.3.I.A.1.2.	classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and
DESCRIPTOR / STANDARD		classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance.
DESCRIPTOR / STANDARD		classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance.
DESCRIPTOR / STANDARD		classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03
DESCRIPTOR / STANDARD		classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16
DESCRIPTOR / STANDARD		classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22
DESCRIPTOR / STANDARD		classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand
DESCRIPTOR / STANDARD		classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same
DESCRIPTOR / STANDARD		classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand
DESCRIPTOR / STANDARD DESCRIPTOR	2.3.I.A.1.2.	classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today
DESCRIPTOR / STANDARD		classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same
DESCRIPTOR / STANDARD DESCRIPTOR	2.3.I.A.1.2.	classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today Stack and build with various shaped and sized blocks.
DESCRIPTOR / STANDARD DESCRIPTOR	2.3.I.A.1.2.	classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today Stack and build with various shaped and sized blocks. IT2 Creative Curriculum
DESCRIPTOR / STANDARD DESCRIPTOR	2.3.I.A.1.2.	classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today Stack and build with various shaped and sized blocks. IT2 Creative Curriculum BCC 04
DESCRIPTOR / STANDARD DESCRIPTOR	2.3.I.A.1.2.	classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today Stack and build with various shaped and sized blocks. IT2 Creative Curriculum
DESCRIPTOR / STANDARD DESCRIPTOR	2.3.I.A.1.2.	classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today Stack and build with various shaped and sized blocks. IT2 Creative Curriculum BCC 04
DESCRIPTOR / STANDARD DESCRIPTOR	2.3.I.A.1.2.	classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today Stack and build with various shaped and sized blocks. IT2 Creative Curriculum BCC 04 BCC 05
DESCRIPTOR / STANDARD DESCRIPTOR	2.3.I.A.1.2.	classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today Stack and build with various shaped and sized blocks. IT2 Creative Curriculum BCC 04 BCC 05 BCC 07 BCC 08
DESCRIPTOR / STANDARD DESCRIPTOR	2.3.I.A.1.2.	classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today Stack and build with various shaped and sized blocks. IT2 Creative Curriculum BCC 04 BCC 05 BCC 07 BCC 08 BCC 09
DESCRIPTOR / STANDARD DESCRIPTOR	2.3.I.A.1.2.	classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today Stack and build with various shaped and sized blocks. IT2 Creative Curriculum BCC 04 BCC 05 BCC 07 BCC 08 BCC 09 LL 06 Sticky Tables
DESCRIPTOR / STANDARD DESCRIPTOR	2.3.I.A.1.2.	classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today Stack and build with various shaped and sized blocks. IT2 Creative Curriculum BCC 04 BCC 05 BCC 07 BCC 08 BCC 09 LL 06 Sticky Tables LL 20 This Is the Same
DESCRIPTOR / STANDARD DESCRIPTOR	2.3.I.A.1.2.	classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving? Geometry: Identification: Explore objects of different sizes and shapes. Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today Stack and build with various shaped and sized blocks. IT2 Creative Curriculum BCC 04 BCC 05 BCC 07 BCC 08 BCC 09 LL 06 Sticky Tables

		M 10 Making Butter M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection M 21 Build a Zoo MM 18 Going Fishing MM 68 Let's See What We Can Find MM 74 I'm Big, I'm Small MM 98 Let's Explore! P 01 Cups of Water P 04 Throwing Plush Balls P 05 Surprise! P 08 Beach-Ball Bowling P 19 Beach-Ball Kicker
DESCRIPTOR	2.3.I.A.1.5.	Explore the ways that shapes and objects fit together. IT2 Creative Curriculum M 01 Matching Shapes M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 12 Where's the Bear? M 13 What's Inside? M 18 Rock Collection M 19 In, On, and Around M 20 Where's the Water? M 21 Build a Zoo M 23 Find the Sound M 24 Putting Puzzles Together M 26 Obstacle Course M 27 Buried Shapes MM 18 Going Fishing MM 22 Shake It Up MM 23 Old Uncle Lou MM 44 Jack and Jill MM 62 Busy, Dizzy Hands MM 68 Let's See What We Can Find MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 05 Surprise!
STANDARD AREA / STATEMENT	2.3.l.	Geometry
STANDARD		Big Idea: Geometric relationships can be described, analyzed, and classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving?
DESCRIPTOR / STANDARD	2.3.I.A.2.	Geometry: Application: EMERGING IT2 Creative Curriculum M 01 Matching Shapes M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 12 Where's the Bear? M 13 What's Inside? M 18 Rock Collection M 19 In, On, and Around M 20 Where's the Water? M 21 Build a Zoo M 23 Find the Sound

		M 24 Putting Puzzles Together M 26 Obstacle Course M 27 Buried Shapes MM 18 Going Fishing MM 22 Shake It Up MM 23 Old Uncle Lou MM 44 Jack and Jill MM 62 Busy, Dizzy Hands MM 68 Let's See What We Can Find MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 05 Surprise!
STANDARD AREA / STATEMENT	2.3.l.	Geometry
STANDARD		Big Idea: Geometric relationships can be described, analyzed, and classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving?
DESCRIPTOR / STANDARD	2.3.I.MP.	Geometry: Math Process: Engage in geometric play.
DESCRIPTOR	2.3.I.MP.2.	Explore puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today
DESCRIPTOR	2.3.I.MP.3.	Stack and build with various shaped and sized blocks. IT2 Creative Curriculum BCC 04 BCC 05 BCC 07 BCC 08 BCC 09 LL 06 Sticky Tables LL 20 This Is the Same M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection M 21 Build a Zoo MM 18 Going Fishing MM 68 Let's See What We Can Find MM 74 I'm Big, I'm Small MM 98 Let's Explore! P 01 Cups of Water P 04 Throwing Plush Balls P 05 Surprise! P 08 Beach-Ball Bowling P 19 Beach-Ball Kicker
DESCRIPTOR	2.3.I.MP.5.	Explore the ways that shapes and objects fit together. IT2 Creative Curriculum M 01 Matching Shapes M 04 Cookie-Cutter Fun

		M 06 Construction Zone M 07 Peek-a-Boo Box M 12 Where's the Bear? M 13 What's Inside? M 18 Rock Collection M 19 In, On, and Around M 20 Where's the Water? M 21 Build a Zoo M 23 Find the Sound M 24 Putting Puzzles Together M 26 Obstacle Course M 27 Buried Shapes MM 18 Going Fishing MM 22 Shake It Up MM 23 Old Uncle Lou MM 44 Jack and Jill MM 62 Busy, Dizzy Hands MM 68 Let's See What We Can Find MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting
STANDARD AREA / STATEMENT	2.4.1.	P 05 Surprise! Measurement, Data and Probability
STANDARD		Big Idea: Measurement attributes can be quantified and estimated using customary and non-customary units of measure. Mathematical relations and functions can be modeled through multiple representations and analyzed to raise and answer questions. Essential Questions: Why does "what" we measure influence "how" we measure? How can data be organized and represented to provide insight into the relationship between quantities?
DESCRIPTOR / STANDARD	2.4.I.A.1.	Measurement and Data: Measurement: EMERGING IT2 Creative Curriculum BCC 16 LL 43 Lemonade LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies M 11 Garden Party
DESCRIPTOR / STANDARD	2.4.I.A.2.	Measurement and Data: Data: EMERGING IT2 Creative Curriculum BCC 16 LL 43 Lemonade LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies M 11 Garden Party
DESCRIPTOR / STANDARD	2.4.I.MP.	Measurement and Data: EMERGING IT2 Creative Curriculum BCC 16 LL 43 Lemonade LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies M 11 Garden Party
SUBJECT / STANDARD AREA	PA.S.	Scientific Thinking and Technology (Infant)
STANDARD AREA / STATEMENT	3.1.I.A.	Biological Sciences: Living and Non-Living Organisms

STANDARD		Big Idea: Living things have unique characteristics which differ from non-living things. The characteristics of living things can be observed and studied Essential Question: In what ways do living and non-living things differ? What are similarities, differences, and patterns of living things?
DESCRIPTOR / STANDARD	3.1.I.A.1.	Common Characteristics of Life: Show interest in the natural world.
DESCRIPTOR	3.1.I.A.1.1.	Reach for and move to objects and people.
		IT2 Creative Curriculum MM 98 Let's Explore!
DESCRIPTOR	3.1.I.A.1.2.	Explore using all senses.
		IT2 Creative Curriculum LL 08 Outdoor Mobiles LL 38 The Same and Different LL 39 Texture Board LL 50 What Do I See? LL 59 Playground Textures P 10 Icy Paintings SE 01 Actively Listening to Children SE 19 Dos and Don'ts Book
STANDARD AREA / STATEMENT	3.1.I.A.	Biological Sciences: Living and Non-Living Organisms
STANDARD		Big Idea: Living things have unique characteristics which differ from non-living things. The characteristics of living things can be observed and studied Essential Question: In what ways do living and non-living things differ? What are similarities, differences, and patterns of living things?
DESCRIPTOR / STANDARD	3.1.I.A.5.	Form and Function: Explore parts of living things in their environment.
DESCRIPTOR	3.1.I.A.5.1.	Explore own body parts. IT2 Creative Curriculum BCC 01 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 14 BCC 12 BCC 14 BCC 20 BCC 21 BCC 21 BCC 24 LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 33 Silly Clothes LL 25 A What Do I See? M 09 Let's Make Two M 12 Where's the Bear? MM 06 The Creeping Ladybug MM 12 Wiggle, Wiggle MM 14 My Sticky Hands MM 33 Crawling Mouse MM 73 Copy Me! MM 78 Hello Toes MM 81 Where Are Baby's Tiny Ears? MM 91 You Have Two
STANDARD AREA /	3.1.I.A.	Biological Sciences: Living and Non-Living Organisms

STATEMENT		
STANDARD		Big Idea: Living things have unique characteristics which differ from non-living things. The characteristics of living things can be observed and studied Essential Question: In what ways do living and non-living things differ? What are similarities, differences, and patterns of living things?
DESCRIPTOR / STANDARD	3.1.I.A.9.	Science as Inquiry: Participate in simple investigations of living and non-living things.
DESCRIPTOR	3.1.I.A.9.2.	Engage with adult provided materials. IT2 Creative Curriculum MM 98 Let's Explore!
DESCRIPTOR	3.1.I.A.9.3.	Observe living and non-living things in their environment. IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 50 What Do I See? M 14 Ramp Experiments MM 98 Let's Explore!
STANDARD AREA / STATEMENT	3.1.I.B.	Biological Sciences: Genetics
STANDARD		Big Idea: Living things have unique characteristics which differ from non-living things. The characteristics of living things can be observed and studied Essential Question: In what ways do living and non-living things differ? What are similarities, differences, and patterns of living things?
DESCRIPTOR / STANDARD	3.1.I.B.1.	Heredity: Recognize self and family members.
DESCRIPTOR	3.1.I.B.1.1.	Look at self in mirror. IT2 Creative Curriculum BCC 12 BCC 15 LL 24 Fingers, Nose, and Toes
DESCRIPTOR	3.1.I.B.1.2.	Direct gaze to named person when asked (e.g. Look for family member when caregiver says, "Here's Mommy!"). IT2 Creative Curriculum BCC 12 BCC 15 LL 24 Fingers, Nose, and Toes
STANDARD AREA / STATEMENT	3.1.I.B.	Biological Sciences: Genetics
STANDARD		Big Idea: Living things have unique characteristics which differ from non-living things. The characteristics of living things can be observed and studied Essential Question: In what ways do living and non-living things differ? What are similarities, differences, and patterns of living things?
DESCRIPTOR / STANDARD	3.1.I.B.6.	Science as Inquiry: Participate in simple investigations of physical characteristics of living things.
DESCRIPTOR	3.1.I.B.6.2.	Engage with adult provided materials. IT2 Creative Curriculum MM 98 Let's Explore!
DESCRIPTOR	3.1.I.B.6.3.	Observe living things in their environment. IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 50 What Do I See?

	1	M 44 Dawn Franciscosts
		M 14 Ramp Experiments MM 98 Let's Explore!
STANDARD AREA / STATEMENT	3.2.I.A.	Physical Sciences: Chemistry
STANDARD		Big Idea: Physical properties help us to understand the world. Essential Questions: What are physical properties of objects? How are physical properties of objects discovered? What effect does energy have on the physical properties of objects?
DESCRIPTOR / STANDARD	3.2.I.A.1.	Properties of Matter: Explore objects with varying characteristics.
DESCRIPTOR	3.2.I.A.1.2.	Explore objects of varying sizes. IT2 Creative Curriculum M 05 Sink or Float? M 10 Making Butter M 14 Ramp Experiments
DESCRIPTOR	3.2.I.A.1.3.	Explore objects of varying shapes. IT2 Creative Curriculum M 05 Sink or Float? M 10 Making Butter M 14 Ramp Experiments
DESCRIPTOR	3.2.I.A.1.4.	Explore objects of varying textures. IT2 Creative Curriculum M 05 Sink or Float? M 10 Making Butter M 14 Ramp Experiments
STANDARD AREA / STATEMENT	3.2.I.A.	Physical Sciences: Chemistry
STANDARD		Big Idea: Physical properties help us to understand the world. Essential Questions: What are physical properties of objects? How are physical properties of objects discovered? What effect does energy have on the physical properties of objects?
DESCRIPTOR / STANDARD	3.2.I.A.6.	Science as Inquiry: Participate in simple investigations of matter.
DESCRIPTOR	3.2.I.A.6.2.	Explore objects of varying sizes. IT2 Creative Curriculum MM 98 Let's Explore!
DESCRIPTOR	3.2.I.A.6.3.	Explore objects of varying shapes. IT2 Creative Curriculum MM 98 Let's Explore!
DESCRIPTOR	3.2.I.A.6.4.	Explore objects of varying textures. IT2 Creative Curriculum BCC 09 M 06 Construction Zone M 10 Making Butter M 17 This Little Piggy M 18 Rock Collection M 27 Buried Shapes MM 18 Going Fishing P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 20 Bumpy Blanket P 21 Big Beads P 33 Balancing Act

		SE 26 Dressing for the Weather
DESCRIPTOR	3.2.I.A.6.6.	Engage with adult provided materials.
		IT2 Creative Curriculum MM 98 Let's Explore!
STANDARD AREA / STATEMENT	3.2.I.B.	Physical Sciences: Physics
STANDARD		Big Idea: Physical properties help us to understand the world. Essential Questions: What are physical properties of objects? How
		are physical properties of objects discovered? What effect does energy have on the physical properties of objects?
DESCRIPTOR / STANDARD	3.2.I.B.1.	Force & Motion of Practices & Rigid Bodies: Explore the motion of objects.
DESCRIPTOR	3.2.I.B.1.1.	Recognize that objects can be moved.
		IT2 Creative Curriculum M 14 Ramp Experiments
DESCRIPTOR	3.2.I.B.1.2.	Act upon objects to make them move in various ways.
		IT2 Creative Curriculum M 14 Ramp Experiments
DESCRIPTOR	3.2.I.B.1.3.	Participate in teacher-led activities involving moving objects.
		IT2 Creative Curriculum M 14 Ramp Experiments
STANDARD AREA /	3.2.I.B.	Physical Sciences: Physics
STATEMENT STANDARD		Big Idea: Physical properties help us to understand the world.
		Essential Questions: What are physical properties of objects? How
		are physical properties of objects discovered? What effect does energy have on the physical properties of objects?
DESCRIPTOR / STANDARD	3.2.I.B.5.	Nature of Waves (Sound and Light Energy): Respond to sounds in the environment.
DESCRIPTOR	3.2.I.B.5.1.	Reference 1.1.I.C.
		IT2 Creative Curriculum MM 66 What Can That Sound Be?
STANDARD AREA / STATEMENT	3.2.I.B.	Physical Sciences: Physics
STANDARD		Big Idea: Physical properties help us to understand the world.
		Essential Questions: What are physical properties of objects? How are physical properties of objects discovered? What effect does
		energy have on the physical properties of objects?
DESCRIPTOR / STANDARD	3.2.I.B.7.	Science as Inquiry: Participate in simple investigations of motion and sound.
DESCRIPTOR	3.2.I.B.7.1.	Use senses to explore the motion and sound of objects.
		IT2 Creative Curriculum
		M 14 Ramp Experiments
DESCRIPTOR	3.2.I.B.7.2.	Explore the motion of objects with varying sizes.
		IT2 Creative Curriculum M 14 Ramp Experiments
DESCRIPTOR	3.2.I.B.7.3.	Explore the motion of objects with varying shapes.
		IT2 Creative Curriculum
		M 14 Ramp Experiments
DESCRIPTOR	3.2.I.B.7.4.	Explore the motion of objects with varying weights.

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		IT2 Creative Curriculum M 14 Ramp Experiments
DESCRIPTOR	3.2.I.B.7.5.	Engage with adult provided materials.
		IT2 Creative Curriculum MM 98 Let's Explore!
STANDARD AREA / STATEMENT	3.3.I.A.	Earth and Space Sciences: Earth Structure, Processes and Cycles
STANDARD		Big Idea: The earth, which is part of a larger solar system, consists of structures, processes and cycles which affect its inhabitants. Essential Questions: What structures, processes, and cycles make up the earth? How do the various structures, processes and cycles affect the earth's inhabitants? How do we know the earth is part of a larger solar system?
DESCRIPTOR / STANDARD	3.3.I.A.1.	Earth Features and the Processes that Change it: Explore earth materials.
DESCRIPTOR	3.3.I.A.1.2.	Explore a variety of earth materials (e.g. large rocks, soil, wood).
		IT2 Creative Curriculum M 18 Rock Collection
STANDARD AREA / STATEMENT	3.3.I.A.	Earth and Space Sciences: Earth Structure, Processes and Cycles
STANDARD		Big Idea: The earth, which is part of a larger solar system, consists of structures, processes and cycles which affect its inhabitants. Essential Questions: What structures, processes, and cycles make up the earth? How do the various structures, processes and cycles affect the earth's inhabitants? How do we know the earth is part of a larger solar system?
DESCRIPTOR / STANDARD	3.3.I.A.4.	Water: Explore water.
DESCRIPTOR	3.3.I.A.4.1.	Use senses and simple tools to explore water.
		IT2 Creative Curriculum M 05 Sink or Float?
STANDARD AREA / STATEMENT	3.3.I.A.	Earth and Space Sciences: Earth Structure, Processes and Cycles
STANDARD		Big Idea: The earth, which is part of a larger solar system, consists of structures, processes and cycles which affect its inhabitants. Essential Questions: What structures, processes, and cycles make up the earth? How do the various structures, processes and cycles affect the earth's inhabitants? How do we know the earth is part of a larger solar system?
DESCRIPTOR / STANDARD	3.3.I.A.5.	Weather and Climate: Observe weather conditions.
DESCRIPTOR	3.3.I.A.5.1.	Respond to weather (e.g. point to or move to window when raining or snowing). IT2 Creative Curriculum BCC 16 BCC 20 LL 22 Neighborhood Walk SE 26 Dressing for the Weather
DESCRIPTOR	3.3.I.A.5.2.	Use senses to observe weather conditions. IT2 Creative Curriculum BCC 16 BCC 20 LL 22 Neighborhood Walk SE 26 Dressing for the Weather
STANDARD AREA / STATEMENT	4.1.I.	Environment and Ecology: Ecology

STANDARD		Big Idea: People live in an environment. People share the
		environment with other living things. People are impacted and have impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment?
DESCRIPTOR / STANDARD	4.1.I.A.	The Environment: Show interest the environment.
DESCRIPTOR	4.1.I.A.1.	Reach for and move to objects and people.
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag
DESCRIPTOR	4.1.I.A.3.	Observe basic caretaking of non-toxic plants and safe animals.
		IT2 Creative Curriculum BCC 08 BCC 11 BCC 18 LL 57 Waterworks LL 59 Playground Textures M 11 Garden Party
STANDARD AREA / STATEMENT	4.1.l.	Environment and Ecology: Ecology
STANDARD		Big Idea: People live in an environment. People share the
		environment with other living things. People are impacted and have impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment?
DESCRIPTOR / STANDARD	4.1.I.D.	impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my
DESCRIPTOR / STANDARD	4.1.I.D.	impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment? Biodiversity: EMERGING IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag
DESCRIPTOR / STANDARD STANDARD AREA / STATEMENT	4.1.I.D.	impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment? Biodiversity: EMERGING IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops
STANDARD AREA /		impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment? Biodiversity: EMERGING IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag
STANDARD AREA / STATEMENT		impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment? Biodiversity: EMERGING IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag Environment and Ecology: Ecology Big Idea: People live in an environment. People share the environment with other living things. People are impacted and have impact on the environment? In what ways can I use the environment? How does what I do (positive or negative) affect my
STANDARD AREA / STATEMENT STANDARD	4.1.1.	impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment? Biodiversity: EMERGING IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag Environment and Ecology: Ecology Big Idea: People live in an environment. People share the environment with other living things. People are impacted and have impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment?

		BCC 16 BCC 20
		LL 22 Neighborhood Walk
		SE 26 Dressing for the Weather
STANDARD AREA / STATEMENT	4.2.l.	Environment and Ecology: Watersheds and Wetlands
STANDARD		Big Idea: People live in an environment. People share the environment with other living things. People are impacted and have impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment?
DESCRIPTOR / STANDARD	4.2.I.A.	Watersheds: EMERGING
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag
DESCRIPTOR / STANDARD	4.2.I.C.	Aquatic Ecosystem: EMERGING
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag
STANDARD AREA / STATEMENT	4.3.I.	Environment and Ecology: Agriculture and Society
STANDARD		Big Idea: People live in an environment. People share the environment with other living things. People are impacted and have impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment?
DESCRIPTOR / STANDARD	4.3.I.A.	Food and Fiber Systems: EMERGING
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag
DESCRIPTOR / STANDARD	4.3.I.C.	Applying Sciences to Agriculture: EMERGING
		IT2 Creative Curriculum

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		LL 22 Neighborhood Walk
		LL 32 Observing Insect Life
		LL 59 Playground Textures
		M 11 Garden Party
		M 18 Rock Collection
		MM 02 Silly Animal Walk
		MM 95 Shape Finders
		P 02 Nature Painting
		P 13 1, 2, 3 Hops
		P 29 Nesting Bag
STANDARD AREA /	4.5.I.	Environment and Ecology: Humans and the Environment
STATEMENT	4.5.1.	Environment and Ecology: Humans and the Environment
STANDARD		Big Idea: People live in an environment. People share the
		environment with other living things. People are impacted and have
		impact on the environment. Essential Questions: How can I describe
		my immediate environment? In what ways can I use the
		environment? How does what I do (positive or negative) affect my
		environment?
DESCRIPTOR / STANDARD	4.4.I.A.	Sustainability: EMERGING
		IT2 Creative Commissions
		IT2 Creative Curriculum
		LL 22 Neighborhood Walk
		LL 32 Observing Insect Life
		LL 59 Playground Textures
		M 11 Garden Party
		M 18 Rock Collection
		MM 02 Silly Animal Walk
		MM 95 Shape Finders
		P 02 Nature Painting
		P 13 1, 2, 3 Hops
		P 29 Nesting Bag
DESCRIPTOR / STANDARD	4.4.I.B.	Integrated Pest Management: EMERGING
DESCRIPTOR / STANDARD	4.4.I.B.	Integrated Pest Management: EMERGING
DESCRIPTOR / STANDARD	4.4.I.B.	
DESCRIPTOR / STANDARD	4.4.I.B.	IT2 Creative Curriculum
DESCRIPTOR / STANDARD	4.4.I.B.	IT2 Creative Curriculum LL 22 Neighborhood Walk
DESCRIPTOR / STANDARD	4.4.I.B.	IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life
DESCRIPTOR / STANDARD	4.4.I.B.	IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures
DESCRIPTOR / STANDARD	4.4.I.B.	IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party
DESCRIPTOR / STANDARD	4.4.I.B.	IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection
DESCRIPTOR / STANDARD	4.4.I.B.	IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk
DESCRIPTOR / STANDARD	4.4.I.B.	IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders
DESCRIPTOR / STANDARD	4.4.I.B.	IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting
DESCRIPTOR / STANDARD	4.4.I.B.	IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag
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		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag Waste Management: EMERGING
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag Waste Management: EMERGING IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag Waste Management: EMERGING IT2 Creative Curriculum LL 22 Neighborhood Walk
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag Waste Management: EMERGING IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag Waste Management: EMERGING IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag Waste Management: EMERGING IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag Waste Management: EMERGING IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag Waste Management: EMERGING IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag Waste Management: EMERGING IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag Waste Management: EMERGING IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops
DESCRIPTOR / STANDARD	4.4.I.D.	IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag Waste Management: EMERGING IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag Waste Management: EMERGING IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops
DESCRIPTOR / STANDARD	4.4.I.D.	IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag Waste Management: EMERGING IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag

		society in a meaningful way. Essential Questions: What rules and consequences are important? Can I identify some American symbols?
DESCRIPTOR / STANDARD	5.1.I.A.	Rule of Law: Respond to adult guidance about behavior.
DESCRIPTOR	5.1.I.A.1.	Reference 16.3.I.B. IT2 Creative Curriculum SE 02 Let's Try this Instead SE 20 Conflict Resolution SE 24 Stop!
STANDARD AREA / STATEMENT	5.2.I.	Civics and Government: Rights and Responsibilities of Citizenship
STANDARD		Big Idea: Learning to be a good citizen helps one contribute to society in a meaningful way. Essential Questions: What rules and consequences are important? Can I identify some American symbols?
DESCRIPTOR / STANDARD	5.2.I.A.	Civics Rights and Responsibilities: EMERGING IT2 Creative Curriculum BCC 09
		BCC 13 BCC 19 BCC 20 BCC 22
		LL 61 What's the Problem? M 03 Everyday Patterns
		M 15 Good Night, Toys MM 05 I Can Do It! MM 08 From Seed to Tree
		MM 59 Can You Do This? MM 60 On the Spot P 30 Flowers in the Garden
		P 31 Drinking Cups SE 02 Let's Try this Instead SE 10 Hellos and Good-Byes
		SE 11 Learning a Stop Sign SE 12 Playful Routines SE 14 Sing the Same Song
		SE 15 Song Time SE 18 Picture Help SE 19 Dos and Don'ts Book
		SE 21 Big Rule, Little Rule SE 22 Hello Activities
		SE 23 Encouragement SE 24 Stop! SE 25 Sleep Routines
STANDARD AREA / STATEMENT	5.2.l.	Civics and Government: Rights and Responsibilities of Citizenship
STANDARD		Big Idea: Learning to be a good citizen helps one contribute to society in a meaningful way. Essential Questions: What rules and consequences are important? Can I identify some American symbols?
DESCRIPTOR / STANDARD	5.2.I.B.	Conflict: Express emotion relating to a conflict.
DESCRIPTOR	5.2.I.B.1.	Reference 16.2.I.D. IT2 Creative Curriculum BCC 01
		BCC 06 BCC 08 BCC 13 BCC 15
		LL 61 What's the Problem?

		MM 40 Wave Good-bye MM 45 Hush, My Baby MM 77 Rise and Shine MM 86 Daddy Loves You SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 05 Take Care of Baby SE 07 Right Where It Belongs SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 13 Looking for Toes SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 20 Conflict Resolution SE 22 Hello Activities SE 23 Encouragement SE 24 Stop!
STANDARD AREA / STATEMENT	5.2.I.	Civics and Government: Rights and Responsibilities of Citizenship
STANDARD		Big Idea: Learning to be a good citizen helps one contribute to society in a meaningful way. Essential Questions: What rules and consequences are important? Can I identify some American symbols?
DESCRIPTOR / STANDARD	5.3.I.C.	Government Services: Explore costumes and props that represent community workers.
DESCRIPTOR	5.3.I.C.2.	Engage in dress up play. IT2 Creative Curriculum BCC 02 BCC 03 BCC 04 BCC 08 BCC 09 BCC 11 BCC 14 BCC 15 BCC 17 LL 36 Puppet Stories LL 45 Animal Books MM 27 Half Past Eight MM 28 Animals in the Barn MM 76 Now I'm Crawling MM 79 Sammy the Starfish P 24 Crawling Through a Tunnel SE 01 Actively Listening to Children SE 21 Big Rule, Little Rule
STANDARD AREA / STATEMENT	6.1.I.	Economics: Scarcity and Choice
STANDARD		Big Idea: Money can be used to purchase goods and services, or can be saved. People make choices about how to spend money based on different influences. Essential Questions: How can I use money? What influences the choices I make about spending what I have earned?
DESCRIPTOR / STANDARD	6.1.I.D.	Incentives and Choice: Demonstrate preference for specific objects and people.
DESCRIPTOR	6.1.I.D.1.	Reference 16.3.I.A. IT2 Creative Curriculum M 15 Good Night, Toys M 16 Growing Sizes MM 02 Silly Animal Walk

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		SE 02 Let's Try this Instead SE 12 Playful Routines
		SE 17 Calm-Down Place
		SE 23 Encouragement
STANDARD AREA / STATEMENT	8.1.I.	History: Historical Analysis and Skills Development
STANDARD		Big Idea: Past experiences and ideas help us make sense of the world. Essential Questions: In what ways can events be sequenced? How do I use past experiences and events to understand the present?
DESCRIPTOR / STANDARD	8.1.I.A.	Continuity and Change over Time: Anticipate next step of a familiar routine or activity.
DESCRIPTOR	8.1.I.A.1.	Reference AL.2.I.B.
		IT2 Creative Curriculum BCC 13 BCC 19 BCC 20 BCC 22 LL 61 What's the Problem? M 03 Everyday Patterns M 15 Good Night, Toys MM 05 I Can Do It! MM 59 Can You Do This? P 30 Flowers in the Garden P 31 Drinking Cups SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 15 Song Time SE 18 Picture Help SE 21 Big Rule, Little Rule
		SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 24 Stop! SE 25 Sleep Routines
	DA 04	
SUBJECT / STANDARD AREA	PA.CA.	Creative Thinking and Expression (Infant)
STANDARD AREA / STATEMENT	9.1.M.I.	Production and Performance: Music and Movement
STANDARD		Big Idea: Music can be used to express and initiate aesthetic and physical responses. Essential Question: How can I express my thoughts, feelings, and ideas through music and movement?
DESCRIPTOR / STANDARD	9.1.M.I.A.	Elements and Principles: EMERGING
STANDADD ADEA /	0.4 M I	IT2 Creative Curriculum BCC 13 BCC 21 LL 04 Sing & Move LL 15 Whisper Songs LL 51 Dance & Remember M 08 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat MM 60 On the Spot MM 65 Peek at You MM 67 Shoo, Fly! MM 73 Copy Me! P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 15 Song Time SE 17 Calm-Down Place
STANDARD AREA /	9.1.M.I.	Production and Performance: Music and Movement

STATEMENT		
STANDARD		Big Idea: Music can be used to express and initiate aesthetic and physical responses. Essential Question: How can I express my thoughts, feelings, and ideas through music and movement?
DESCRIPTOR / STANDARD	9.1.M.I.B.	Demonstration: Respond to music.
DESCRIPTOR	9.1.M.I.B.1.	Respond to a variety of music types, including culturally diverse music.
		IT2 Creative Curriculum BCC 13 BCC 21
		LL 04 Sing & Move LL 15 Whisper Songs
		LL 25 A Book of Faces LL 51 Dance & Remember M 08 Pots and Pans Band
		M 10 Making Butter MM 52 Row, Row, Row Your Boat
		MM 60 On the Spot MM 65 Peek at You
		MM 67 Shoo, Fly! MM 73 Copy Me! P 17 Tap and Shake My Tambourine
		P 27 Stand Up and Dance SE 05 Take Care of Baby
		SE 15 Song Time SE 17 Calm-Down Place SE 26 Processing for the Weether
DESCRIPTOR	9.1.M.I.B.2.	SE 26 Dressing for the Weather Turn head to source of music.
		IT2 Creative Curriculum BCC 13 BCC 21
		LL 04 Sing & Move LL 15 Whisper Songs LL 51 Dance & Remember
		M 08 Pots and Pans Band M 10 Making Butter
		MM 52 Row, Row, Row Your Boat MM 60 On the Spot MM 65 Peek at You
		MM 67 Shoo, Fly! MM 73 Copy Me!
		P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 15 Song Time
DESCRIPTOR	0.4 M L D 2	SE 17 Calm-Down Place
DESCRIPTOR	9.1.M.I.B.3.	React to music with body movements. IT2 Creative Curriculum
		BCC 11 BCC 12
		BCC 13 BCC 15 BCC 17
		BCC 18 BCC 21
		BCC 22 BCC 23
		LL 04 Sing & Move LL 15 Whisper Songs LL 45 Animal Books
		LL 51 Dance & Remember

DESCRIPTOR	9.1.M.I.E.1.	Respond to a variety of music types, including culturally diverse
	9.1.M.I.E.	Representation: Respond to music.
STANDARD		Big Idea: Music can be used to express and initiate aesthetic and physical responses. Essential Question: How can I express my thoughts, feelings, and ideas through music and movement?
STANDARD AREA / STATEMENT	9.1.M.I.	Production and Performance: Music and Movement
STANDARD AREA /	9.1.M.I.	LL 53 Bookworm Boogle M 08 Pots and Pans Band M 10 Making Butter M 22 Jump Counting MM 03 Hello Cheer MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 T Dance MM 12 Little Mouse MM 21 Little Mouse MM 22 Hick-Tock Clock MM 25 We Are the Clouds MM 27 Half Past Eight MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 34 Clapping Hands MM 37 The Rain and Me MM 39 Motion Magic MM 41 The Dish & the Spoon MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 49 Merry Movements MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Wease!! MM 55 Little Train MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 60 On the Spot MM 62 Busy, Dizzy Hands MM 64 Jumping Jack MM 67 Shoo, Fly! MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 74 Pim Big, I'm Small MM 76 Now I'm Crawling MM 77 Sommy the Starfish MM 78 Terrific Tummy Time MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 91 Calm Parker MM 91 To Alm Parker MM 91 To Alm Parker MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 06 Rocking on a Roller P 13 1, 2, 3 Hops P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 15 Song Time SE 17 Calm-Down Place

		IT2 Creative Curriculum BCC 13 BCC 21 LL 04 Sing & Move LL 15 Whisper Songs LL 25 A Book of Faces LL 51 Dance & Remember M 08 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat MM 60 On the Spot MM 65 Peek at You MM 67 Shoo, Fly! MM 73 Copy Me! P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 05 Take Care of Baby SE 15 Song Time SE 17 Calm-Down Place SE 26 Dressing for the Weather
	9.1.M.I.E.2.	SE 26 Dressing for the Weather Turn head to source of music.
		IT2 Creative Curriculum BCC 13 BCC 21 LL 04 Sing & Move LL 15 Whisper Songs LL 51 Dance & Remember M 08 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat MM 60 On the Spot MM 65 Peek at You MM 67 Shoo, Fly! MM 73 Copy Me! P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 15 Song Time SE 17 Calm-Down Place
DESCRIPTOR	9.1.M.I.E.3.	React to music with body movements. IT2 Creative Curriculum BCC 11 BCC 12 BCC 13 BCC 15 BCC 17 BCC 18 BCC 21 BCC 22 BCC 23 LL 04 Sing & Move LL 15 Whisper Songs LL 45 Animal Books LL 51 Dance & Remember LL 53 Bookworm Boogie M 08 Pots and Pans Band M 10 Making Butter M 22 Jump Counting MM 03 Hello Cheer MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance

		BCC 16 BCC 21 LL 25 A Book of Faces M 08 Pots and Pans Band MM 80 Follow That Toy P 17 Tap and Shake My Tambourine
DESCRIPTOR	9.1.M.I.J.1.	Explore musical instruments, including those which are culturally diverse. IT2 Creative Curriculum
DESCRIPTOR / STANDARD	9.1.M.I.J.	Technologies: Use technologies for producing music.
DESCRIPTOR / STANDARD	0.4 M L Z	thoughts, feelings, and ideas through music and movement?
STANDARD		Big Idea: Music can be used to express and initiate aesthetic and physical responses. Essential Question: How can I express my
STANDARD AREA / STATEMENT	9.1.M.I.	Production and Performance: Music and Movement
	9.1.M.I.	physical responses. Essential Question: How can I express my
		MM 37 The Rain and Me MM 39 Motion Magic MM 41 The Dish & the Spoon MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 49 Merry Movements MM 51 Boing Boing MM 52 Row, Row, Row Your Boat
		MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 34 Clapping Hands
		MM 21 Little Mouse MM 24 Tick-Tock Clock MM 25 We Are the Clouds MM 27 Half Past Eight
		MM 11 A-Bouncing We Will Go MM 14 My Sticky Hands

		SE 05 Take Care of Baby SE 26 Dressing for the Weather
DESCRIPTOR	9.1.M.I.J.2.	Use a variety of props to respond to music (e.g. scarves, ribbons, bean bags).
		IT2 Creative Curriculum BCC 12 BCC 13 BCC 21 LL 04 Sing & Move LL 15 Whisper Songs LL 36 Puppet Stories LL 51 Dance & Remember LL 54 Sharing Storybooks M 08 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat MM 60 On the Spot
		MM 62 Busy, Dizzy Hands MM 65 Peek at You MM 67 Shoo, Fly! MM 73 Copy Me!
		MM 79 Sammy the Starfish P 01 Cups of Water P 03 Splash Pad P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance P 32 Water Soup SE 04 Picnic SE 15 Song Time SE 17 Calm-Down Place
STANDARD AREA / STATEMENT	9.1.D.I.	Production and Performance: Dramatic and Performance Play
STANDARD		Big Idea: Dramatic and performance play is a way to act out reality and fantasy. Essential Question: How can I express my thoughts, feelings, and ideas through dramatic play?
DESCRIPTOR / STANDARD	9.1.D.I.B.	Demonstrations: Act out familiar scenarios.
DESCRIPTOR	9.1.D.I.B.1.	Imitate familiar actions in play (e.g. hold phone to ear, stir using spoon, use cups and plates to serve pretend meal).
		IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 19 BCC 21 BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Babies LL 33 Silly Clothes M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Night, Toys MM 02 Silly Animal Walk

		MM 08 From Seed to Tree
		MM 100 Sounds on the Farm
		MM 16 That's How I Roll MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 47 Wake Up!
		MM 69 Big Red Fish
		MM 79 Sammy the Starfish
		P 01 Cups of Water
		P 15 Let's Practice Dressing
		P 22 Bang With a Hammer
		P 32 Water Soup
		SE 03 Good-Byes
		SE 04 Picnic
		SE 05 Take Care of Baby
		SE 08 Playful Interactions
		SE 12 Playful Routines
		SE 26 Dressing for the Weather
STANDARD AREA / STATEMENT	9.1.D.I.	Production and Performance: Dramatic and Performance Play
STANDARD		Big Idea: Dramatic and performance play is a way to act out reality
		and fantasy. Essential Question: How can I express my thoughts,
		feelings, and ideas through dramatic play?
DESCRIPTOR / STANDARD	9.1.D.I.E.	Representation: EMERGING
		IT2 Creative Curriculum
		BCC 05
		BCC 06
		BCC 07 BCC 08
		BCC 09
		BCC 10
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 19
		BCC 21
		BCC 22
		BCC 24
		LL 07 Pretend Phone Calls
		LL 09 Cardboard Village
		LL 23 Bathing Babies
		LL 33 Silly Clothes
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 15 Good Night, Toys
		MM 02 Silly Animal Walk
		MM 08 From Seed to Tree MM 100 Sounds on the Farm
		MM 16 That's How I Roll MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 47 Wake Up!
		MM 69 Big Red Fish
		MM 79 Sammy the Starfish
		P 01 Cups of Water
		P 15 Let's Practice Dressing
		P 22 Bang With a Hammer
		P 32 Water Soup
		SE 03 Good-Byes

		SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather
STANDARD AREA / STATEMENT	9.1.V.I.	Production and Performance: Visual Arts
STANDARD		Big Idea: Visual arts allow expression of interests, abilities, and knowledge. Essential Question: How can I express my thoughts, feelings, and ideas through visual arts?
DESCRIPTOR / STANDARD	9.1.V.I.A.	Elements and Principles: EMERGING
		IT2 Creative Curriculum BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 09 Balance on a Beam P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines P 36 Water Painting SE 03 Good-Byes SE 09 Build It Up, Knock It Down
STANDARD AREA / STATEMENT	9.1.V.I.	Production and Performance: Visual Arts
STANDARD		Big Idea: Visual arts allow expression of interests, abilities, and knowledge. Essential Question: How can I express my thoughts, feelings, and ideas through visual arts?
DESCRIPTOR / STANDARD	9.1.V.I.B.	Demonstration: Combine a variety of materials to engage in the process of art.
DESCRIPTOR	9.1.V.I.B.1.	Participate in teacher-guided art activities. IT2 Creative Curriculum BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 09 Balance on a Beam

	11	
		P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines P 36 Water Painting SE 03 Good-Byes SE 09 Build It Up, Knock It Down
DESCRIPTOR	9.1.V.I.B.2.	Use a variety of non-toxic materials (e.g. paint, crayons, markers,
		wood, play dough). IT2 Creative Curriculum LL 16 Tissue-Paper Play LL 37 My Clothes Today
		LL 40 Sticky Surface M 07 Peek-a-Boo Box
		M 20 Where's the Water? MM 30 One for You, One for Me
		P 02 Nature Painting P 10 Icy Paintings
		P 12 Molding Dough P 29 Nesting Bag
		P 36 Water Painting
STANDARD AREA / STATEMENT	9.1.V.I.	Production and Performance: Visual Arts
STANDARD		Big Idea: Visual arts allow expression of interests, abilities, and knowledge. Essential Question: How can I express my thoughts, feelings, and ideas through visual arts?
DESCRIPTOR / STANDARD	9.1.V.I.E.	Representation: EMERGING
		IT2 Creative Curriculum BCC 13
		BCC 19
		LL 01 Letters in the Sand LL 03 From Drawing to Writing
		LL 05 The "Me" Book LL 09 Cardboard Village
		LL 37 My Clothes Today LL 40 Sticky Surface
		M 06 Construction Zone M 16 Growing Sizes
		M 20 Where's the Water?
		MM 05 I Can Do It! MM 15 Window Conversations
		MM 66 What Can That Sound Be?
		MM 82 Tell Me a Story P 02 Nature Painting
		P 09 Balance on a Beam P 10 Icy Paintings
		P 12 Molding Dough P 23 Silly Wavy Lines
		P 36 Water Painting
		SE 03 Good-Byes SE 09 Build It Up, Knock It Down
STANDARD AREA / STATEMENT	9.1.V.I.	Production and Performance: Visual Arts
STANDARD		Big Idea: Visual arts allow expression of interests, abilities, and knowledge. Essential Question: How can I express my thoughts, feelings, and ideas through visual arts?
DESCRIPTOR / STANDARD	9.1.V.I.J.	Technologies: Use technologies in the process of creating art.
DESCRIPTOR	9.1.V.I.J.1.	Explore a variety of tools and non-toxic art materials, including those which are culturally diverse.
		IT2 Creative Curriculum

		LL 16 Tissue-Paper Play LL 37 My Clothes Today LL 40 Sticky Surface M 07 Peek-a-Boo Box M 20 Where's the Water? MM 30 One for You, One for Me P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough P 29 Nesting Bag P 36 Water Painting
DESCRIPTOR	9.1.V.I.J.2.	Participate in teacher-guided visual art activities.
		IT2 Creative Curriculum BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 09 Balance on a Beam P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines P 36 Water Painting SE 03 Good-Byes SE 09 Build It Up, Knock It Down
DESCRIPTOR	9.1.V.I.J.3.	Manipulate materials in a variety of ways (e.g. pounding, squeezing, poking).
		IT2 Creative Curriculum LL 16 Tissue-Paper Play LL 37 My Clothes Today LL 40 Sticky Surface M 07 Peek-a-Boo Box M 20 Where's the Water? MM 30 One for You, One for Me P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough P 29 Nesting Bag P 36 Water Painting
STANDARD AREA / STATEMENT	9.3.I.	Critical Response to Works of Art
STANDARD		Big Idea: People evaluate art based upon a variety of characteristics. Essential Questions: Can I explain how I feel about a particular art form? Can I provide reasons that explain my feelings about a particular art form?
DESCRIPTOR / STANDARD	9.3.I.F.	Identification: Explore a variety of art forms.
DESCRIPTOR	9.3.I.F.1.	Recognize and point to familiar objects or persons in photos or books.
		IT2 Creative Curriculum

		BCC 12 BCC 15 BCC 24 LL 01 Letters in the Sand LL 05 The "Me" Book LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant
		MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden
		P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed
		SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities
DESCRIPTOR	9.3.I.F.2.	Engage with photographs and paintings.
		IT2 Creative Curriculum
		BCC 12 BCC 15
		BCC 24
		LL 01 Letters in the Sand
		LL 05 The "Me" Book LL 09 Cardboard Village
		LL 10 Yummy Foods
		LL 12 What's in the Picture?

		LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 30 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 73 Copy Mel MM 80 Follow That Toy MM 95 Shape Finders MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule
DESCRIPTOR	9.3.I.F.3.	SE 22 Hello Activities Engage in tactile art experiences.
		IT2 Creative Curriculum BCC 13 BCC 19 LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes MM 05 I Can Do It! P 12 Molding Dough SE 09 Build It Up, Knock It Down
DESCRIPTOR	9.3.I.F.4.	Engage with music. IT2 Creative Curriculum BCC 13 BCC 21 LL 04 Sing & Move LL 15 Whisper Songs

		LL 51 Dance & Remember M 08 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat
		M 10 Making Butter
		MM 52 Row Row Row Your Boat
		MM 60 On the Spot
		MM 65 Peek at You
		MM 67 Shoo, Fly!
		MM 73 Copy Me!
		P 17 Tap and Shake My Tambourine
		P 27 Stand Up and Dance
		SE 15 Song Time
		SE 17 Calm-Down Place
DESCRIPTOR 9.	.3.I.F.5.	Participate in teacher-guided music and movement activities.
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		IT2 Creative Curriculum
		BCC 11
		BCC 12
		BCC 13
		BCC 15
		BCC 17
		BCC 18
		BCC 21
		BCC 22
		BCC 23
		LL 04 Sing & Move
		LL 15 Whisper Songs
		LL 45 Animal Books
		LL 51 Dance & Remember
		LL 53 Bookworm Boogie
		M 08 Pots and Pans Band
		M 10 Making Butter
		M 22 Jump Counting
		MM 03 Hello Cheer
		MM 07 The Hungry Crane
		MM 08 From Seed to Tree
		MM 10 T Dance
		MM 11 A-Bouncing We Will Go
		MM 14 My Sticky Hands
		MM 21 Little Mouse
		MM 24 Tick-Tock Clock
		MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 31 The Farmer in the Dell
		MM 32 Jump and Twirl
		·
		MM 34 Clapping Hands MM 37 The Rain and Me
		MM 39 Motion Magic
		MM 41 The Dish & the Spoon
		MM 43 Pitter, Patter, Splash!
		MM 44 Jack and Jill
		MM 49 Merry Movements
		MM 51 Boing Boing
		MM 52 Row, Row, Row Your Boat
		MM 53 Bouncing Baby
		MM 54 Pop Like a Weasel! MM 55 Little Train
		MM 56 Seesaw and Slide
		MM 58 Sing-Song Sit-Ups
		MM 60 On the Spot
		MM 62 Busy, Dizzy Hands
		MM 64 Jumping Jack
		MM 65 Peek at You
		MM 67 Shoo, Fly!
		MM 70 Hickory Dickory Dock
		MM 71 Catch a Wish

		MM 73 Copy Me! MM 74 I'm Big, I'm Small MM 76 Now I'm Crawling MM 79 Sammy the Starfish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 90 Special Letter Chant MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 06 Rocking on a Roller P 13 1, 2, 3 Hops
		P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 15 Song Time SE 17 Calm-Down Place
STANDARD AREA / STATEMENT	9.3.I.	Critical Response to Works of Art
STANDARD		Big Idea: People evaluate art based upon a variety of characteristics. Essential Questions: Can I explain how I feel about a particular art form? Can I provide reasons that explain my feelings about a particular art form?
DESCRIPTOR / STANDARD	9.3.I.G.	Critical Response: Respond to various art forms.
DESCRIPTOR	9.3.I.G.1.	Gaze at or point to a picture, painting or photo. IT2 Creative Curriculum BCC 12 BCC 15 BCC 24 LL 01 Letters in the Sand LL 05 The "Me" Book LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 17 Dream MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 73 Copy Me!

		MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 lcy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities
DESCRIPTOR	9.3.I.G.2.	Respond to a variety of music types, including culturally diverse music. IT2 Creative Curriculum BCC 13 BCC 21 LL 04 Sing & Move LL 15 Whisper Songs LL 25 A Book of Faces LL 51 Dance & Remember M 08 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat MM 60 On the Spot MM 65 Peek at You MM 67 Shoo, Fly! MM 73 Copy Me! P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 05 Take Care of Baby SE 15 Song Time SE 17 Calm-Down Place SE 26 Dressing for the Weather
DESCRIPTOR	9.3.I.G.3.	Turn head to source of music. IT2 Creative Curriculum BCC 13 BCC 21 LL 04 Sing & Move LL 15 Whisper Songs LL 51 Dance & Remember M 08 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat MM 60 On the Spot MM 65 Peek at You MM 67 Shoo, Fly! MM 73 Copy Me! P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 15 Song Time SE 17 Calm-Down Place
DESCRIPTOR	9.3.I.G.4.	React to music with body movements.
		IT2 Creative Curriculum

BCC 11 BCC 12 BCC 13 BCC 15 BCC 17 BCC 18 BCC 21 BCC 22 BCC 23 LL 04 Sing & Move LL 15 Whisper Songs LL 45 Animal Books LL 51 Dance & Remember LL 53 Bookworm Boogie M 08 Pots and Pans Band M 10 Making Butter M 22 Jump Counting MM 03 Hello Cheer MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 14 My Sticky Hands MM 21 Little Mouse MM 24 Tick-Tock Clock MM 25 We Are the Clouds MM 27 Half Past Eight MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 34 Clapping Hands MM 37 The Rain and Me MM 39 Motion Magic MM 41 The Dish & the Spoon MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 49 Merry Movements MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 60 On the Spot MM 62 Busy, Dizzy Hands MM 64 Jumping Jack MM 65 Peek at You MM 67 Shoo, Fly! MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 73 Copy Me! MM 74 I'm Big, I'm Small MM 76 Now I'm Crawling MM 79 Sammy the Starfish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 06 Rocking on a Roller P 13 1, 2, 3 Hops

	11	
		P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 15 Song Time SE 17 Calm-Down Place
SUBJECT / STANDARD AREA	PA.HPD.	Health, Wellness and Physical Development (Infant)
STANDARD AREA / STATEMENT	10.1.l.	Concepts of Health
STANDARD		Big Idea: Awareness of health concepts provides a foundation for healthy decision making. Essential Questions: Do I have a basic understanding of my body? Can I identify basic health concepts that help my body develop?
DESCRIPTOR / STANDARD	10.1.I.B.	Interaction of Body Systems: Locate basic body parts when named by an adult.
DESCRIPTOR	10.1.I.B.1.	Point to or move fingers, hands, toes, feet and head when asked.
		IT2 Creative Curriculum BCC 01 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 14 BCC 16 BCC 19 BCC 20 BCC 21 BCC 21 BCC 24 LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 33 Silly Clothes LL 50 What Do I See? M 09 Let's Make Two M 12 Where's the Bear? MM 06 The Creeping Ladybug MM 12 Wiggle, Wiggle MM 14 My Sticky Hands MM 33 Crawling Mouse MM 73 Copy Me! MM 78 Hello Toes MM 81 Where Are Baby's Tiny Ears? MM 84 Fiddly Fingers MM 91 You Have Two
STANDARD AREA / STATEMENT	10.1.l.	Concepts of Health
STANDARD		Big Idea: Awareness of health concepts provides a foundation for healthy decision making. Essential Questions: Do I have a basic understanding of my body? Can I identify basic health concepts that help my body develop?
DESCRIPTOR / STANDARD	10.1.I.C.	Nutrition: EMERGING IT2 Creative Curriculum BCC 01 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13

		BCC 14 BCC 16 BCC 19 BCC 20 BCC 21 BCC 24 LL 20 This Is the Same LL 23 Bathing Babies LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 33 Silly Clothes LL 50 What Do I See? M 09 Let's Make Two M 12 Where's the Bear? MM 04 Let's Put On Your Pants MM 06 The Creeping Ladybug MM 12 Wiggle, Wiggle MM 14 My Sticky Hands MM 33 Crawling Mouse MM 73 Copy Me! MM 78 Hello Toes MM 81 Where Are Baby's Tiny Ears? MM 84 Fiddly Fingers
		MM 91 You Have Two SE 13 Looking for Toes SE 18 Picture Help SE 25 Sleep Routines
STANDARD AREA / STATEMENT	10.2.I.	Healthful Living
STANDARD		Big Idea: Children need to make healthy choices to optimize their learning potential. Essential Question: What are things I can do to keep myself healthy?
DESCRIPTOR / STANDARD	10.2.I.A.	Health Practices, Products, and Services: Participate in fundamental practices for good health.
DESCRIPTOR	10.2.I.A.1.	Establish and engage in individualized daily routines (e.g. eating, toileting, sleeping). IT2 Creative Curriculum BCC 12 BCC 20 LL 10 Yummy Foods LL 29 Describing Food LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies LL 52 Fruit Smoothies LL 60 Potty Talk M 04 Cookie-Cutter Fun M 10 Making Butter M 15 Good Night, Toys M 25 The Crunchy Bread MM 19 Time to Clean Up! MM 87 Let's Go! P 31 Drinking Cups SE 25 Sleep Routines
DESCRIPTOR	10.2.I.A.2.	Use verbal and non-verbal cues to express needs (e.g. hunger, tired, diaper change). IT2 Creative Curriculum BCC 06 BCC 09

		BCC 13 BCC 16 BCC 20 BCC 24 LL 11 Let's Talk LL 22 Neighborhood Walk LL 23 Bathing Babies LL 39 Texture Board LL 57 Waterworks LL 60 Potty Talk MM 04 Let's Put On Your Pants SE 03 Good-Byes SE 13 Looking for Toes SE 18 Picture Help SE 24 Stop! SE 25 Sleep Routines
DESCRIPTOR	10.2.I.A.3.	Actively participate with adult in daily hygiene routines.
		IT2 Creative Curriculum MM 04 Let's Put On Your Pants MM 50 You Help Me & I Help You MM 59 Can You Do This? P 15 Let's Practice Dressing SE 06 This Is the Way We Get Dressed SE 13 Looking for Toes SE 18 Picture Help SE 25 Sleep Routines
DESCRIPTOR	10.2.I.A.4.	Imitate basic hygiene practices (e.g. wash hands, wipe nose). IT2 Creative Curriculum BCC 13 LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies M 04 Cookie-Cutter Fun M 10 Making Butter M 25 The Crunchy Bread MM 05 I Can Do It! MM 59 Can You Do This? MM 87 Let's Go! SE 14 Sing the Same Song SE 18 Picture Help
STANDARD AREA / STATEMENT	10.3.I.	Safety and Injury Prevention
STANDARD		Big Idea: Awareness of safe and unsafe practices provides a foundation for healthy decision making. Essential Question: What are things I can do to keep myself and others safe?
DESCRIPTOR / STANDARD	10.3.I.A.	Safe and Unsafe Practices: Respond to basic safety words.
DESCRIPTOR	10.3.I.A.2.	Look at adult before repeating a behavior. IT2 Creative Curriculum SE 02 Let's Try this Instead SE 20 Conflict Resolution SE 24 Stop!
STANDARD AREA / STATEMENT	10.4.I.	Physical Activity: Gross Motor Coordination
STANDARD		Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential

		Question: How do I control and coordinate my body during large
		motor activities and games?
DESCRIPTOR / STANDARD	10.4.I.A.	Control and Coordination: Develop control of the body.
DESCRIPTOR	10.4.I.A.1.	Control head and back.
		IT2 Creative Curriculum
		BCC 07
		BCC 08
		BCC 11
		BCC 18 BCC 21
		BCC 22
		BCC 23
		LL 06 Sticky Tables
		LL 53 Bookworm Boogie M 06 Construction Zone
		M 22 Jump Counting
		M 26 Obstacle Course
		MM 02 Silly Animal Walk
		MM 05 I Can Do It! MM 07 The Hungry Crane
		MM 08 From Seed to Tree
		MM 10 T Dance
		MM 11 A-Bouncing We Will Go
		MM 13 The Way or That? MM 16 That's How I Roll
		MM 22 Shake It Up
		MM 24 Tick-Tock Clock
		MM 31 The Farmer in the Dell
		MM 32 Jump and Twirl MM 35 Pirate's Plank
		MM 37 The Rain and Me
		MM 39 Motion Magic
		MM 48 Roll Play MM 49 Merry Movements
		MM 51 Boing Boing
		MM 53 Bouncing Baby
		MM 56 Seesaw and Slide
		MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go?
		MM 64 Jumping Jack
		MM 67 Shoo, Fly!
		MM 76 Now I'm Crawling
		MM 85 Terrific Tummy Time MM 89 Hop Around
		MM 93 Up, Down
		MM 96 Baby Two-Step
		MM 97 Swim and Run P 03 Splash Pad
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 06 Rocking on a Roller P 07 Making Bubbles
		P 09 Balance on a Beam
		P 13 1, 2, 3 Hops
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker P 20 Bumpy Blanket
		P 24 Crawling Through a Tunnel
		P 25 Pushing and Pulling
		P 27 Stand Up and Dance
		P 28 Tape Trails P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys

DESCRIPTOR 10.4.I.A.2. Coordinate movement of arms and legs. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 11 BCC 18 BCC 22 BCC 23 BCC 23 BCC 23 BCC 23 BCC 24 BCC 23 BCC 24 BCC 23 BCC 24 BCC 24 BCC 25 BCC 26 BCC 26 BCC 27 BCC 26 BCC 27 BCC 28 BCC 28 BCC 27 BCC 28 BCC 2			CE 44 Learning a Ston Sign
DESCRIPTOR 10.4.I.A.2. Coordinate movement of arms and legs.			SE 11 Learning a Stop Sign SE 23 Encouragement
T2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 12 BCC 22 BCC 23 LL 68 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 10 Silly Animal Walk MM 05 I Can Book I Walk MM 05 I Can Book I Walk MM 05 I Can Book I Walk MM 06 Fond I Walk MM 13 The Way or That? MM 16 That's How! Roll MM 12 Shake It Up MM 22 Shake It Up MM 23 Jump and Twirl MM 32 Jump and Twirl MM 33 Pirato's Plank MM 37 The Rain and Me MM 38 Wollon Magic MM 48 Roll Play MM 48 Soll Play MM 58 Seasaw and Silde MM 58 Soluncing Baby MM 58 Soluncing MM 58 Soluncing MM 58 Soluncing MM 58 Soluncing MM	DESCRIPTOR	10 / 1 / 2	
BCC 07 BCC 18 BCC 11 BCC 21 BCC 22 BCC 23 LL 58 Stockworm Boogle M 06 Construction Zone M 22 Jump Counting M 26 Obstace Course MM 07 Son Destruction Zone M 28 Jump Counting M 26 Obstace Course MM 08 Foran Seed to Tree MM 10 T Dance MM 11 A Bouncing We Will Go MM 13 The Way or That? MM 15 That's How I Roll MM 25 Shake it Up MM 25 That's How I Roll MM 22 Shake it Up MM 27 The K-Tock Clock MM 31 The Farmer in the Dell MM 32 Shake it Up MM 33 The Rain and Me MM 33 Pirate's Plank MM 37 The Rain and Me MM 37 Shoup and Twirl MM 38 Pirate's Plank MM 37 The Sing Boing MM 38 Oling Boing MM 38 Song-Song Sit-Ups MM 48 Roll Play MM 48 Merry Movements MM 51 Souncing Baby MM 53 Shouncing Baby MM 53 Shouncing Baby MM 53 Shouncing Baby MM 53 Shouncing Baby MM 54 Shouncing Baby MM 55 Shouncing Baby MM 58 Shouncing Baby MM 59 Shouncing Baby MM 50 Shouncing Bab	DESCRIPTOR	10.4.1.A.2.	Coordinate movement of arms and legs.
BCC 11 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogle M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 10 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How I Roll MM 22 Shake It Up MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Raim and Me MM 38 More More More More More More More More			IT2 Creative Curriculum
BCC 18 BCC 21 BCC 22 BCC 23 LL 96 Sticky Tables LL 58 Stockworm Boogle M 66 Construction Zone M 22 Jump Counting M 56 Obstacle Course MM 07 Shabele Course MM 08 Storm Seed to Tree MM 08 Form Seed to Tree MM 10 T Dance MM 11 T Dance MM 11 T Dance MM 13 The Way or That? MM 13 The Way or That? MM 13 The Way or That? MM 14 That's How! Roll MM 22 Shake It Up MM 23 Thake It Up MM 24 Tick-Tock Clock MM 37 The Farmer in the Dell MM 37 Jump and Twirl MM 38 Pirate's Plank MM 37 The Rain and Me MM 38 Thoton Magic MM 48 Roll Play MM 48 Roll Play MM 48 Roll Play MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 58 Bouncing Baby MM 58 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 63 Jumping Jack MM 67 Shoo, Fly! MM 68 Sing-Song Sit-Ups MM 67 Shoo, Fly! MM 68 Sing-Song Sit-Ups MM 67 Shoo, Fly! MM 67 Shoo, Fly! MM 67 Shoo, Fly! MM 68 Sing-Song Sit-Ups MM 67 Shoo, Fly! MM 68 Sing-Song Sit-Ups MM 69 Sabpl Yeo-Step MM 67 Shoo, Fly! MM 67 Shoo, Fly! MM 68 Sing-Song Sit-Ups MM 68 Sing-Song Sit-Ups MM 69 Sabpl Yeo-Step MM 67 Shoo, Fly! MM 67 Shoo, Fly! MM 68 Sing-Song Sit-Ups MM 69 Sabpl Yeo-Step MM 67 Shoo, Fly! MM 69 Sabpl Yeo-Step MM 69 Sab			BCC 07
BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Countling M 26 Obstacle Course MM 02 Silly Animal Walk MM 08 I Can Do It! MM 07 The Hungry Crane MM 10 T Dance MM 11 A Houncing We Will Go MM 13 The Way or That? MM 15 That's How I Roil MM 25 Shake It Up MM 25 Thick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 33 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Bong Boing MM 53 Bouncing Baby MM 55 Sesaw and Silde MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 75 Now I'm Crawling MM 58 Hop Around MM 88 Hop Around MM 89 Hop Around MM 98 Ho			
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LL 63 Blookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 07 Silly Animal Walk MM 06 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 To Dance MM 11 The Hungry Crane MM 11 That's How I Roil MM 12 Shake It Up MM 24 That's How I Roil MM 25 Shake It Up MM 25 That's How I Roil MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roil Play MM 49 Merry Movements MM 51 Bloig Boing MM 53 Bouncing Baby MM 56 Sing-Song Sit-Ups MM 56 Sing-Song Sit-Ups MM 64 Jumping Jack MM 67 The Wollow MM 68 Frific Tummy Time MM 68 Jumping Jack MM 67 Shoo, Fly MM 76 Now I'm Crawling MM 58 Shop Frific Tummy Time MM 89 Hop Around MM 98 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roiler P 13 Roil It to Me! P 13 Splash Pad P 14 Throwing Plush Balls P 15 Surprise! P 16 Rocking on a Beam P 13 1, 2, 3 Hops P 18 Roil It to Me! P 18 Beach-Ball Kicker P 20 Bumpy Blanket P 27 Stand Up and Dance P 28 Taple Trails P 38 Balancing Act P 34 Follow the Leader P 38 Riding Toys			
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MM 02 Sily Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How I Roll MM 22 Shake It Up MM 22 Shake It Up MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 22 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 95 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprisel P 06 Rocking on a Roller P 07 Making Bubbles P 08 Balance on a Beam P 13 1, 2, 3 Hops P 11 Roll It to Me! P 19 Beach-Ball Klcker P 20 Bumpy Blanket P 24 Crawling Ander P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Taping and Pulling P 33 Balancing Act P 34 Follow the Leader P 38 Riding Toys			·
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MM 07 The Hungry Crane MM 10 T Dance MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How I Roll MM 22 Shake It Up MM 22 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 55 Seesaw and Slide MM 55 Sing-Song Sit-Ups MM 64 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Flyl MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swin and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 22 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 35 Riding Toys			
MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How! Rol! MM 22 Shake It Up MM 22 Shake It Up MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Rol! Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 55 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 88 Terrific Tummy Time MM 89 Hop Around MM 39 Up, Down MM 98 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Rol! It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 38 Riding Toys			
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MM 13 The Way or That? MM 16 That's How I Roll MM 22 Shake It Up MM 22 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 55 Besaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 98 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 22 Trails P 33 Balancing Act P 33 Follow the Leader P 33 Filding Toys			
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MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 83 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 06 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 77 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Rollow the Leader P 35 Ridling Toys			MM 13 The Way or That?
MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play MM 48 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 99 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys			
MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 63 How Sing-Song Sit-Ups MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 58 Terrific Tummy Time MM 39 Hop Around MM 30 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys			
MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Silde MM 58 Sing-Song Sit-Ups MM 64 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 67 Shoo, Fly! MM 67 Shoo W I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Ridling Toys			
MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 How Slowly Can You Go? MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Ferrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys			
MM 37 The Rain and Me MM 39 Motion Magic MM 48 Mol Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys			
MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Flyl MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprisel P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 13 Roll It to Mel P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys			
MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys			
MM 51 Boing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Mel P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys			
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MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys			
MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys			
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MM 67 Shoo, Fiy! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys			
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MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys			
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P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys			P 07 Making Bubbles
P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys			
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P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys			
P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys			
P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys			
P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys			
P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys			
P 34 Follow the Leader P 35 Riding Toys			P 28 Tape Trails
P 35 Riding Toys			
SE 11 Learning a Stop Sign			
			SE TI Learning a Stop Sign

		SE 23 Encouragement
DESCRIPTOR	10.4.I.A.3.	Use body to move (e.g. rolling, pulling self to standing position,
		crawling, creeping).
		IT2 Creative Curriculum
		BCC 07
		BCC 08
		BCC 11
		BCC 18
		BCC 21 BCC 22
		BCC 23
		LL 06 Sticky Tables
		LL 53 Bookworm Boogie
		M 06 Construction Zone
		M 22 Jump Counting
		M 26 Obstacle Course
		MM 02 Silly Animal Walk
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 08 From Seed to Tree MM 10 T Dance
		MM 11 A-Bouncing We Will Go
		MM 13 The Way or That?
		MM 16 That's How I Roll
		MM 22 Shake It Up
		MM 24 Tick-Tock Clock
		MM 31 The Farmer in the Dell
		MM 32 Jump and Twirl
		MM 35 Pirate's Plank
		MM 37 The Rain and Me
		MM 39 Motion Magic
		MM 48 Roll Play MM 49 Merry Movements
		MM 51 Boing Boing
		MM 53 Bouncing Baby
		MM 56 Seesaw and Slide
		MM 58 Sing-Song Sit-Ups
		MM 61 How Slowly Can You Go?
		MM 64 Jumping Jack
		MM 67 Shoo, Fly!
		MM 76 Now I'm Crawling
		MM 85 Terrific Tummy Time
		MM 89 Hop Around
		MM 93 Up, Down MM 96 Baby Two-Step
		MM 97 Swim and Run
		P 03 Splash Pad
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 06 Rocking on a Roller
		P 07 Making Bubbles
		P 09 Balance on a Beam
		P 13 1, 2, 3 Hops
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket P 24 Crawling Through a Tunnel
		P 25 Pushing and Pulling
		P 27 Stand Up and Dance
		P 28 Tape Trails
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 11 Learning a Stop Sign

		SE 23 Encouragement
STANDARD AREA / STATEMENT	10.4.l.	Physical Activity: Gross Motor Coordination
STANDARD		Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games?
DESCRIPTOR / STANDARD	10.4.I.B.	Balance and Strength: Exhibit strength and balance in stationary body movements.
DESCRIPTOR	10.4.I.B.1.	Pull self to sitting position. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 10 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How I Roll MM 22 Shake It Up MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Souncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 90 Baby Two-Step MM 91 Sup Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 18 Bach-Ball Kicker P 19 Bach-Ball Kicker P 19 Bach-Ball Kicker

		P 24 Crawling Through a Tunnel
		P 25 Pushing and Pulling
		P 27 Stand Up and Dance
		P 28 Tape Trails
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 11 Learning a Stop Sign
		SE 23 Encouragement
DESCRIPTOR	10.4.I.B.2.	Hold self in sitting position.
		ITO Creative Commissions
		IT2 Creative Curriculum
		BCC 07
		BCC 08
		BCC 11
		BCC 18
		BCC 21
		BCC 22
		BCC 23
		LL 06 Sticky Tables
		LL 53 Bookworm Boogie
		M 06 Construction Zone
		M 22 Jump Counting
		M 26 Obstacle Course
		MM 02 Silly Animal Walk
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 08 From Seed to Tree
		MM 10 T Dance
		MM 11 A-Bouncing We Will Go
		MM 13 The Way or That?
		MM 16 That's How I Roll
		MM 22 Shake It Up
		MM 24 Tick-Tock Clock
		MM 31 The Farmer in the Dell
		MM 32 Jump and Twirl MM 35 Pirate's Plank
		MM 37 The Rain and Me
		MM 39 Motion Magic
		MM 48 Roll Play
		MM 49 Merry Movements
		MM 51 Boing Boing
		MM 53 Bouncing Baby
		MM 56 Seesaw and Slide
		MM 58 Sing-Song Sit-Ups
		MM 61 How Slowly Can You Go?
		MM 64 Jumping Jack
		MM 67 Shoo, Fly!
		MM 76 Now I'm Crawling
		MM 85 Terrific Tummy Time
		MM 89 Hop Around
		MM 93 Up, Down
		MM 96 Baby Two-Step
		MM 97 Swim and Run
		P 03 Splash Pad
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 06 Rocking on a Roller
		P 07 Making Bubbles
		P 09 Balance on a Beam
		P 13 1, 2, 3 Hops
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 24 Crawling Through a Tunnel
	1	

		P 25 Pushing and Pulling
		P 27 Stand Up and Dance
		P 28 Tape Trails
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 11 Learning a Stop Sign
		SE 23 Encouragement
DESCRIPTOR	10.4.I.B.3.	Sit and reach for objects without falling.
		ITO One office Occurring lands
		IT2 Creative Curriculum
		BCC 07
		BCC 08
		BCC 11
		BCC 18
		BCC 21
		BCC 22
		BCC 23
		LL 06 Sticky Tables
		LL 53 Bookworm Boogie
		M 06 Construction Zone
		M 22 Jump Counting
		M 26 Obstacle Course
		MM 02 Silly Animal Walk
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 08 From Seed to Tree
		MM 10 T Dance
		MM 11 A-Bouncing We Will Go
		MM 13 The Way or That?
		MM 16 That's How I Roll
		MM 22 Shake It Up
		MM 24 Tick-Tock Clock
		MM 31 The Farmer in the Dell
		MM 32 Jump and Twirl
		MM 35 Pirate's Plank
		MM 37 The Rain and Me
		MM 39 Motion Magic
		MM 48 Roll Play
		MM 49 Merry Movements
		MM 51 Boing Boing
		MM 53 Bouncing Baby
		MM 56 Seesaw and Slide
		MM 58 Sing-Song Sit-Ups
		MM 61 How Slowly Can You Go?
		MM 64 Jumping Jack
		MM 67 Shoo, Fly!
		MM 76 Now I'm Crawling
		MM 85 Terrific Tummy Time
		MM 89 Hop Around
		MM 93 Up, Down
		MM 96 Baby Two-Step
		MM 97 Swim and Run
		P 03 Splash Pad
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 06 Rocking on a Roller
		P 07 Making Bubbles
		P 09 Balance on a Beam
		P 13 1, 2, 3 Hops
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		D 24 Crawling Through a Tunnal
		P 24 Crawling Through a Tunnel P 25 Pushing and Pulling

		P 27 Stand Up and Dance
		P 28 Tape Trails
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 11 Learning a Stop Sign
		SE 23 Encouragement
DESCRIPTOR	10.4.I.B.4.	Pull self to standing position.
		IT2 Creative Curriculum
		BCC 07
		BCC 08
		BCC 11
		BCC 18
		BCC 21
		BCC 22 BCC 23
		LL 06 Sticky Tables LL 53 Bookworm Boogie
		M 06 Construction Zone
		M 22 Jump Counting
		M 26 Obstacle Course
		MM 02 Silly Animal Walk
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 08 From Seed to Tree
		MM 10 T Dance
		MM 11 A-Bouncing We Will Go
		MM 13 The Way or That?
		MM 16 That's How I Roll
		MM 22 Shake It Up
		MM 24 Tick-Tock Clock
		MM 31 The Farmer in the Dell
		MM 32 Jump and Twirl
		MM 35 Pirate's Plank
		MM 37 The Rain and Me
		MM 39 Motion Magic
		MM 48 Roll Play
		MM 49 Merry Movements
		MM 51 Boing Boing
		MM 53 Bouncing Baby
		MM 56 Seesaw and Slide
		MM 58 Sing-Song Sit-Ups
		MM 61 How Slowly Can You Go?
		MM 64 Jumping Jack
		MM 67 Shoo, Fly!
		MM 76 Now I'm Crawling MM 85 Terrific Tummy Time
		MM 89 Hop Around
		MM 93 Up, Down
		MM 96 Baby Two-Step
		MM 97 Swim and Run
		P 03 Splash Pad
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 06 Rocking on a Roller
		P 07 Making Bubbles
		P 09 Balance on a Beam
		P 13 1, 2, 3 Hops
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 24 Crawling Through a Tunnel
		P 25 Pushing and Pulling
		P 27 Stand Up and Dance

		P 28 Tape Trails
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 11 Learning a Stop Sign
		SE 23 Encouragement
DESCRIPTOR	10.4.I.B.5.	Stand with support.
		IT2 Creative Curriculum
		BCC 07
		BCC 08
		BCC 11
		BCC 18
		BCC 21
		BCC 22
		BCC 23
		LL 06 Sticky Tables
		LL 53 Bookworm Boogie
		M 06 Construction Zone M 22 Jump Counting
		M 26 Obstacle Course
		MM 02 Silly Animal Walk
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 08 From Seed to Tree
		MM 10 T Dance
		MM 11 A-Bouncing We Will Go
		MM 13 The Way or That?
		MM 16 That's How I Roll
		MM 22 Shake It Up
		MM 24 Tick-Tock Clock
		MM 31 The Farmer in the Dell
		MM 32 Jump and Twirl
		MM 35 Pirate's Plank
		MM 37 The Rain and Me
		MM 39 Motion Magic MM 48 Roll Play
		MM 49 Merry Movements
		MM 51 Boing Boing
		MM 53 Bouncing Baby
		MM 56 Seesaw and Slide
		MM 58 Sing-Song Sit-Ups
		MM 61 How Slowly Can You Go?
		MM 64 Jumping Jack
		MM 67 Shoo, Fly!
		MM 76 Now I'm Crawling
		MM 85 Terrific Tummy Time
		MM 89 Hop Around
		MM 93 Up, Down
		MM 96 Baby Two-Step MM 97 Swim and Run
		P 03 Splash Pad
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 06 Rocking on a Roller
		P 07 Making Bubbles
		P 09 Balance on a Beam
		P 13 1, 2, 3 Hops
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 24 Crawling Through a Tunnel
		P 25 Pushing and Pulling
		P 27 Stand Up and Dance
		P 28 Tape Trails

		P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 11 Learning a Stop Sign SE 23 Encouragement
STANDARD AREA / STATEMENT	10.5.I.	Concepts, Principles and Strategies of Movement: Fine Motor Development
STANDARD		Big Idea: Fine motor practice helps children develop eye-hand coordination, strength, and controlled use of tools. Essential Questions: How do I use my hands and fingers to manipulate objects? How do I develop eye-hand coordination?
DESCRIPTOR / STANDARD	10.5.I.A.	Strength, Coordination and Muscle: Use fingers and hands to accomplish actions.
DESCRIPTOR	10.5.I.A.1.	Hold objects in hand. ITZ Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Beil! LL 23 Bathing Bables LL 27 A Cup Is For LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters, Letters LL 41 Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies LL 52 Fruit Smoothies LL 57 Waterworks M 01 Matching Shapes M 02 Dig It! M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments M 16 Growing Sizes M 17 This Little Piggy M 20 Where's the Water? M 21 Build a Zoo M 24 Putting Puzzles Together M 25 The Crunchy Bread M 27 Buried Shapes M 01 A Toy for Kitty M 05 I Can Do It! MM 07 The Hungry Crane MM 22 Shake It Up MM 35 Pirate's Plank MM 42 Two Little Ducks MM 50 You Help Me & I Help You

MM 71 Catch a Wish MM 73 Copy Me! MM 84 Fiddly Fingers P 01 Cups of Water P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book DESCRIPTOR 10.5.I.A.2. Use pincer grasp to pick up objects (e.g. cereal, banana slices or small objects). IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup is For... LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies LL 57 Waterworks M 01 Matching Shapes M 02 Dig It! M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party

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		M 12 Where's the Bear? M 13 What's Inside?
		M 14 Ramp Experiments
		M 16 Growing Sizes
		M 17 This Little Piggy
		M 20 Where's the Water?
		M 21 Build a Zoo
		M 24 Putting Puzzles Together
		M 25 The Crunchy Bread
		M 27 Buried Shapes MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 22 Shake It Up
		MM 30 One for You, One for Me
		MM 35 Pirate's Plank
		MM 42 Two Little Ducks
		MM 50 You Help Me & I Help You
		MM 71 Catch a Wish MM 73 Copy Me!
		MM 84 Fiddly Fingers
		P 01 Cups of Water
		P 02 Nature Painting
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 06 Rocking on a Roller
		P 07 Making Bubbles
		P 08 Beach-Ball Bowling P 10 Icy Paintings
		P 11 Laundry Time!
		P 12 Molding Dough
		P 14 Pull Box
		P 15 Let's Practice Dressing
		P 16 Squeezing Sponges
		P 17 Tap and Shake My Tambourine P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 23 Silly Wavy Lines
		P 26 Let's Fill Up the Box
		P 29 Nesting Bag
		P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup P 36 Water Painting
		SE 04 Picnic
		SE 09 Build It Up, Knock It Down
		SE 19 Dos and Don'ts Book
DESCRIPTOR	10.5.I.A.3.	Transfer objects from hand to hand.
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here
		LL 13 Lift the Flap and See who's Here LL 16 Tissue-Paper Play
		LL 18 Tissue-Box Pull
		LL 19 Shake That Bell!
		LL 23 Bathing Babies
		LL 27 A Cup is For
		LL 35 Light Up
		LL 39 Texture Board
		LL 40 Sticky Surface
T. Control of the Con		III 41 Letters, Letters, Letters
		LL 41 Letters, Letters LL 42 Textured Letters

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LL 43 Lemonade
LL 44 Fruit Salad
LL 46 Veggie Mash-Up
LL 47 Roll-Ups
LL 48 Applesauce
LL 49 Pancakes
LL 52 Fruit Smoothies
LL 57 Waterworks
M 01 Matching Shapes
M 02 Dig It!
M 04 Cookie-Cutter Fun
M 06 Construction Zone
M 07 Peek-a-Boo Box
M 08 Pots and Pans Band
M 09 Let's Make Two
M 10 Making Butter
M 11 Garden Party
M 12 Where's the Bear?
M 13 What's Inside?
M 14 Ramp Experiments
M 16 Growing Sizes
M 17 This Little Piggy
M 20 Where's the Water?
M 21 Build a Zoo
M 24 Putting Puzzles Together
M 25 The Crunchy Bread
M 27 Buried Shapes
MM 01 A Tov for Kitty
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MM 07 The Hungry Crane
MM 22 Shake It Up
MM 30 One for You, One for Me
MM 35 Pirate's Plank
MM 42 Two Little Ducks
MM 50 You Help Me & I Help You
MM 71 Catch a Wish
MM 73 Copy Me!
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P 01 Cups of Water
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P 05 Surprise!
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P 07 Making Bubbles
P 08 Beach-Ball Bowling
P 10 Icy Paintings
P 11 Laundry Time!
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P 14 Pull Box
P 15 Let's Practice Dressing
P 16 Squeezing Sponges
P 17 Tap and Shake My Tambourine
P 18 Roll It to Me!
P 19 Beach-Ball Kicker
P 21 Big Beads
P 22 Bang With a Hammer
P 23 Silly Wavy Lines
P 26 Let's Fill Up the Box
P 29 Nesting Bag
P 30 Flowers in the Garden
P 31 Drinking Cups
P 32 Water Soup
P 36 Water Painting
SE 04 Picnic
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SE 09 Build It Up, Knock It Down

		SE 19 Dos and Don'ts Book
DESCRIPTOR	10.5.I.A.4.	Imitate motions of basic finger plays.
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 10 Yummy Foods
		LL 13 Lift the Flap and See Who's Here
		LL 16 Tissue-Paper Play
		LL 18 Tissue-Box Pull
		LL 19 Shake That Bell!
		LL 23 Bathing Babies
		LL 27 A Cup Is For
		LL 35 Light Up
		LL 39 Texture Board
		LL 40 Sticky Surface LL 41 Letters, Letters
		LL 42 Textured Letters
		LL 43 Lemonade
		LL 44 Fruit Salad
		LL 46 Veggie Mash-Up
		LL 47 Roll-Ups
		LL 48 Applesauce
		LL 49 Pancakes
		LL 52 Fruit Smoothies
		LL 57 Waterworks
		M 01 Matching Shapes
		M 02 Dig It! M 04 Cookie-Cutter Fun
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 08 Pots and Pans Band
		M 09 Let's Make Two
		M 10 Making Butter
		M 11 Garden Party
		M 12 Where's the Bear?
		M 13 What's Inside?
		M 14 Ramp Experiments
		M 16 Growing Sizes
		M 17 This Little Piggy M 20 Where's the Water?
		M 21 Build a Zoo
		M 24 Putting Puzzles Together
		M 25 The Crunchy Bread
		M 27 Buried Shapes
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 22 Shake It Up
		MM 30 One for You, One for Me
		MM 35 Pirate's Plank
		MM 42 Two Little Ducks MM 50 You Help Me & I Help You
		MM 71 Catch a Wish
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		P 06 Rocking on a Roller
		P 07 Making Bubbles
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		P 10 Icy Paintings
		P 11 Laundry Time!
		P 12 Molding Dough

		P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book
STANDARD AREA / STATEMENT	10.5.l.	Concepts, Principles and Strategies of Movement: Fine Motor Development
STANDARD		Big Idea: Fine motor practice helps children develop eye-hand coordination, strength, and controlled use of tools. Essential Questions: How do I use my hands and fingers to manipulate objects? How do I develop eye-hand coordination?
DESCRIPTOR / STANDARD	10.5.I.B.	Eye/Hand Coordination: Use eye and hand coordination to perform a task.
DESCRIPTOR	10.5.I.B.1.	Pick up object and place in range of vision. IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters, Letters LL 42 Textured Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 57 Waterworks M 01 Matching Shapes M 02 Dig It! M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments M 16 Growing Sizes M 17 This Little Piggy

M 20 Where's the Water? M 21 Build a Zoo M 24 Putting Puzzles Together M 25 The Crunchy Bread M 27 Buried Shapes MM 01 A Toy for Kitty MM 05 I Can Do It! MM 07 The Hungry Crane MM 22 Shake It Up MM 30 One for You, One for Me MM 35 Pirate's Plank MM 42 Two Little Ducks MM 50 You Help Me & I Help You MM 71 Catch a Wish MM 73 Copy Me! MM 84 Fiddly Fingers P 01 Cups of Water P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book DESCRIPTOR 10.5.I.B.2. Pick up and manipulate objects. IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup is For... LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce

LL 49 Pancakes LL 52 Fruit Smoothies LL 57 Waterworks M 01 Matching Shapes M 02 Dig It! M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments M 16 Growing Sizes M 17 This Little Piggy M 20 Where's the Water? M 21 Build a Zoo M 24 Putting Puzzles Together M 25 The Crunchy Bread M 27 Buried Shapes MM 01 A Toy for Kitty MM 05 I Can Do It! MM 07 The Hungry Crane MM 22 Shake It Up MM 30 One for You, One for Me MM 35 Pirate's Plank MM 42 Two Little Ducks MM 50 You Help Me & I Help You MM 71 Catch a Wish MM 73 Copy Me! MM 84 Fiddly Fingers P 01 Cups of Water P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book **DESCRIPTOR** Attempt to turn pages of a board book using thumb and fingertips. 10.5.I.B.3. IT2 Creative Curriculum LL 06 Sticky Tables

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LL 10 Yummy Foods
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LL 13 Lift the Flap and See Who's Here

LL 16 Tissue-Paper Play

LL 18 Tissue-Box Pull

LL 19 Shake That Bell!

LL 23 Bathing Babies

LL 27 A Cup Is For...

LL 35 Light Up

LL 39 Texture Board

LL 40 Sticky Surface

LL 41 Letters, Letters, Letters

LL 42 Textured Letters

LL 43 Lemonade

LL 44 Fruit Salad

LL 46 Veggie Mash-Up

LL 47 Roll-Ups

LL 48 Applesauce

LL 49 Pancakes

LL 52 Fruit Smoothies

LL 57 Waterworks

M 01 Matching Shapes

M 02 Dig It!

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M 14 Ramp Experiments

M 16 Growing Sizes

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M 20 Where's the Water?

M 21 Build a Zoo

M 24 Putting Puzzles Together

M 25 The Crunchy Bread

M 27 Buried Shapes

MM 01 A Toy for Kitty

MM 05 I Can Do It!

MM 07 The Hungry Crane

MM 22 Shake It Up

MM 30 One for You, One for Me

MM 35 Pirate's Plank

MM 42 Two Little Ducks

MM 50 You Help Me & I Help You

MM 71 Catch a Wish

MM 73 Copy Me!

MM 84 Fiddly Fingers

P 01 Cups of Water

P 02 Nature Painting

P 04 Throwing Plush Balls

P 05 Surprise!

P 06 Rocking on a Roller

P 07 Making Bubbles

P 08 Beach-Ball Bowling

P 10 Icy Paintings

P 11 Laundry Time!

P 12 Molding Dough

P 14 Pull Box

P 15 Let's Practice Dressing

P 16 Squeezing Sponges

P 17 Tap and Shake My Tambourine

P 18 Roll It to Me!

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		P 19 Beach-Ball Kicker
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 23 Silly Wavy Lines
		P 26 Let's Fill Up the Box
		P 29 Nesting Bag
		P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup
		P 36 Water Painting
		SE 04 Picnic
		SE 09 Build It Up, Knock It Down
		SE 19 Dos and Don'ts Book
DESCRIPTOR	10.5.I.B.4.	Point to objects.
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 10 Yummy Foods
		LL 13 Lift the Flap and See Who's Here
		LL 16 Tissue-Paper Play
		LL 18 Tissue-Box Pull
		LL 19 Shake That Bell!
		LL 23 Bathing Babies
		LL 27 A Cup is For
		LL 35 Light Up
		LL 39 Texture Board
		LL 40 Sticky Surface
		LL 41 Letters, Letters
		LL 42 Textured Letters
		LL 43 Lemonade
		LL 44 Fruit Salad
		LL 46 Veggie Mash-Up
		LL 47 Roll-Ups
		LL 48 Applesauce
		LL 49 Pancakes
		LL 52 Fruit Smoothies
		LL 57 Waterworks
		M 01 Matching Shapes
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		M 11 Garden Party M 12 Where's the Bear?
		M 13 What's Inside?
		M 14 Ramp Experiments
		M 16 Growing Sizes
		M 17 This Little Piggy
		M 20 Where's the Water?
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		M 27 Buried Shapes
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 22 Shake It Up
		MM 30 One for You, One for Me
		MM 35 Pirate's Plank
		MM 42 Two Little Ducks
		MM 50 You Help Me & I Help You
		MM 71 Catch a Wish
		IMM 71 Catch a Wish

		MM 73 Copy Me! MM 84 Fiddly Fingers P 01 Cups of Water P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 10 lcy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book
STANDARD AREA / STATEMENT	10.5.I.	Concepts, Principles and Strategies of Movement: Fine Motor Development
STANDARD		Big Idea: Fine motor practice helps children develop eye-hand coordination, strength, and controlled use of tools. Essential Questions: How do I use my hands and fingers to manipulate objects? How do I develop eye-hand coordination?
DESCRIPTOR / STANDARD	10.5.I.C.	Use of Tools: Manipulate basic tools.
DESCRIPTOR	10.5.I.C.1.	Attempt to use feeding utensils. IT2 Creative Curriculum
		LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here
		LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull
		LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For
		LL 35 Light Up LL 39 Texture Board
		LL 40 Sticky Surface LL 41 Letters, Letters
		LL 42 Textured Letters LL 43 Lemonade
		LL 44 Fruit Salad LL 46 Veggie Mash-Up
		LL 47 Roll-Ups LL 48 Applesauce
		LL 49 Pancakes LL 52 Fruit Smoothies
		LL 57 Waterworks M 01 Matching Shapes
		M 02 Dig It!

		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 08 Pots and Pans Band
		M 09 Let's Make Two
		M 10 Making Butter
		M 11 Garden Party
		M 12 Where's the Bear?
		M 13 What's Inside?
		M 14 Ramp Experiments
		M 16 Growing Sizes
		M 17 This Little Piggy
		007
		M 20 Where's the Water?
		M 21 Build a Zoo
		M 24 Putting Puzzles Together
		M 25 The Crunchy Bread
		M 27 Buried Shapes
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 22 Shake It Up
		MM 30 One for You, One for Me
		MM 35 Pirate's Plank
		MM 42 Two Little Ducks
		MM 50 You Help Me & I Help You MM 71 Catch a Wish
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		MM 84 Fiddly Fingers
		P 01 Cups of Water
		P 02 Nature Painting
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 06 Rocking on a Roller
		P 07 Making Bubbles
		P 08 Beach-Ball Bowling
		P 10 lcy Paintings
		P 11 Laundry Time!
		P 12 Molding Dough
		P 14 Pull Box
		P 15 Let's Practice Dressing
		P 16 Squeezing Sponges
		P 17 Tap and Shake My Tambourine
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 23 Silly Wavy Lines
		P 26 Let's Fill Up the Box
		P 29 Nesting Bag
		P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup
		P 36 Water Painting
		SE 04 Picnic
		SE 09 Build It Up, Knock It Down
		SE 19 Dos and Don'ts Book
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DESCRIPTOR	10.5.I.C.2.	Hold basic art implements and make marks on paper.
		IT2 Creative Curriculum
		LL 01 Letters in the Sand
		LL 03 From Drawing to Writing
		LL 05 The "Me" Book
		LL 09 Cardboard Village
		LL 16 Tissue-Paper Play
		LL 37 My Clothes Today
		LL 40 Sticky Surface

		M 07 Peek-a-Boo Box
		M 20 Where's the Water?
		MM 15 Window Conversations
		MM 30 One for You, One for Me
		MM 66 What Can That Sound Be?
		MM 82 Tell Me a Story
		P 02 Nature Painting
		P 10 lcy Paintings
		P 12 Molding Dough
		P 23 Silly Wavy Lines
		P 29 Nesting Bag
		P 36 Water Painting
		SE 03 Good-Byes
SUBJECT / STANDARD F	PA.SED.	Social and Emotional Development (Infant)
AREA		
	16.1.I.	Self-Awareness and Self-Regulation
STATEMENT		
STANDARD		Big Idea: Understanding of self and ability to regulate behaviors and
		emotions are inextricably linked to learning and success. Essential
		Questions: How do I develop positive feelings about myself? How
		do I express and manage my emotions?
DESCRIPTOR / STANDARD 1	16.1.I.A.	Regulates Emotions and Behaviors: Demonstrate an emotional
		response to the environment.
DESCRIPTOR 1	16.1.I.A.1.	Use facial expressions to indicate emotions.
		IT2 Creative Curriculum
		BCC 01
		BCC 04
		BCC 05
		BCC 06
		BCC 08
		BCC 10
		BCC 12
I II		
		BCC 13
		BCC 15
		BCC 15 BCC 17
		BCC 15 BCC 17 BCC 18
		BCC 15 BCC 17 BCC 18 BCC 20
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See?
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk LL 61 What's the Problem?
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 61 What's the Problem? M 01 Matching Shapes
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk LL 61 What's the Problem?
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 61 What's the Problem? M 01 Matching Shapes
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 61 What's the Problem? M 01 Matching Shapes M 04 Cookie-Cutter Fun
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk LL 61 What's the Problem? M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk LL 61 What's the Problem? M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk LL 161 What's the Problem? M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk LL 161 What's the Problem? M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 40 Wave Good-bye
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk LL 61 What's the Problem? M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 40 Wave Good-bye MM 42 Two Little Ducks
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk LL 61 What's the Problem? M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 40 Wave Good-bye MM 42 Two Little Ducks MM 45 Hush, My Baby MM 62 Busy, Dizzy Hands MM 69 Big Red Fish
		BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk LL 61 What's the Problem? M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 40 Wave Good-bye MM 42 Two Little Ducks MM 45 Hush, My Baby MM 62 Busy, Dizzy Hands

		MM 92 Creepy Crawly Spiders P 03 Splash Pad P 05 Surprise! P 07 Making Bubbles P 24 Crawling Through a Tunnel P 25 Pushing and Pulling SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 05 Take Care of Baby SE 07 Right Where It Belongs SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 13 Looking for Toes SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 20 Conflict Resolution
		SE 22 Hello Activities
		SE 23 Encouragement SE 24 Stop!
DESCRIPTOR	16.1.I.A.2.	Express feelings (e.g. crying, smiling, laughing, cooing).
		IT2 Creative Curriculum BCC 01 BCC 06 BCC 08 BCC 13 BCC 15 LL 61 What's the Problem? MM 40 Wave Good-bye MM 45 Hush, My Baby MM 77 Rise and Shine MM 86 Daddy Loves You SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 05 Take Care of Baby SE 07 Right Where It Belongs SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 13 Looking for Toes SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 20 Conflict Resolution SE 22 Hello Activities SE 23 Encouragement SE 24 Stop!
DESCRIPTOR	16.1.I.A.3.	Self soothe. IT2 Creative Curriculum MM 04 Let's Put On Your Pants MM 08 From Seed to Tree MM 40 Wave Good-bye MM 45 Hush, My Baby MM 59 Can You Do This? MM 60 On the Spot MM 77 Rise and Shine MM 86 Daddy Loves You SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 05 Take Care of Baby

DESCRIPTOR	16.1.I.A.4.	SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 10 Hellos and Good-Byes SE 11 Learning a Stop Sign SE 12 Playful Routines SE 13 Looking for Toes SE 14 Sing the Same Song SE 15 Song Time SE 17 Calm-Down Place SE 18 Picture Help SE 19 Dos and Don'ts Book SE 20 Conflict Resolution SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 25 Sleep Routines Show pleasure in familiar surroundings.
		BCC 14
		BCC 15
		BCC 16
		LL 29 Describing Food
DESCRIPTOR	16.1.I.A.5.	Withdrawal when over-stimulated.
		IT2 Creative Curriculum MM 04 Let's Put On Your Pants
		MM 08 From Seed to Tree
		MM 40 Wave Good-bye
		MM 45 Hush, My Baby
		MM 59 Can You Do This? MM 60 On the Spot
		MM 77 Rise and Shine
		MM 86 Daddy Loves You
		SE 01 Actively Listening to Children
		SE 02 Let's Try this Instead SE 03 Good-Byes
		SE 05 Take Care of Baby
		SE 06 This Is the Way We Get Dressed
		SE 07 Right Where It Belongs
		SE 10 Hellos and Good-Byes
		SE 11 Learning a Stop Sign SE 12 Playful Routines
		SE 13 Looking for Toes
		SE 14 Sing the Same Song
		SE 15 Song Time
		SE 17 Calm-Down Place SE 18 Picture Help
		SE 18 Picture Help SE 19 Dos and Don'ts Book
		SE 20 Conflict Resolution
		SE 21 Big Rule, Little Rule
		SE 22 Hello Activities
		SE 23 Encouragement SE 25 Sleep Routines
STANDARD AREA / STATEMENT	16.1.I.	Self-Awareness and Self-Regulation
STANDARD		Big Idea: Understanding of self and ability to regulate behaviors and
		emotions are inextricably linked to learning and success. Essential
		Questions: How do I develop positive feelings about myself? How do I express and manage my emotions?
DESCRIPTOR / STANDARD	16.1.I.B.	Influences of Personal Traits: Demonstrate preference for specific objects and people.
DESCRIPTOR	16 1 I B 1	
DESCRIPTOR	16.1.I.B.1.	Attend to adult during reciprocal interaction.

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IT2 Creative Curriculum
BCC 01
BCC 02
BCC 03
BCC 04
BCC 05
BCC 06
BCC 07
BCC 08
BCC 09
BCC 10
BCC 11
BCC 12
BCC 13
BCC 14
BCC 15
BCC 16
BCC 17
BCC 18
BCC 19
BCC 20
BCC 21
BCC 22
BCC 23
BCC 24
LL 01 Letters in the Sand
LL 02 Reading Wordless Books
LL 03 From Drawing to Writing
LL 04 Sing & Move
LL 05 The "Me" Book
LL 06 Sticky Tables
LL 07 Pretend Phone Calls
LL 08 Outdoor Mobiles
LL 09 Cardboard Village
LL 10 Yummy Foods
LL 11 Let's Talk
LL 12 What's in the Picture?
LL 13 Lift the Flap and See Who's Here
LL 14 Ice-Block Play
LL 15 Whisper Songs
LL 16 Tissue-Paper Play
LL 17 Three Bears
LL 18 Tissue-Box Pull
LL 19 Shake That Bell!
LL 20 This Is the Same
LL 21 Will You Read to Me?
LL 22 Neighborhood Walk
LL 23 Bathing Babies
LL 24 Fingers, Nose, and Toes
LL 25 A Book of Faces
LL 26 Reading Rhyming Books
LL 27 A Cup Is For...
LL 28 Family Faces
LL 29 Describing Food
LL 30 Family Picture Walk
LL 31 I'll Find You
LL 32 Observing Insect Life
LL 33 Silly Clothes
LL 34 Our Names, Our Things
LL 35 Light Up
LL 36 Puppet Stories
LL 37 My Clothes Today
LL 38 The Same and Different
LL 39 Texture Board
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LL 40 Sticky Surface

LL 41 Letters, Letters, Letters

LL 42 Textured Letters

LL 43 Lemonade

LL 44 Fruit Salad

LL 45 Animal Books

LL 46 Veggie Mash-Up

LL 47 Roll-Ups

LL 48 Applesauce

LL 49 Pancakes

LL 50 What Do I See?

LL 51 Dance & Remember

LL 52 Fruit Smoothies

LL 53 Bookworm Boogie

LL 54 Sharing Storybooks

LL 55 Silly Names

LL 56 Where Did It Go?

LL 57 Waterworks

LL 58 Tuneful Tales

LL 59 Playground Textures

LL 60 Potty Talk

LL 61 What's the Problem?

M 01 Matching Shapes

M 02 Dig It!

M 03 Everyday Patterns

M 04 Cookie-Cutter Fun

M 05 Sink or Float?

M 06 Construction Zone

M 07 Peek-a-Boo Box

M 08 Pots and Pans Band

M 09 Let's Make Two

M 10 Making Butter

M 11 Garden Party

M 12 Where's the Bear?

M 13 What's Inside?

M 14 Ramp Experiments

M 15 Good Night, Toys

M 16 Growing Sizes

M 17 This Little Piggy

M 18 Rock Collection

M 19 In, On, and Around

M 20 Where's the Water?

M 21 Build a Zoo

M 22 Jump Counting

M 23 Find the Sound

M 24 Putting Puzzles Together

M 25 The Crunchy Bread

M 26 Obstacle Course

M 27 Buried Shapes

M 28 Counting Books

MM 01 A Toy for Kitty

MM 02 Silly Animal Walk

MM 03 Hello Cheer

MM 04 Let's Put On Your Pants

MM 05 I Can Do It!

MM 06 The Creeping Ladybug

MM 07 The Hungry Crane

MM 08 From Seed to Tree

MM 09 The Answer is No!

MM 10 T Dance

MM 100 Sounds on the Farm

MM 11 A-Bouncing We Will Go

MM 12 Wiggle, Wiggle

MM 13 The Way or That?

MM 14 My Sticky Hands

MM 15 Window Conversations MM 16 That's How I Roll MM 17 Dream MM 18 Going Fishing MM 19 Time to Clean Up! MM 20 Please Find... MM 21 Little Mouse MM 22 Shake It Up MM 23 Old Uncle Lou MM 24 Tick-Tock Clock MM 25 We Are the Clouds MM 26 Thank You MM 27 Half Past Eight MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 30 One for You, One for Me MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 33 Crawling Mouse MM 34 Clapping Hands MM 35 Pirate's Plank MM 36 Hello, How Are You? MM 37 The Rain and Me MM 38 Ten Little Toes MM 39 Motion Magic MM 40 Wave Good-bye MM 41 The Dish & the Spoon MM 42 Two Little Ducks MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 45 Hush, My Baby MM 46 Where Can He Be? MM 47 Wake Up! MM 48 Roll Play MM 49 Merry Movements MM 50 You Help Me & I Help You MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 57 Remember When... MM 58 Sing-Song Sit-Ups MM 59 Can You Do This? MM 60 On the Spot MM 61 How Slowly Can You Go? MM 62 Busy, Dizzy Hands MM 63 Where Is Teddy? MM 64 Jumping Jack MM 65 Peek at You MM 66 What Can That Sound Be? MM 67 Shoo, Fly! MM 68 Let's See What We Can Find MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 72 What's in the Bag? MM 73 Copy Me! MM 74 I'm Big, I'm Small MM 75 Baby Massage MM 76 Now I'm Crawling MM 77 Rise and Shine MM 78 Hello Toes

MM 79 Sammy the Starfish

MM 80 Follow That Toy MM 81 Where Are Baby's Tiny Ears? MM 82 Tell Me a Story MM 83 Time to Close Your Eyes MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 86 Daddy Loves You MM 87 Let's Go! MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 91 You Have Two MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 94 Detailed Descriptions MM 95 Shape Finders MM 96 Baby Two-Step MM 97 Swim and Run MM 98 Let's Explore! MM 99 Buzz Like a Bee P 01 Cups of Water P 02 Nature Painting P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 13 1, 2, 3 Hops P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 26 Let's Fill Up the Box P 27 Stand Up and Dance P 28 Tape Trails P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys P 36 Water Painting SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 08 Playful Interactions SE 09 Build It Up, Knock It Down

		IT2 Creative Curriculum LL 32 Observing Insect Life
DESCRIPTOR	16.1.I.C.1.	Show interest in new experiences (e.g. try new foods).
DESCRIPTOR / STANDARD	16.1.I.C.	Resiliency: Use comfort of familiar experiences to explore new activities and experiences.
STANDARD		Big Idea: Understanding of self and ability to regulate behaviors and emotions are inextricably linked to learning and success. Essential Questions: How do I develop positive feelings about myself? How do I express and manage my emotions?
STANDARD AREA / STATEMENT	16.1.I.	Self-Awareness and Self-Regulation
		IT2 Creative Curriculum BCC 14 BCC 15 BCC 16 LL 29 Describing Food
DESCRIPTOR	16.1.I.B.5.	Seek favorite object or book.
		IT2 Creative Curriculum LL 09 Cardboard Village LL 22 Neighborhood Walk LL 38 The Same and Different M 02 Dig It! M 19 In, On, and Around M 26 Obstacle Course P 02 Nature Painting SE 19 Dos and Don'ts Book
DESCRIPTOR	16.1.I.B.4.	Accept and reach for objects offered by adult.
		LL 22 Neighborhood Walk LL 38 The Same and Different M 02 Dig It! M 19 In, On, and Around M 26 Obstacle Course P 02 Nature Painting SE 19 Dos and Don'ts Book
DESCRIPTOR	16.1.I.B.3.	Engage in exploration of objects within the environment. IT2 Creative Curriculum LL 09 Cardboard Village
		IT2 Creative Curriculum SE 08 Playful Interactions
DESCRIPTOR	16.1.I.B.2.	Gaze with interest at adult, peer, or object nearby.
		SE 10 Hellos and Good-Byes SE 11 Learning a Stop Sign SE 12 Playful Routines SE 13 Looking for Toes SE 14 Sing the Same Song SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 18 Picture Help SE 19 Dos and Don'ts Book SE 20 Conflict Resolution SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 24 Stop! SE 25 Sleep Routines SE 26 Dressing for the Weather

	1	LL 04 White the Death in O
		LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down
DESCRIPTOR	16.1.I.C.2.	SE 10 Hellos and Good-Byes Reach for and accept new objects with interest. IT2 Creative Curriculum LL 09 Cardboard Village LL 22 Neighborhood Walk LL 38 The Same and Different M 02 Dig It! M 19 In, On, and Around M 26 Obstacle Course P 02 Nature Painting
DESCRIPTOR	16.1.I.C.3.	Repeat attempted action for mastery (e.g. standing, falling, and getting back up). IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be?

		MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes
STANDARD AREA / STATEMENT	16.1.l.	Self-Awareness and Self-Regulation
STANDARD		Big Idea: Understanding of self and ability to regulate behaviors and emotions are inextricably linked to learning and success. Essential Questions: How do I develop positive feelings about myself? How do I express and manage my emotions?
DESCRIPTOR / STANDARD	16.1.I.D.	Goal Setting: EMERGING IT2 Creative Curriculum BCC 06 BCC 06 BCC 08 BCC 09 BCC 13 BCC 15 LL 61 What's the Problem? MM 08 From Seed to Tree MM 40 Wave Good-bye MM 45 Hush, My Baby MM 59 Can You Do This? MM 60 On the Spot MM 77 Rise and Shine MM 86 Daddy Loves You SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SC 05 Take Care of Baby SC 07 Right Where It Belongs SE 10 Hellos and Good-Byes SE 11 Learning a Stop Sign SE 12 Playful Routines SE 13 Looking for Toes SE 14 Sing the Same Song SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 19 Dos and Don'ts Book SC 20 Conflict Resolution SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 24 Stop!
STANDARD AREA / STATEMENT	16.1.l.	Self-Awareness and Self-Regulation

STANDARD		Big Idea: Understanding of self and ability to regulate behaviors and emotions are inextricably linked to learning and success. Essential Questions: How do I develop positive feelings about myself? How do I express and manage my emotions?
DESCRIPTOR / STANDARD	16.1.I.E.	Identity Development: Respond to self in mirror.
DESCRIPTOR	16.1.I.E.1.	Move toward mirrors in the environment. IT2 Creative Curriculum BCC 12 BCC 15 LL 24 Fingers, Nose, and Toes
DESCRIPTOR	16.1.I.E.2.	Smile when held to a mirror. IT2 Creative Curriculum BCC 12 BCC 15 LL 24 Fingers, Nose, and Toes
DESCRIPTOR	16.1.I.E.3.	Coo when looking in mirror. IT2 Creative Curriculum BCC 12 BCC 15 LL 24 Fingers, Nose, and Toes
DESCRIPTOR	16.1.I.E.4.	Point to and babble at self in mirror. IT2 Creative Curriculum BCC 12 BCC 15 LL 24 Fingers, Nose, and Toes
STANDARD AREA / STATEMENT	16.2.I.	Establishing and Maintaining Relationships
STANDARD		Big Idea: Early adult-child relationships, based on attachment and trust, set the stage for life-long expectations that impact children's ability to learn, respect adult authority, and express themselves. Positive peer interactions create collaborative learning opportunities. Relationships with others provide a means of support. Essential Question: How do my relationships with adults and peers help me feel secure, supported, and successful?
DESCRIPTOR / STANDARD	16.2.I.A.	Relationships: Trust and Attachment: Show affection and bond with familiar adults.
DESCRIPTOR	16.2.I.A.1.	Respond and attend to adult's interactions. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 17 BCC 18 BCC 19

BCC 20 **BCC 21** BCC 22 BCC 23 BCC 24 LL 01 Letters in the Sand LL 02 Reading Wordless Books LL 03 From Drawing to Writing LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 07 Pretend Phone Calls LL 08 Outdoor Mobiles LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 14 Ice-Block Play LL 15 Whisper Songs LL 16 Tissue-Paper Play LL 17 Three Bears LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 20 This Is the Same LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 23 Bathing Babies LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 27 A Cup Is For... LL 28 Family Faces LL 29 Describing Food LL 30 Family Picture Walk LL 31 I'll Find You LL 32 Observing Insect Life LL 33 Silly Clothes LL 34 Our Names, Our Things LL 35 Light Up LL 36 Puppet Stories LL 37 My Clothes Today LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 45 Animal Books LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 50 What Do I See? LL 51 Dance & Remember LL 52 Fruit Smoothies LL 53 Bookworm Boogie LL 54 Sharing Storybooks LL 55 Silly Names LL 56 Where Did It Go? LL 57 Waterworks LL 58 Tuneful Tales LL 59 Playground Textures

LL 60 Potty Talk

LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 03 Everyday Patterns M 04 Cookie-Cutter Fun M 05 Sink or Float? M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments M 15 Good Night, Toys M 16 Growing Sizes M 17 This Little Piggy M 18 Rock Collection M 19 In, On, and Around M 20 Where's the Water? M 21 Build a Zoo M 22 Jump Counting M 23 Find the Sound M 24 Putting Puzzles Together M 25 The Crunchy Bread M 26 Obstacle Course M 27 Buried Shapes M 28 Counting Books MM 01 A Toy for Kitty MM 02 Silly Animal Walk MM 03 Hello Cheer MM 04 Let's Put On Your Pants MM 05 I Can Do It! MM 06 The Creeping Ladybug MM 07 The Hungry Crane MM 08 From Seed to Tree MM 09 The Answer is No! MM 10 T Dance MM 100 Sounds on the Farm MM 11 A-Bouncing We Will Go MM 12 Wiggle, Wiggle MM 13 The Way or That? MM 14 My Sticky Hands MM 15 Window Conversations MM 16 That's How I Roll MM 17 Dream MM 18 Going Fishing MM 19 Time to Clean Up! MM 20 Please Find... MM 21 Little Mouse MM 22 Shake It Up MM 23 Old Uncle Lou MM 24 Tick-Tock Clock MM 25 We Are the Clouds MM 26 Thank You MM 27 Half Past Eight MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 30 One for You, One for Me MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 33 Crawling Mouse MM 34 Clapping Hands MM 35 Pirate's Plank

MM 36 Hello, How Are You? MM 37 The Rain and Me MM 38 Ten Little Toes MM 39 Motion Magic MM 40 Wave Good-bye MM 41 The Dish & the Spoon MM 42 Two Little Ducks MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 45 Hush, My Baby MM 46 Where Can He Be? MM 47 Wake Up! MM 48 Roll Play MM 49 Merry Movements MM 50 You Help Me & I Help You MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 57 Remember When... MM 58 Sing-Song Sit-Ups MM 59 Can You Do This? MM 60 On the Spot MM 61 How Slowly Can You Go? MM 62 Busy, Dizzy Hands MM 63 Where Is Teddy? MM 64 Jumping Jack MM 65 Peek at You MM 66 What Can That Sound Be? MM 67 Shoo, Fly! MM 68 Let's See What We Can Find MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 72 What's in the Bag? MM 73 Copy Me! MM 74 I'm Big, I'm Small MM 75 Baby Massage MM 76 Now I'm Crawling MM 77 Rise and Shine MM 78 Hello Toes MM 79 Sammy the Starfish MM 80 Follow That Toy MM 81 Where Are Baby's Tiny Ears? MM 82 Tell Me a Story MM 83 Time to Close Your Eyes MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 86 Daddy Loves You MM 87 Let's Go! MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 91 You Have Two MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 94 Detailed Descriptions MM 95 Shape Finders MM 96 Baby Two-Step MM 97 Swim and Run MM 98 Let's Explore! MM 99 Buzz Like a Bee P 01 Cups of Water

P 02 Nature Painting P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 13 1, 2, 3 Hops P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 26 Let's Fill Up the Box P 27 Stand Up and Dance P 28 Tape Trails P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys P 36 Water Painting SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 08 Playful Interactions SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes SE 11 Learning a Stop Sign SE 12 Playful Routines SE 13 Looking for Toes SE 14 Sing the Same Song SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 18 Picture Help SE 19 Dos and Don'ts Book SE 20 Conflict Resolution SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 24 Stop! SE 25 Sleep Routines SE 26 Dressing for the Weather DESCRIPTOR 16.2.I.A.2. Accept physical comfort and respond to cuddling. IT2 Creative Curriculum BCC 01

BCC 02 BCC 04 BCC 05 BCC 06 BCC 07 BCC 07 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 19 BCC 21 BCC 21 BCC 21 BCC 23 BCC 24 BCC 23 BCC 24 BCC 23 BCC 24 BCC 25 BCC 25 BCC 26 BCC 27 BCC 27 BCC 28 BCC 29 BCC 29 BCC 20 BCC 21 BCC 20 BCC 21 BCC 25 BCC 26 BCC 27 BCC 27 BCC 28 BCC 28 BCC 29 BCC 20 BCC 21 BCC 20 BCC 21 BCC 21 BCC 21 BCC 25 BCC 26 BCC 27 BCC 26 BCC 27 BCC 26 BCC 27 BCC 28 BCC 29 BCC 29 BCC 21 BCC 29 BCC 20 BCC 21 BCC 21 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 17 BCC 18 BCC 17 BCC 18 BCC 17 BCC 18 BCC 19		1	
BCC 04			BCC 02
BCC 04			BCC 03
SCC 05			
BCC 07 BCC 08 BCC 07 BCC 08 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 15 BCC 16 BCC 17 BCC 18 BCC 17 BCC 18 BCC 19 BCC 19 BCC 21 BCC 21 BCC 22 BCC 23 BCC 24 LL 02 Reading Wordless Books MM 15 Window Conversations MM 15 Window Conversations MM 15 Window Conversations MM 17 Proam MM 40 Wave Good-bye MM 41 Pitter, Patter, Splash! MM 43 Pitter, Patter, Splash! MM 45 Hush, My Baby MM 75 Baby Massage MM 77 Rise and Shine MM 85 Terrific Tummy Time SE 01 Actively Listening to Children SE 03 Good-Byes SE 10 Hollos and Good-Byes SE 16 Song Time SE 16 Saby Faces SE 17 Calm-Down Place SE 22 Stup! SE 22 Siepe Poutlines SE 22 Stup! SE 22 Siepe Poutlines SE 22 Siep			
BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 16 BCC 17 BCC 18 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 23 BCC 24 LL 02 Reading Wordless Books MM 02 Silly Animal Walk MM 15 Window Conversations MM 17 Dream MM 40 Wave Good-byes MM 17 Dream MM 40 Wave Good-byes MM 17 Dream MM 41 Pitter, Patter, Splash! MM 43 Pitter, Patter, Splash! MM 43 Pitter, Patter, Splash! MM 45 Pitter, Patter, Splash! MM 47 Baby Massage MM MM 55 Baby Massage MM MM 56 Baby Massage MM MM 57 Baby MM 58 Baby Massage MM MM 58 Baby MM 5			
BCC 08			BCC 06
BCC 08			BCC 07
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MM 40 Wave Good-bye			
MM 41 The Dish & the Spoon			
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SE 03 Good-Byes SE 10 Hellos and Good-Byes SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 22 Hello Activities SE 24 Stop! SE 25 Sleep Routines			
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		BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 LL 02 Reading Wordless Books MM 02 Silly Animal Walk MM 15 Window Conversations MM 17 Dream MM 40 Wave Good-bye MM 41 The Dish & the Spoon MM 43 Pitter, Patter, Splash! MM 45 Hush, My Baby MM 75 Baby Massage MM 77 Rise and Shine MM 85 Terrific Tummy Time SE 01 Actively Listening to Children SE 03 Good-Byes SE 10 Hellos and Good-Byes SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 22 Hello Activities SE 24 Stop! SE 25 Sleep Routines
DESCRIPTOR	16.2.I.A.4.	Display recognition of trusted adults. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 07 BCC 08 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 18 BCC 20 BCC 21 BCC 21 BCC 21 BCC 22 BCC 23 BCC 24 LL 02 Reading Wordless Books MM 02 Silly Animal Walk MM 15 Window Conversations MM 17 Dream MM 40 Wave Good-bye MM 41 The Dish & the Spoon MM 43 Pitter, Patter, Splash! MM 45 Hush, My Baby MM 75 Baby Massage MM 77 Rise and Shine MM 85 Terrific Tummy Time SE 01 Actively Listening to Children SE 03 Good-Byes

		SE 10 Hellos and Good-Byes
		SE 15 Song Time
		SE 16 Baby Faces
		SE 17 Calm-Down Place
		SE 22 Hello Activities
		SE 24 Stop!
		SE 25 Sleep Routines
STANDARD AREA / STATEMENT	16.2.I.	Establishing and Maintaining Relationships
STANDARD		Big Idea: Early adult-child relationships, based on attachment and trust, set the stage for life-long expectations that impact children's ability to learn, respect adult authority, and express themselves. Positive peer interactions create collaborative learning opportunities. Relationships with others provide a means of support. Essential Question: How do my relationships with adults and peers help me feel secure, supported, and successful?
DESCRIPTOR / STANDARD	16.2.I.B.	Diversity: Notice differences in others.
DESCRIPTOR	16.2.I.B.2.	Attempt to touch face or hair of peer.
		IT2 Creative Curriculum SE 08 Playful Interactions
DESCRIPTOR	16.2.I.B.3.	Cry when unfamiliar adult approaches.
		IT2 Creative Curriculum
		BCC 14
		BCC 15
		BCC 16
		LL 29 Describing Food
OTANDARD AREA /	16.2.I.	
STANDARD AREA / STATEMENT	16.2.1.	Establishing and Maintaining Relationships
STANDARD		Big Idea: Early adult-child relationships, based on attachment and trust, set the stage for life-long expectations that impact children's ability to learn, respect adult authority, and express themselves. Positive peer interactions create collaborative learning opportunities. Relationships with others provide a means of support. Essential Question: How do my relationships with adults and peers help me feel secure, supported, and successful?
DESCRIPTOR / STANDARD	16.2.I.C.	Communication: Use sounds and gestures as a form of reciprocal communication.
DESCRIPTOR	16.2.I.C.1.	Reference 1.5.I.A.
		IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 15 BCC 16 BCC 17 BCC 18 BCC 19 BCC 19 BCC 19 BCC 20

BCC 21 BCC 22 **BCC 23** BCC 24 LL 01 Letters in the Sand LL 02 Reading Wordless Books LL 03 From Drawing to Writing LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 07 Pretend Phone Calls LL 08 Outdoor Mobiles LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 14 Ice-Block Play LL 15 Whisper Songs LL 16 Tissue-Paper Play LL 17 Three Bears LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 20 This Is the Same LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 23 Bathing Babies LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 27 A Cup Is For... LL 28 Family Faces LL 29 Describing Food LL 30 Family Picture Walk LL 31 I'll Find You LL 32 Observing Insect Life LL 33 Silly Clothes LL 34 Our Names, Our Things LL 35 Light Up LL 36 Puppet Stories LL 37 My Clothes Today LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 45 Animal Books LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 50 What Do I See? LL 51 Dance & Remember LL 52 Fruit Smoothies LL 53 Bookworm Boogie LL 54 Sharing Storybooks LL 55 Silly Names LL 56 Where Did It Go? LL 57 Waterworks LL 58 Tuneful Tales LL 59 Playground Textures LL 60 Potty Talk LL 61 What's the Problem?

M 01 Matching Shapes M 02 Dig It! M 03 Everyday Patterns M 04 Cookie-Cutter Fun M 05 Sink or Float? M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments M 15 Good Night, Toys M 16 Growing Sizes M 17 This Little Piggy M 18 Rock Collection M 19 In, On, and Around M 20 Where's the Water? M 21 Build a Zoo M 22 Jump Counting M 23 Find the Sound M 24 Putting Puzzles Together M 25 The Crunchy Bread M 26 Obstacle Course M 27 Buried Shapes M 28 Counting Books MM 01 A Toy for Kitty MM 02 Silly Animal Walk MM 03 Hello Cheer MM 04 Let's Put On Your Pants MM 05 I Can Do It! MM 06 The Creeping Ladybug MM 07 The Hungry Crane MM 08 From Seed to Tree MM 09 The Answer is No! MM 10 T Dance MM 100 Sounds on the Farm MM 11 A-Bouncing We Will Go MM 12 Wiggle, Wiggle MM 13 The Way or That? MM 14 My Sticky Hands MM 15 Window Conversations MM 16 That's How I Roll MM 17 Dream MM 18 Going Fishing MM 19 Time to Clean Up! MM 20 Please Find... MM 21 Little Mouse MM 22 Shake It Up MM 23 Old Uncle Lou MM 24 Tick-Tock Clock MM 25 We Are the Clouds MM 26 Thank You MM 27 Half Past Eight MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 30 One for You, One for Me MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 33 Crawling Mouse MM 34 Clapping Hands MM 35 Pirate's Plank MM 36 Hello, How Are You?

MM 37 The Rain and Me MM 38 Ten Little Toes MM 39 Motion Magic MM 40 Wave Good-bye MM 41 The Dish & the Spoon MM 42 Two Little Ducks MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 45 Hush, My Baby MM 46 Where Can He Be? MM 47 Wake Up! MM 48 Roll Play MM 49 Merry Movements MM 50 You Help Me & I Help You MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 57 Remember When... MM 58 Sing-Song Sit-Ups MM 59 Can You Do This? MM 60 On the Spot MM 61 How Slowly Can You Go? MM 62 Busy, Dizzy Hands MM 63 Where Is Teddy? MM 64 Jumping Jack MM 65 Peek at You MM 66 What Can That Sound Be? MM 67 Shoo, Fly! MM 68 Let's See What We Can Find MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 72 What's in the Bag? MM 73 Copy Me! MM 74 I'm Big, I'm Small MM 75 Baby Massage MM 76 Now I'm Crawling MM 77 Rise and Shine MM 78 Hello Toes MM 79 Sammy the Starfish MM 80 Follow That Toy MM 81 Where Are Baby's Tiny Ears? MM 82 Tell Me a Story MM 83 Time to Close Your Eyes MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 86 Daddy Loves You MM 87 Let's Go! MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 91 You Have Two MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 94 Detailed Descriptions MM 95 Shape Finders MM 96 Baby Two-Step MM 97 Swim and Run MM 98 Let's Explore! MM 99 Buzz Like a Bee P 01 Cups of Water

P 02 Nature Painting

		P 03 Splash Pad
		P 04 Throwing Plush Balls
		P 05 Surprise! P 06 Rocking on a Roller
		P 07 Making Bubbles
		P 08 Beach-Ball Bowling
		P 09 Balance on a Beam
		P 10 Icy Paintings
		P 11 Laundry Time!
		P 12 Molding Dough
		P 13 1, 2, 3 Hops
		P 14 Pull Box
		P 15 Let's Practice Dressing P 16 Squeezing Sponges
		P 17 Tap and Shake My Tambourine
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 23 Silly Wavy Lines
		P 24 Crawling Through a Tunnel
		P 25 Pushing and Pulling
		P 26 Let's Fill Up the Box
		P 27 Stand Up and Dance
		P 28 Tape Trails
		P 29 Nesting Bag P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		P 36 Water Painting
		SE 01 Actively Listening to Children
		SE 02 Let's Try this Instead
		SE 03 Good-Byes
		SE 04 Picnic
		SE 05 Take Care of Baby SE 06 This Is the Way We Get Dressed
		SE 07 Right Where It Belongs
		SE 08 Playful Interactions
		SE 09 Build It Up, Knock It Down
		SE 10 Hellos and Good-Byes
		SE 11 Learning a Stop Sign
		SE 12 Playful Routines
		SE 13 Looking for Toes
		SE 14 Sing the Same Song
		SE 15 Song Time
		SE 16 Baby Faces
		SE 17 Calm-Down Place SE 18 Picture Help
		SE 19 Dos and Don'ts Book
		SE 20 Conflict Resolution
		SE 21 Big Rule, Little Rule
		SE 22 Hello Activities
		SE 23 Encouragement
		SE 24 Stop!
		SE 25 Sleep Routines
		SE 26 Dressing for the Weather
STANDARD AREA / STATEMENT	16.2.I.	Establishing and Maintaining Relationships
STANDARD		Big Idea: Early adult-child relationships, based on attachment and
		trust, set the stage for life-long expectations that impact children's
		ability to learn, respect adult authority, and express themselves.

		Decitive many internetions are sto collaborative learning
		Positive peer interactions create collaborative learning opportunities. Relationships with others provide a means of support. Essential Question: How do my relationships with adults and peers help me feel secure, supported, and successful?
DESCRIPTOR / STANDARD	16.2.I.D.	Managing Interpersonal Conflicts: Express emotion relating to a conflict.
DESCRIPTOR	16.2.I.D.1.	Cry or use inappropriate action to express frustration.
		IT2 Creative Curriculum MM 04 Let's Put On Your Pants MM 08 From Seed to Tree MM 40 Wave Good-bye MM 45 Hush, My Baby MM 59 Can You Do This? MM 60 On the Spot MM 77 Rise and Shine MM 86 Daddy Loves You SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 05 Take Care of Baby SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 10 Hellos and Good-Byes SE 11 Learning a Stop Sign SE 12 Playful Routines SE 13 Looking for Toes SE 14 Sing the Same Song SE 15 Song Time SE 17 Calm-Down Place SE 18 Picture Help SE 19 Dos and Don'ts Book SE 20 Conflict Resolution SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 25 Sleep Routines
STANDARD AREA / STATEMENT	16.2.I.	Establishing and Maintaining Relationships
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DESCRIPTOR / STANDARD	16.2.I.E.	Support: Asking for Help: Indicate needs through vocalizations and body movements.
DESCRIPTOR	16.2.I.E.1.	Cry to express need.
		IT2 Creative Curriculum LL 11 Let's Talk LL 22 Neighborhood Walk LL 39 Texture Board LL 57 Waterworks LL 60 Potty Talk SE 03 Good-Byes SE 24 Stop!
DESCRIPTOR	16.2.I.E.3.	Use basic sign language to indicate need. IT2 Creative Curriculum SE 10 Hellos and Good-Byes
		SE 16 Baby Faces

how I learn, and how I get along with others. Essential Question: How do I use healthy strategies to manage my behavior? DESCRIPTOR / STANDARD 16.3.I.A. Decision Making Skills: Demonstrate preference for specific object and people. DESCRIPTOR 16.3.I.A.1. Attend to adult during reciprocal interaction. IT2 Creative Curriculum BCC 01 BCC 02	STANDARD AREA / STATEMENT	16.3.I.	Decision Making & Responsibility
DESCRIPTOR 16.3.I.A.1. Attend to adult during reciprocal interaction. IT2 Creative Curriculum BCC 01 BCC 02	STANDARD		
IT2 Creative Curriculum BCC 01 BCC 02	DESCRIPTOR / STANDARD	16.3.I.A.	Decision Making Skills: Demonstrate preference for specific objects and people.
BCC 01 BCC 02	DESCRIPTOR	16.3.I.A.1.	Attend to adult during reciprocal interaction.
BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 19 BCC 21 BCC 21 BCC 22 BCC 23 BCC 24 L 0 1 Letters in the Sand L 0 2 Reading Wordless Books L 0 3 From Drawing to Writing L 0 4 Sing & Move L 0 5 The "Me" Book L 0 6 Sticky Tables L 10 7 Pretend Phone Calls L 10 8 Outdoor Mobiles L 10 9 Cardboard Village L 11 1 Let's Talk L 12 What's in the Picture? L 13 Lift the Flap and See Who's Here L 14 Ice-Block Play L 15 Whisper Songs L 16 Tissue-Paper Play L 17 Three Bears L 18 Tissue-Box Pull L 19 Shake That Bell L 10 This Is the Same L 21 Will You Read to Me? L 22 Neighborhood Walk L 23 Bathing Bables L 24 Fingers, Nose, and Toes L 25 A Book of Faces L 26 Reading Rhyming Books L 27 A Cup Is For L 28 Family Faces L 29 Describing Food L 30 Bamily Picture Walk	DESCRIPTOR	16.3.I.A.1.	IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 07 BCC 08 BCC 09 BCC 10 BCC 10 BCC 11 BCC 12 BCC 13 BCC 12 BCC 13 BCC 16 BCC 17 BCC 15 BCC 16 BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 20 BCC 21 BCC 23 BCC 24 L 01 Letters in the Sand LL 02 Reading Wordless Books L 03 From Drawing to Writing LL 04 Sing & Move LL 05 The "Me" Book LL 05 The "Me" Book LL 05 The "Me" Book LL 05 The "Me" Sook LL 11 Left's Talk LL 12 What's in the Picture? LL 11 Left's Talk LL 11 Left Song LL 11 Left So

LL 31 I'll Find You

LL 32 Observing Insect Life

LL 33 Silly Clothes

LL 34 Our Names, Our Things

LL 35 Light Up

LL 36 Puppet Stories

LL 37 My Clothes Today

LL 38 The Same and Different

LL 39 Texture Board

LL 40 Sticky Surface

LL 41 Letters, Letters, Letters

LL 42 Textured Letters

LL 43 Lemonade

LL 44 Fruit Salad

LL 45 Animal Books

LL 46 Veggie Mash-Up

LL 47 Roll-Ups

LL 48 Applesauce

LL 49 Pancakes

LL 50 What Do I See?

LL 51 Dance & Remember

LL 52 Fruit Smoothies

LL 53 Bookworm Boogie

LL 54 Sharing Storybooks

LL 55 Silly Names

LL 56 Where Did It Go?

LL 57 Waterworks

LL 58 Tuneful Tales

LL 59 Playground Textures

LL 60 Potty Talk

LL 61 What's the Problem?

M 01 Matching Shapes

M 02 Dig It!

M 03 Everyday Patterns

M 04 Cookie-Cutter Fun

M 05 Sink or Float?

M 06 Construction Zone

M 07 Peek-a-Boo Box

M 08 Pots and Pans Band

M 09 Let's Make Two

M 10 Making Butter

M 11 Garden Party

M 12 Where's the Bear? M 13 What's Inside?

M 14 Ramp Experiments

M 15 Good Night, Toys

M 16 Growing Sizes

M 17 This Little Piggy

M 18 Rock Collection

M 19 In, On, and Around

M 20 Where's the Water?

M 21 Build a Zoo

M 22 Jump Counting

M 23 Find the Sound

M 24 Putting Puzzles Together

M 25 The Crunchy Bread

M 26 Obstacle Course

M 27 Buried Shapes

M 28 Counting Books MM 01 A Toy for Kitty

MM 02 Silly Animal Walk

MM 03 Hello Cheer

MM 04 Let's Put On Your Pants

MM 05 I Can Do It!

MM 06 The Creeping Ladybug

MM 07 The Hungry Crane MM 08 From Seed to Tree MM 09 The Answer is No! MM 10 T Dance MM 100 Sounds on the Farm MM 11 A-Bouncing We Will Go MM 12 Wiggle, Wiggle MM 13 The Way or That? MM 14 My Sticky Hands MM 15 Window Conversations MM 16 That's How I Roll MM 17 Dream MM 18 Going Fishing MM 19 Time to Clean Up! MM 20 Please Find... MM 21 Little Mouse MM 22 Shake It Up MM 23 Old Uncle Lou MM 24 Tick-Tock Clock MM 25 We Are the Clouds MM 26 Thank You MM 27 Half Past Eight MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 30 One for You, One for Me MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 33 Crawling Mouse MM 34 Clapping Hands MM 35 Pirate's Plank MM 36 Hello, How Are You? MM 37 The Rain and Me MM 38 Ten Little Toes MM 39 Motion Magic MM 40 Wave Good-bye MM 41 The Dish & the Spoon MM 42 Two Little Ducks MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 45 Hush, My Baby MM 46 Where Can He Be? MM 47 Wake Up! MM 48 Roll Play MM 49 Merry Movements MM 50 You Help Me & I Help You MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 57 Remember When... MM 58 Sing-Song Sit-Ups MM 59 Can You Do This? MM 60 On the Spot MM 61 How Slowly Can You Go? MM 62 Busy, Dizzy Hands MM 63 Where Is Teddy? MM 64 Jumping Jack MM 65 Peek at You MM 66 What Can That Sound Be? MM 67 Shoo, Fly! MM 68 Let's See What We Can Find MM 69 Big Red Fish

MM 70 Hickory Dickory Dock

MM 71 Catch a Wish MM 72 What's in the Bag? MM 73 Copy Me! MM 74 I'm Big, I'm Small MM 75 Baby Massage MM 76 Now I'm Crawling MM 77 Rise and Shine MM 78 Hello Toes MM 79 Sammy the Starfish MM 80 Follow That Toy MM 81 Where Are Baby's Tiny Ears? MM 82 Tell Me a Story MM 83 Time to Close Your Eyes MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 86 Daddy Loves You MM 87 Let's Go! MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 91 You Have Two MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 94 Detailed Descriptions MM 95 Shape Finders MM 96 Baby Two-Step MM 97 Swim and Run MM 98 Let's Explore! MM 99 Buzz Like a Bee P 01 Cups of Water P 02 Nature Painting P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 13 1, 2, 3 Hops P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 26 Let's Fill Up the Box P 27 Stand Up and Dance P 28 Tape Trails P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys

P 36 Water Painting

		SE 01 Actively Listening to Children
		SE 02 Let's Try this Instead
		SE 03 Good-Byes
		SE 04 Picnic
		SE 05 Take Care of Baby SE 06 This Is the Way We Get Dressed
		SE 06 This is the way we get bressed SE 07 Right Where It Belongs
		SE 08 Playful Interactions
		SE 09 Build It Up, Knock It Down
		SE 10 Hellos and Good-Byes
		SE 11 Learning a Stop Sign
		SE 12 Playful Routines
		SE 13 Looking for Toes
		SE 14 Sing the Same Song
		SE 15 Song Time
		SE 16 Baby Faces SE 17 Calm-Down Place
		SE 17 Calliful Place SE 18 Picture Help
		SE 19 Dos and Don'ts Book
		SE 20 Conflict Resolution
		SE 21 Big Rule, Little Rule
		SE 22 Hello Activities
		SE 23 Encouragement
		SE 24 Stop!
		SE 25 Sleep Routines SE 26 Dressing for the Weather
DECODIDECT	400140	
DESCRIPTOR	16.3.I.A.2.	Gaze with interest at adult, peer, or object nearby.
		IT2 Creative Curriculum SE 08 Playful Interactions
DESCRIPTOR	16.3.I.A.3.	Engage in exploration of objects within the environment.
		IT2 Creative Curriculum
		LL 09 Cardboard Village
		LL 22 Neighborhood Walk
		LL 38 The Same and Different
		M 02 Dig It!
		M 19 In, On, and Around M 26 Obstacle Course
		P 02 Nature Painting
		SE 19 Dos and Don'ts Book
DESCRIPTOR	16.3.I.A.4.	Accept and reach for objects offered by adult.
		IT2 Creative Curriculum
		LL 09 Cardboard Village
		LL 22 Neighborhood Walk
		LL 38 The Same and Different
		M 02 Dig It!
		M 19 In, On, and Around
		M 26 Obstacle Course P 02 Nature Painting
		SE 19 Dos and Don'ts Book
DESCRIPTOR	16.3.I.A.5.	Seek favorite object or book.
		IT2 Creative Curriculum
		IT2 Creative Curriculum BCC 14
		BCC 15
		BCC 16
		LL 29 Describing Food
STANDARD AREA / STATEMENT	16.3.I.	Decision Making & Responsibility
STANDARD		Big Idea: Actions and behaviors either positively or negatively affect how I learn, and how I get along with others. Essential Question:
		, , , , , , , , , , , , , , , , , , , ,

		How do I use healthy strategies to manage my behavior?
DESCRIPTOR / STANDARD	16.3.I.B.	Understanding Social Norms (Social Identity): Respond to adult
		guidance about behavior.
DESCRIPTOR	16.3.I.B.1.	Smile when acknowledged for positive behavior.
		IT2 Creative Curriculum MM 17 Dream
DESCRIPTOR	16.3.I.B.2.	Stop behavior when told "no" or "stop".
		IT2 Creative Curriculum MM 17 Dream
DESCRIPTOR	16.3.I.B.3.	Look at adult before repeating a behavior.
		IT2 Creative Curriculum
		SE 02 Let's Try this Instead SE 20 Conflict Resolution
		SE 24 Stop!
STANDARD AREA / STATEMENT	16.3.I.	Decision Making & Responsibility
STANDARD		Big Idea: Actions and behaviors either positively or negatively affect how I learn, and how I get along with others. Essential Question: How do I use healthy strategies to manage my behavior?
DESCRIPTOR / STANDARD	16.3.I.C.	Responsible Active Engagement: Empathy: React to others' expressions of emotion.
DESCRIPTOR	16.3.I.C.1.	Show interest in another child (e.g. touches or pat on back).
		IT2 Creative Curriculum
		SE 08 Playful Interactions
DESCRIPTOR	16.3.I.C.2.	Begin to cry or show distress when another child is crying.
		IT2 Creative Curriculum
		P 13 1, 2, 3 Hops P 33 Balancing Act
		SE 21 Big Rule, Little Rule
		SE 26 Dressing for the Weather
DESCRIPTOR	16.3.I.C.3.	Smiles and turns head to look at a person when laughing.
		IT2 Creative Curriculum SE 08 Playful Interactions
SUBJECT / STANDARD	PA.AL.	Approaches to Learning Through Play (Young Toddler)
AREA		
STANDARD AREA / STATEMENT	AL.1.YT.	Constructing and Gathering Knowledge
STANDARD		Big Idea: Children actively construct knowledge through routines, play, practices, and language. Children use a variety of strategies to
		gather information based upon their own individualized approach to
		learning. Essential Questions: What strategies can be used to gather
		information? What can I learn from my every day experiences, including play?
DESCRIPTOR / STANDARD	AL.1.YT.A.	Curiosity and Initiative: Show interest in various environmental stimuli.
DESCRIPTOR	AL.1.YT.A.1.	Ask questions to obtain an adult response.
		IT2 Creative Curriculum MM 09 The Answer is No!
DESCRIPTOR	AL.1.YT.A.2.	Point to and move towards an object or activity.
		IT2 Creative Curriculum LL 32 Observing Insect Life

M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes **DESCRIPTOR** AL.1.YT.A.3. Engage with objects to learn about them. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Tov P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket

P 21 Big Beads

P 22 Bang With a Hammer P 25 Pushing and Pulling

LL 61 What's the Problem?

BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 19 BCC 21 BCC 21 BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Bables LL 33 Stilly Glothes M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Night, Toys M 15 Good Night, Toys M 10 Sournes on the Farm MM 16 That's How I Roll MM 25 We Are the Clouds MM 27 Half Past Eight MM 28 Animals in the Barn MM 47 Wake Up! MM 89 Big Red Fish MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 04 Plonic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 12 Playful Routines SE 26 Dressing for the Weather Care Se 26 Dressing for the Weather DESCRIPTOR AL.1.YT.C.2. Build with blocks alongside another block-builder, occasionally taking the other's blocks for own structure. IT2 Creative Curriculum BCC 13 BCC 19 LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes MM 06 I Can Do It! P 12 Molding Dough SE 09 Build It Up, Knock It Down DESCRIPTOR AL.1.YT.C.3. Color on paper with crayons while seated next to another child who is coloring or painting. IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 The "Me" Book LL 09 Cardboard Village LL 03 The "Me" Book M 16 Sond Care That Sound Be? MM 85 Window Conversations MM 65 What Can That Sound Be? MM 85 Window Conversations MM 65 What Can That Sound Be? MM 85 Will Can That Sound Be?			
BCC 13 BCC 14 BCC 15 BCC 16 BCC 19 BCC 21 BCC 22 BCC 22 BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 33 Silly Cothes M 06 Construction Zone M 07 Pook-a-Boc Box M 15 Good Night, Toys MM 02 Silly Ahrinal Walk MM 08 From Seed to Tree MM 100 Sounds on the Farm MM 101 Sounds on the Farm MM 101 Sounds on the Farm MM 102 Fhart How I Roll MM 25 We Are the Clouds MM 27 Half Past Eight MM 28 Annians in the Barn MM 108 Big Red Fish MM 78 Sammy the Startish P 10 Lups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Polayfull Interactions SE 12 Playful Routines SE 12 Dressing for the Weather DESCRIPTOR AL.1.YT.C.2. Build with blocks alongside another block-builder, occasionally taking the other's blocks for own structure. ITZ Creative Curriculum BCC 13 BCC 19 LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes MM 05 I Can Do Itt P 12 Molding Dough SE 09 Bill all tup, Knock It Down DESCRIPTOR AL.1.YT.C.3. Color on paper with crayons while seated next to another child who is coloring or painting. IL 01 Letters in the Sand LL 03 From Drawing to Writing LL 04 Cardboard Village LL 37 My Clothes Today MM 82 Tell Me a Story P 010 kp Paintings			
BCC 14 BCC 16 BCC 16 BCC 19 BCC 21 BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Babies LL 33 Bathing Babies LL 33 Bathing Babies LL 33 Bathing Babies LL 33 Bathing Babies M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Night, Toys MM 02 Silly Animal Walk MM 08 From Seed to Tree MM 100 Sounds on the Farm MM 15 That's How! Roll MM 25 We Are the Clouds MM 27 Half Past Eight MM 28 Animals in the Barn MM 47 Wake Up! MM 69 Big Red Fish MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 03 Flayful Interactions SE 12 Playful Routines SE 12 Bressing for the Weather DESCRIPTOR AL.1.YT.C.2. Build with blocks alongside another block-builder, occasionally taking the other's blocks for own structure. IT2 Creative Curriculum BCC 13 BCC 19 LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes MM 05 I Can Do It! P 12 Molding Dough SE 09 Build It Up, Knock It Down DESCRIPTOR AL.1.YT.C.3. Color on paper with crayons while seated next to another child who is coloring or painting. IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book M 05 Victhes Today MM 15 Window Conversations MM 68 What Can That Sound Be? MM 27 Tell Me a Story P 01 Nature Painting P 10 to P paintings			
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DESCRIPTOR AL.1.YT.C.3. AL.1.YT.C.3. Color on paper with crayons while seated next to another child who is coloring or painting. IT2 Creative Curriculum LL 03 From Drawing to Writing LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 10 lcy Paintings	DESCRIPTOR	AL.1.11.C.2.	build with blocks alongside another block-builder, occasionally
BCC 13 BCC 19 LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes MM 05 I Can Do It! P 12 Molding Dough SE 09 Build It Up, Knock It Down DESCRIPTOR AL.1.YT.C.3. Color on paper with crayons while seated next to another child who is coloring or painting. IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 10 Icy Paintings			taking the other's blocks for own structure.
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BCC 19 LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes MM 05 I Can Do It! P 12 Molding Dough SE 09 Build It Up, Knock It Down DESCRIPTOR AL.1.YT.C.3. Color on paper with crayons while seated next to another child who is coloring or painting. IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 10 Icy Paintings			
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IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 10 Icy Paintings			
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MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 10 Icy Paintings			
MM 82 Tell Me a Story P 02 Nature Painting P 10 lcy Paintings			
P 02 Nature Painting P 10 Icy Paintings			
P 10 Icy Paintings			
		II.	r uz nature Painting
P 23 5IIIy Wavy Lines			D 40 law Deintings

		SE 03 Good-Byes
DESCRIPTOR	AL.1.YT.C.4.	Place phone to ear and pretend to listen after watching a peer complete similar action.
DESCRIPTOR	AL.1.11.0.4.	
		MM 02 Silly Animal Walk MM 08 From Seed to Tree
		P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions
		SE 12 Playful Routines SE 26 Dressing for the Weather
DESCRIPTOR	AL.1.YT.C.5.	Join others at play, first watching and later joining in.
		IT2 Creative Curriculum BCC 02 LL 09 Cardboard Village M 06 Construction Zone M 07 Peek-a-Boo Box M 14 Ramp Experiments M 19 In, On, and Around M 20 Where's the Water? MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 60 On the Spot P 02 Nature Painting P 03 Splash Pad P 11 Laundry Time!

	D 20 Tana Traile
	P 28 Tape Trails P 29 Nesting Bag P 32 Water Soup SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 09 Build It Up, Knock It Down SE 16 Baby Faces SE 20 Conflict Resolution SE 21 Big Rule, Little Rule SE 24 Stop! SE 26 Dressing for the Weather
AL.2.YT.	Organizing and Understanding Information
	Big Idea: Strategies for filtering and organizing information are important to the learning process. Essential Questions: How do I decide what information/task to attend to? What strategies do I use to organize information?
AL.2.YT.A.	Engagement and Attention: Engage with others, focus attention and participate in activities for longer periods of time.
AL.2.YT.A.1.	Engage in the same activity over and over. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes
AL.2.YT.A.2.	Engage with adult in extended reciprocal interactions. IT2 Creative Curriculum BCC 01 BCC 02
	AL.2.YT.A. AL.2.YT.A.1.

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BCC 03
BCC 04
BCC 05
BCC 06
BCC 07
BCC 08
BCC 09
BCC 10
BCC 11
BCC 12
BCC 13
BCC 14
BCC 15
BCC 16
BCC 17
BCC 18
BCC 19
BCC 20
BCC 21
BCC 22
BCC 23
BCC 24
LL 01 Letters in the Sand
LL 02 Reading Wordless Books
LL 03 From Drawing to Writing
LL 04 Sing & Move
LL 05 The "Me" Book
LL 06 Sticky Tables
LL 07 Pretend Phone Calls
LL 08 Outdoor Mobiles
LL 09 Cardboard Village
LL 10 Yummy Foods
LL 11 Let's Talk
LL 12 What's in the Picture?
LL 13 Lift the Flap and See Who's Here
LL 14 Ice-Block Play
LL 15 Whisper Songs
LL 16 Tissue-Paper Play
LL 17 Three Bears
LL 18 Tissue-Box Pull
LL 19 Shake That Bell!
LL 20 This Is the Same
LL 21 Will You Read to Me?
LL 22 Neighborhood Walk
LL 23 Bathing Babies
LL 24 Fingers, Nose, and Toes
LL 25 A Book of Faces
LL 26 Reading Rhyming Books
LL 27 A Cup Is For...
LL 28 Family Faces
LL 29 Describing Food
LL 30 Family Picture Walk
LL 31 I'll Find You
LL 32 Observing Insect Life
LL 33 Silly Clothes
LL 34 Our Names, Our Things
LL 35 Light Up
LL 36 Puppet Stories
LL 37 My Clothes Today
LL 38 The Same and Different
LL 39 Texture Board
LL 40 Sticky Surface
LL 41 Letters, Letters, Letters
LL 42 Textured Letters
LL 43 Lemonade
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LL 44 Fruit Salad
LL 45 Animal Books
LL 46 Veggie Mash-Up
LL 47 Roll-Ups
LL 48 Applesauce
LL 49 Pancakes
LL 50 What Do I See?
LL 51 Dance & Remember
LL 52 Fruit Smoothies
LL 53 Bookworm Boogie
LL 54 Sharing Storybooks
LL 55 Silly Names
LL 56 Where Did It Go?
LL 57 Waterworks
LL 58 Tuneful Tales
LL 59 Playground Textures
LL 60 Potty Talk
LL 61 What's the Problem?
M 01 Matching Shapes
M 02 Dig It!
M 03 Everyday Patterns
M 04 Cookie-Cutter Fun
M 05 Sink or Float?
M 06 Construction Zone
M 07 Peek-a-Boo Box
M 08 Pots and Pans Band
M 09 Let's Make Two
M 10 Making Butter
M 11 Garden Party
M 12 Where's the Bear?
M 13 What's Inside?
M 14 Ramp Experiments
M 15 Good Night, Toys
M 16 Growing Sizes
M 17 This Little Piggy
M 18 Rock Collection
M 19 In, On, and Around
M 20 Where's the Water?
M 21 Build a Zoo
M 22 Jump Counting
M 23 Find the Sound
M 24 Putting Puzzles Together
M 25 The Crunchy Bread
M 26 Obstacle Course
M 27 Buried Shapes
M 28 Counting Books
MM 01 A Toy for Kitty
MM 02 Silly Animal Walk
MM 03 Hello Cheer
MM 04 Let's Put On Your Pants
MM 05 I Can Do It!
MM 06 The Creeping Ladybug
MM 07 The Hungry Crane
MM 08 From Seed to Tree
MM 09 The Answer is No!
MM 10 T Dance
MM 100 Sounds on the Farm
MM 11 A-Bouncing We Will Go
MM 12 Wiggle, Wiggle
MM 13 The Way or That?
MM 14 My Sticky Hands
MM 15 Window Conversations
MM 16 That's How I Roll
MM 17 Dream
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MM 18 Going Fishing

MM 19 Time to Clean Up! MM 20 Please Find... MM 21 Little Mouse MM 22 Shake It Up MM 23 Old Uncle Lou MM 24 Tick-Tock Clock MM 25 We Are the Clouds MM 26 Thank You MM 27 Half Past Eight MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 30 One for You, One for Me MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 33 Crawling Mouse MM 34 Clapping Hands MM 35 Pirate's Plank MM 36 Hello, How Are You? MM 37 The Rain and Me MM 38 Ten Little Toes MM 39 Motion Magic MM 40 Wave Good-bye MM 41 The Dish & the Spoon MM 42 Two Little Ducks MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 45 Hush, My Baby MM 46 Where Can He Be? MM 47 Wake Up! MM 48 Roll Play MM 49 Merry Movements MM 50 You Help Me & I Help You MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 57 Remember When... MM 58 Sing-Song Sit-Ups MM 59 Can You Do This? MM 60 On the Spot MM 61 How Slowly Can You Go? MM 62 Busy, Dizzy Hands MM 63 Where Is Teddy? MM 64 Jumping Jack MM 65 Peek at You MM 66 What Can That Sound Be? MM 67 Shoo, Fly! MM 68 Let's See What We Can Find MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 72 What's in the Bag? MM 73 Copy Me! MM 74 I'm Big, I'm Small MM 75 Baby Massage MM 76 Now I'm Crawling MM 77 Rise and Shine MM 78 Hello Toes MM 79 Sammy the Starfish MM 80 Follow That Toy MM 81 Where Are Baby's Tiny Ears? MM 82 Tell Me a Story

MM 83 Time to Close Your Eyes

MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 86 Daddy Loves You MM 87 Let's Go! MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 91 You Have Two MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 94 Detailed Descriptions MM 95 Shape Finders MM 96 Baby Two-Step MM 97 Swim and Run MM 98 Let's Explore! MM 99 Buzz Like a Bee P 01 Cups of Water P 02 Nature Painting P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 13 1, 2, 3 Hops P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 26 Let's Fill Up the Box P 27 Stand Up and Dance P 28 Tape Trails P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys P 36 Water Painting SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 08 Playful Interactions SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes SE 11 Learning a Stop Sign SE 12 Playful Routines

SE 13 Looking for Toes

		SE 14 Sing the Same Song
		SE 15 Song Time
		SE 16 Baby Faces
		SE 17 Calm-Down Place
		SE 18 Picture Help
		SE 19 Dos and Don'ts Book
		SE 20 Conflict Resolution
		SE 21 Big Rule, Little Rule
		SE 22 Hello Activities
		SE 23 Encouragement
		SE 24 Stop!
		SE 25 Sleep Routines
		SE 26 Dressing for the Weather
DESCRIPTOR	AL.2.YT.A.3.	Examine an object with interest.
		IT2 Creative Curriculum
		LL 32 Observing Insect Life
		LL 61 What's the Problem?
		M 01 Matching Shapes
		M 02 Dig It!
		M 10 Making Butter
		M 13 What's Inside?
		M 16 Growing Sizes
		M 24 Putting Puzzles Together
		M 26 Obstacle Course
		M 28 Counting Books
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 18 Going Fishing
		MM 46 Where Can He Be?
		MM 66 What Can That Sound Be?
		MM 72 What's in the Bag?
		MM 80 Follow That Toy
		P 04 Throwing Plush Balls
		P 07 Making Bubbles
		P 08 Beach-Ball Bowling
		P 09 Balance on a Beam
		P 15 Let's Practice Dressing
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 25 Pushing and Pulling
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 02 Let's Try this Instead
		SE 06 This Is the Way We Get Dressed
		SE 09 Build It Up, Knock It Down
		SE 10 Hellos and Good-Byes
DECORUPTOR	AL OVE A	-
DESCRIPTOR	AL.2.YT.A.4.	Read a book with an adult from start to finish.
		IT2 Creative Curriculum
		BCC 01
		BCC 02
		BCC 03
		BCC 03 BCC 04
		BCC 03 BCC 04 BCC 05
		BCC 03 BCC 04 BCC 05 BCC 06
		BCC 03 BCC 04 BCC 05 BCC 06 BCC 07
		BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08
		BCC 03 BCC 04 BCC 05 BCC 06 BCC 07

		BCC 11
		BCC 12
		BCC 13
		BCC 14 BCC 15
		BCC 16
		BCC 17
		BCC 18
		BCC 19
		BCC 20
		BCC 21
		BCC 22
		BCC 23
		BCC 24
STANDARD AREA /	AL.2.YT.	Organizing and Understanding Information
STATEMENT		gg
STANDARD		Big Idea: Strategies for filtering and organizing information are
		important to the learning process. Essential Questions: How do I
		decide what information/task to attend to? What strategies do I use
		to organize information?
DESCRIPTOR / STANDARD	AL.2.YT.B.	Task Analysis: Know the sequence of familiar routines.
DESCRIPTOR	AL.2.YT.B.1.	Complete the sequence of a familiar routine.
		IT2 Creative Curriculum
		BCC 06
DESCRIPTOR	AL.2.YT.B.2.	Demonstrate frustration when routine is changed.
		ITO One office Commissions
		IT2 Creative Curriculum MM 04 Let's Put On Your Pants
		MM 08 From Seed to Tree
		MM 40 Wave Good-bye
		MM 45 Hush, My Baby
		MM 59 Can You Do This?
		MM 60 On the Spot
		MM 77 Rise and Shine
		MM 86 Daddy Loves You
		SE 01 Actively Listening to Children
		SE 02 Let's Try this Instead
		SE 03 Good-Byes
		SE 05 Take Care of Baby
		SE 06 This Is the Way We Get Dressed
		SE 07 Right Where It Belongs
		SE 10 Hellos and Good-Byes
		SE 11 Learning a Stop Sign
		SE 12 Playful Routines
		SE 13 Looking for Toes
		SE 14 Sing the Same Song SE 15 Song Time
		SE 17 Calm-Down Place
		SE 18 Picture Help
		SE 19 Dos and Don'ts Book
		SE 20 Conflict Resolution
		SE 21 Big Rule, Little Rule
		SE 22 Hello Activities
		SE 23 Encouragement
		SE 25 Sleep Routines
STANDARD AREA / STATEMENT	AL.2.YT.	Organizing and Understanding Information
STANDARD		Big Idea: Strategies for filtering and organizing information are
		important to the learning process. Essential Questions: How do I
		decide what information/task to attend to? What strategies do I use
		to organize information?
		

DESCRIPTOR / STANDARD	AL.2.YT.C.	Persistence: Attempt to accomplish challenging tasks.
DESCRIPTOR	AL.2.YT.C.1.	Demonstrate frustration when attempting to complete a difficult task
		(e.g. may give up, walk away from task).
		IT2 Creative Curriculum LL 32 Observing Insect Life
		LL 61 What's the Problem?
		M 01 Matching Shapes
		M 02 Dig It!
		M 10 Making Butter
		M 13 What's Inside?
		M 16 Growing Sizes M 24 Putting Puzzles Together
		M 26 Obstacle Course
		M 28 Counting Books
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 18 Going Fishing MM 46 Where Can He Be?
		MM 66 What Can That Sound Be?
		MM 72 What's in the Bag?
		MM 80 Follow That Toy
		P 04 Throwing Plush Balls
		P 07 Making Bubbles
		P 08 Beach-Ball Bowling P 09 Balance on a Beam
		P 15 Let's Practice Dressing
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 21 Big Beads P 22 Bang With a Hammer
		P 25 Pushing and Pulling
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed
		SE 09 Build It Up, Knock It Down
		SE 10 Hellos and Good-Byes
DESCRIPTOR	AL.2.YT.C.2.	Persist in working with materials that are challenging.
		IT2 Creative Curriculum
		LL 32 Observing Insect Life
		LL 61 What's the Problem? M 01 Matching Shapes
		M 02 Dig It!
		M 10 Making Butter
		M 13 What's Inside?
		M 16 Growing Sizes
		M 24 Putting Puzzles Together M 26 Obstacle Course
		M 28 Counting Books
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 18 Going Fishing
		MM 46 Where Can He Be? MM 66 What Can That Sound Be?
		MM 72 What's in the Bag?
		MM 80 Follow That Toy
		P 04 Throwing Plush Balls
		P 07 Making Bubbles
		P 08 Beach-Ball Bowling
		P 09 Balance on a Beam P 15 Let's Practice Dressing
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		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 21 Big Beads P 22 Bang With a Hammer
		P 25 Pushing and Pulling
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 02 Let's Try this Instead
		SE 06 This Is the Way We Get Dressed
		SE 09 Build It Up, Knock It Down
		SE 10 Hellos and Good-Byes
DESCRIPTOR	AL.2.YT.C.3.	Solve simple problems independently.
DESCRIPTOR	AL.2.11.0.3.	Solve simple problems independently.
		IT2 Creative Curriculum
		LL 32 Observing Insect Life
		LL 61 What's the Problem?
		M 01 Matching Shapes
		M 02 Dig It!
		M 10 Making Butter
		M 13 What's Inside?
		M 15 Good Night, Toys
		M 16 Growing Sizes
		M 21 Build a Zoo
		M 24 Putting Puzzles Together
		M 26 Obstacle Course
		M 28 Counting Books
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 14 My Sticky Hands
		MM 18 Going Fishing
		MM 46 Where Can He Be?
		MM 66 What Can That Sound Be?
		MM 72 What's in the Bag?
		MM 80 Follow That Toy
		P 04 Throwing Plush Balls
		P 07 Making Bubbles P 08 Beach-Ball Bowling
		P 09 Balance on a Beam
		P 15 Let's Practice Dressing
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 25 Pushing and Pulling
		P 29 Nesting Bag
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 02 Let's Try this Instead
		SE 06 This Is the Way We Get Dressed
		SE 09 Build It Up, Knock It Down
		SE 10 Hellos and Good-Byes
DESCRIPTOR	AL.2.YT.C.4.	Attempt to complete task in more than one way (e.g. using materials in more than one way, trial and error).
		ITO Creative Comicolors
		IT2 Creative Curriculum
		LL 32 Observing Insect Life LL 61 What's the Problem?
		M 01 Matching Shapes
		M 02 Dig It!
		M 10 Making Butter
	II.	

M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes DESCRIPTOR Stick to a task for a short period of time before asking for help. AL.2.YT.C.5.

IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course

M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be?

MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling

P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me!

P 19 Beach-Ball Kicker

P 20 Bumpy Blanket P 21 Big Beads

P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act

P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead

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		SE 06 This Is the Way We Get Dressed
		SE 09 Build It Up, Knock It Down
		SE 10 Hellos and Good-Byes
DESCRIPTOR	AL.2.YT.C.6.	Show excitement in completion of a challenging task.
		IT2 Creative Curriculum
		LL 32 Observing Insect Life
		LL 61 What's the Problem?
		M 01 Matching Shapes
		M 02 Dig It!
		M 10 Making Butter
		M 13 What's Inside?
		M 16 Growing Sizes
		M 24 Putting Puzzles Together
		M 26 Obstacle Course
		M 28 Counting Books
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 18 Going Fishing
		MM 46 Where Can He Be?
		MM 66 What Can That Sound Be?
		MM 72 What's in the Bag?
		MM 80 Follow That Toy
		P 04 Throwing Plush Balls
		P 07 Making Bubbles
		P 08 Beach-Ball Bowling
		P 09 Balance on a Beam
		P 15 Let's Practice Dressing
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 25 Pushing and Pulling
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 02 Let's Try this Instead
		SE 06 This Is the Way We Get Dressed
		SE 09 Build It Up, Knock It Down
		SE 10 Hellos and Good-Byes
STANDARD AREA /	AL.2.YT.	Organizing and Understanding Information
STATEMENT		
STANDARD		Big Idea: Strategies for filtering and organizing information are
		important to the learning process. Essential Questions: How do I
		decide what information/task to attend to? What strategies do I use
		to organize information?
DESCRIPTOR / STANDARD	AL.2.YT.D.	Patterning: Recognize simple patterns in the environment.
DESCRIPTOR	AL.2.YT.D.1.	Identify patterns in the environment (e.g. spots on an animal, stripes
		on a shirt).
		IT2 Creative Curriculum
		M 08 Pots and Pans Band
		MM 74 I'm Big, I'm Small
		MM 83 Time to Close Your Eyes
		MM 87 Let's Go!
		MM 93 Up, Down
DESCRIPTOR	AL.2.YT.D.2.	Dance to rhythmic music.
		IT2 Creative Curriculum
		BCC 02
		BCC 04
		BCC 05

		BCC 07
		BCC 11
		BCC 12
		BCC 21
		BCC 23
		LL 04 Sing & Move
		LL 15 Whisper Songs
		LL 51 Dance & Remember
		M 10 Making Butter
		M 22 Jump Counting
		MM 03 Hello Cheer
		MM 08 From Seed to Tree
		MM 11 A-Bouncing We Will Go
		MM 13 The Way or That?
		MM 21 Little Mouse
		MM 27 Half Past Eight
		MM 31 The Farmer in the Dell
		MM 32 Jump and Twirl
		MM 34 Clapping Hands
		MM 37 The Rain and Me
		MM 39 Motion Magic
		MM 41 The Dish & the Spoon
		MM 43 Pitter, Patter, Splash!
		MM 44 Jack and Jill
		MM 49 Merry Movements
		MM 51 Boing Boing
		MM 52 Row, Row, Row Your Boat
		MM 53 Bouncing Baby
		MM 54 Pop Like a Weasel!
		MM 55 Little Train
		MM 56 Seesaw and Slide
		MM 58 Sing-Song Sit-Ups
		MM 60 On the Spot
		MM 65 Peek at You
		MM 67 Shoo, Fly!
		MM 70 Hickory Dickory Dock
		MM 71 Catch a Wish
		MM 73 Copy Me!
		MM 76 Now I'm Crawling
		MM 84 Fiddly Fingers
		MM 85 Terrific Tummy Time
		MM 88 Just Like Me!
		MM 89 Hop Around
		MM 90 Special Letter Chant
		MM 92 Creepy Crawly Spiders
		MM 97 Swim and Run
		P 06 Rocking on a Roller
		P 27 Stand Up and Dance
		SE 11 Learning a Stop Sign
		SE 15 Song Time
STANDARD AREA /	AL.2.YT.	Organizing and Understanding Information
STATEMENT	/ L. L. L. L.	organizing and onderstanding information
		Die Idea. Chestania fau filtania and annoui in it fau fi
STANDARD		Big Idea: Strategies for filtering and organizing information are
		important to the learning process. Essential Questions: How do I
		decide what information/task to attend to? What strategies do I use
		to organize information?
DESCRIPTOR / STANDARD	AL.2.YT.E.	Memory: Recall information from previous experiences.
DESCRIPTOR	AL.2.YT.E.1.	Relate information and/or experiences from the past.
		The state of the s
		IT2 Creative Curriculum
		LL 56 Where Did It Go?
		MM 06 The Creeping Ladybug
		MM 57 Remember When
		MM 63 Where Is Teddy?
	J <u></u>	inini oo iinicic ia reduy:

		MM 68 Let's See What We Can Find MM 78 Hello Toes P 30 Flowers in the Garden
DESCRIPTOR	AL.2.YT.E.2.	Engage in memory games. IT2 Creative Curriculum LL 56 Where Did It Go? MM 06 The Creeping Ladybug MM 57 Remember When MM 63 Where Is Teddy? MM 68 Let's See What We Can Find MM 78 Hello Toes P 30 Flowers in the Garden
STANDARD AREA / STATEMENT	AL.3.YT.	Applying Knowledge
STANDARD		Big Idea: Prior knowledge and experiences can be used to express and create new understandings. Essential Questions: How do I use what I already know to understand new things? How do I represent new understandings?
DESCRIPTOR / STANDARD	AL.3.YT.A/B.	Creativity/Invention: Express self through simple actions, gestures and words.
DESCRIPTOR	AL.3.YT.A/B.1.	Reference 9.1.V.YT. A; 9.1.V.YT.B; 9.1.M.YT.E. IT2 Creative Curriculum BCC 04 BCC 05 BCC 08 BCC 10 BCC 12 BCC 13 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 07 Pretend Phone Calls LL 09 Tretend Phone Calls LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 42 Two Little Ducks MM 69 Big Red Fish MM 92 Creepy Crawly Spiders P 03 Splash Pad P 05 Surprise! P 07 Making Bubbles P 24 Crawling Through a Tunnel P 25 Pushing and Pulling SE 03 Good-Byes SE 05 Take Care of Baby SE 10 Hellos and Good-Byes

		SE 15 Song Time SE 22 Hello Activities SE 24 Stop!
STANDARD AREA / STATEMENT	AL.3.YT.	Applying Knowledge
STANDARD		Big Idea: Prior knowledge and experiences can be used to express and create new understandings. Essential Questions: How do I use what I already know to understand new things? How do I represent new understandings?
DESCRIPTOR / STANDARD	AL.3.YT.C.	Representation: Use a variety of materials to represent familiar objects.
DESCRIPTOR	AL.3.YT.C.1.	Use non-conforming objects to create representations of real-life objects or activities (e.g. block for phone, stick for spoon). IT2 Creative Curriculum
		BCC 05 BCC 06
		BCC 07
		BCC 08
		BCC 09 BCC 10
		BCC 12
		BCC 13
		BCC 14 BCC 15
		BCC 16
		BCC 19
		BCC 21 BCC 22
		BCC 24
		LL 07 Pretend Phone Calls LL 09 Cardboard Village
		LL 23 Bathing Babies
		LL 33 Silly Clothes
		M 06 Construction Zone
		M 07 Peek-a-Boo Box M 15 Good Night, Toys
		MM 02 Silly Animal Walk
		MM 08 From Seed to Tree
		MM 100 Sounds on the Farm MM 16 That's How I Roll
		MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 28 Animals in the Barn MM 47 Wake Up!
		MM 69 Big Red Fish
		MM 79 Sammy the Starfish
		P 01 Cups of Water P 15 Let's Practice Dressing
		P 22 Bang With a Hammer
		P 32 Water Soup SE 03 Good-Byes
		SE 04 Picnic
		SE 05 Take Care of Baby
		SE 08 Playful Interactions SE 12 Playful Routines
		SE 26 Dressing for the Weather
STANDARD AREA / STATEMENT	AL.4.YT.	Learning Through Experience
STANDARD		Big Idea: Experiences provide the context in which learning is constructed. Essential Questions: In what ways does an experience in one setting influence my learning and experiences in another
		setting? How do I learn from my mistakes and/or from challenging

		situations?
DESCRIPTOR / STANDARD	AL.4.YT.A.	Making Connections: Relay experience from one setting to another.
DESCRIPTOR	AL.4.YT.A.1.	Share new skills or tasks, learned or practiced, outside the school setting.
		IT2 Creative Curriculum
		LL 32 Observing Insect Life
		LL 61 What's the Problem?
		M 01 Matching Shapes
		M 02 Dig It! M 10 Making Butter
		M 13 What's Inside?
		M 16 Growing Sizes
		M 24 Putting Puzzles Together
		M 26 Obstacle Course
		M 28 Counting Books MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 18 Going Fishing
		MM 46 Where Can He Be?
		MM 66 What Can That Sound Be?
		MM 72 What's in the Bag? MM 80 Follow That Toy
		P 04 Throwing Plush Balls
		P 07 Making Bubbles
		P 08 Beach-Ball Bowling
		P 09 Balance on a Beam
		P 15 Let's Practice Dressing P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 25 Pushing and Pulling P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 02 Let's Try this Instead
		SE 06 This Is the Way We Get Dressed
		SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes
DESCRIPTOR	AL.4.YT.A.2.	Apply a skill to multiple tasks (e.g. use measuring cups in sensory table, outside and in cooking activity).
		IT2 Creative Curriculum LL 32 Observing Insect Life
		LL 61 What's the Problem?
		M 01 Matching Shapes
		M 02 Dig It!
		M 10 Making Butter
		M 13 What's Inside? M 16 Growing Sizes
		M 24 Putting Puzzles Together
		M 26 Obstacle Course
		M 28 Counting Books
		MM 01 A Toy for Kitty
		MM 05 I Can Do It! MM 18 Going Fishing
		MM 46 Where Can He Be?
		MM 66 What Can That Sound Be?
		MM 72 What's in the Bag?
		MM 80 Follow That Toy
		P 04 Throwing Plush Balls
		P 07 Making Bubbles

		P 08 Beach-Ball Bowling
		P 09 Balance on a Beam
		P 15 Let's Practice Dressing
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 25 Pushing and Pulling
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 02 Let's Try this Instead
		SE 06 This Is the Way We Get Dressed
		SE 09 Build It Up, Knock It Down
		SE 10 Hellos and Good-Byes
DESCRIPTOR	AL.4.YT.A.3.	Use familiar phrases or behaviors from one setting in another
		setting.
		IT2 Creative Curriculum
		LL 32 Observing Insect Life
		LL 61 What's the Problem?
		M 01 Matching Shapes
		M 02 Dig It!
		M 10 Making Butter
		M 13 What's Inside?
		M 16 Growing Sizes
		M 24 Putting Puzzles Together
		M 26 Obstacle Course
		M 28 Counting Books
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 18 Going Fishing
		MM 46 Where Can He Be?
		MM 66 What Can That Sound Be?
		MM 72 What's in the Bag?
		MM 80 Follow That Toy
		P 04 Throwing Plush Balls
		P 07 Making Bubbles
		P 08 Beach-Ball Bowling
		P 09 Balance on a Beam
		P 15 Let's Practice Dressing
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 25 Pushing and Pulling
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 02 Let's Try this Instead
		SE 06 This Is the Way We Get Dressed
		SE 09 Build It Up, Knock It Down
		SE 10 Hellos and Good-Byes
DESCRIPTOR	AL.4.YT.A.4.	Engage in play that reflects home culture.
DEGORII TOR	AL. 7. 1 1. A. 7.	Engage in play that reflects home culture.
		IT2 Croative Curriculum
		IT2 Creative Curriculum
		LL 25 A Book of Faces
		SE 05 Take Care of Baby
		SE 26 Dressing for the Weather
STANDARD AREA /	AL.4.YT.	Learning Through Experience
STATEMENT		
OTATEMENT		
STANDARD		Big Idea: Experiences provide the context in which learning is

		constructed. Essential Questions: In what ways does an experience in one setting influence my learning and experiences in another setting? How do I learn from my mistakes and/or from challenging situations?
DESCRIPTOR / STANDARD	AL.4.YT.B.	Resiliency – Competence: Repeat familiar activity to gain comfort and confidence.
DESCRIPTOR	AL.4.YT.B.1.	REFERENCE 16.1.YT.C.
		IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes
STANDARD AREA /	AL.4.YT.	Learning Through Experience
STATEMENT		
STANDARD		Big Idea: Experiences provide the context in which learning is constructed. Essential Questions: In what ways does an experience in one setting influence my learning and experiences in another setting? How do I learn from my mistakes and/or from challenging situations?
DESCRIPTOR / STANDARD	AL.4.YT.C.	Problem Solving: Solve simple problems independently.
DESCRIPTOR	AL.4.YT.C.1.	Demonstrate inflexibility when attempting to solve a problem (e.g. stick to one strategy, repeat error multiple times, unwilling to try alternative solution).
		IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside?

		M 15 Good Night, Toys
		M 16 Growing Sizes M 21 Build a Zoo
		M 24 Putting Puzzles Together M 26 Obstacle Course
		M 28 Counting Books
		MM 01 A Toy for Kitty
		MM 05 I Can Do It! MM 14 My Sticky Hands
		MM 18 Going Fishing
		MM 46 Where Can He Be?
		MM 66 What Can That Sound Be? MM 72 What's in the Bag?
		MM 80 Follow That Toy
		P 04 Throwing Plush Balls
		P 07 Making Bubbles P 08 Beach-Ball Bowling
		P 09 Balance on a Beam
		P 15 Let's Practice Dressing
		P 18 Roll It to Me! P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 21 Big Beads
		P 22 Bang With a Hammer P 25 Pushing and Pulling
		P 29 Nesting Bag
		P 33 Balancing Act
		P 34 Follow the Leader P 35 Riding Toys
		SE 02 Let's Try this Instead
		SE 06 This Is the Way We Get Dressed
		SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes
DESCRIPTOR	AL.4.YT.C.2.	Repeat actions in attempt to achieve desired outcome.
DESCRIPTOR	AL.4.11.0.2.	repeat actions in attempt to acmeve desired outcome.
		IT2 Creative Curriculum
		LL 61 What's the Problem? M 15 Good Night, Toys
		M 16 Growing Sizes
		M 21 Build a Zoo
		MM 14 My Sticky Hands
		P 15 Let's Practice Dressing
		P 15 Let's Practice Dressing P 21 Big Beads
		P 21 Big Beads P 29 Nesting Bag
PECOPINTON		P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down
DESCRIPTOR	AL.4.YT.C.3.	P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down Observe other's actions with materials to learn strategies for
DESCRIPTOR	AL.4.YT.C.3.	P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down Observe other's actions with materials to learn strategies for problem-solving.
DESCRIPTOR	AL.4.YT.C.3.	P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down Observe other's actions with materials to learn strategies for problem-solving. IT2 Creative Curriculum
DESCRIPTOR	AL.4.YT.C.3.	P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down Observe other's actions with materials to learn strategies for problem-solving.
DESCRIPTOR	AL.4.YT.C.3.	P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down Observe other's actions with materials to learn strategies for problem-solving. IT2 Creative Curriculum LL 61 What's the Problem? M 15 Good Night, Toys M 16 Growing Sizes
DESCRIPTOR	AL.4.YT.C.3.	P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down Observe other's actions with materials to learn strategies for problem-solving. IT2 Creative Curriculum LL 61 What's the Problem? M 15 Good Night, Toys M 16 Growing Sizes M 21 Build a Zoo
DESCRIPTOR	AL.4.YT.C.3.	P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down Observe other's actions with materials to learn strategies for problem-solving. IT2 Creative Curriculum LL 61 What's the Problem? M 15 Good Night, Toys M 16 Growing Sizes M 21 Build a Zoo MM 14 My Sticky Hands P 15 Let's Practice Dressing
DESCRIPTOR	AL.4.YT.C.3.	P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down Observe other's actions with materials to learn strategies for problem-solving. IT2 Creative Curriculum LL 61 What's the Problem? M 15 Good Night, Toys M 16 Growing Sizes M 21 Build a Zoo MM 14 My Sticky Hands P 15 Let's Practice Dressing P 21 Big Beads
DESCRIPTOR	AL.4.YT.C.3.	P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down Observe other's actions with materials to learn strategies for problem-solving. IT2 Creative Curriculum LL 61 What's the Problem? M 15 Good Night, Toys M 16 Growing Sizes M 21 Build a Zoo MM 14 My Sticky Hands P 15 Let's Practice Dressing
DESCRIPTOR	AL.4.YT.C.3.	P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down Observe other's actions with materials to learn strategies for problem-solving. IT2 Creative Curriculum LL 61 What's the Problem? M 15 Good Night, Toys M 16 Growing Sizes M 21 Build a Zoo MM 14 My Sticky Hands P 15 Let's Practice Dressing P 21 Big Beads P 29 Nesting Bag
		P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down Observe other's actions with materials to learn strategies for problem-solving. IT2 Creative Curriculum LL 61 What's the Problem? M 15 Good Night, Toys M 16 Growing Sizes M 21 Build a Zoo MM 14 My Sticky Hands P 15 Let's Practice Dressing P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down
		P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down Observe other's actions with materials to learn strategies for problem-solving. IT2 Creative Curriculum LL 61 What's the Problem? M 15 Good Night, Toys M 16 Growing Sizes M 21 Build a Zoo MM 14 My Sticky Hands P 15 Let's Practice Dressing P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down Explore objects to see how they work. IT2 Creative Curriculum LL 32 Observing Insect Life
		P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down Observe other's actions with materials to learn strategies for problem-solving. IT2 Creative Curriculum LL 61 What's the Problem? M 15 Good Night, Toys M 16 Growing Sizes M 21 Build a Zoo MM 14 My Sticky Hands P 15 Let's Practice Dressing P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down Explore objects to see how they work. IT2 Creative Curriculum

	П	The control of the co
		M 02 Dig It!
		M 10 Making Butter
		M 13 What's Inside?
		M 15 Good Night, Toys M 16 Growing Sizes
		M 21 Build a Zoo
		M 24 Putting Puzzles Together
		M 26 Obstacle Course
		M 28 Counting Books
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 14 My Sticky Hands
		MM 18 Going Fishing
		MM 46 Where Can He Be?
		MM 66 What Can That Sound Be?
		MM 72 What's in the Bag?
		MM 80 Follow That Toy
		P 04 Throwing Plush Balls
		P 07 Making Bubbles
		P 08 Beach-Ball Bowling
		P 09 Balance on a Beam
		P 15 Let's Practice Dressing
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 25 Pushing and Pulling
		P 29 Nesting Bag
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 02 Let's Try this Instead
		SE 06 This Is the Way We Get Dressed
		SE 09 Build It Up, Knock It Down
		SE 10 Hellos and Good-Byes
DESCRIPTOR	AL.4.YT.C.5.	Compare outcomes of actions upon objects (e.g. pour water through
		different objects and notice similarities and differences).
		,
		IT2 Creative Curriculum
		LL 61 What's the Problem?
		M 15 Good Night, Toys
		M 16 Growing Sizes
		M 21 Build a Zoo
		MM 14 My Sticky Hands
		P 15 Let's Practice Dressing
		P 21 Big Beads
		P 29 Nesting Bag
		SE 09 Build It Up, Knock It Down
DESCRIPTOR	AL.4.YT.C.6.	Try new ways to complete a familiar task.
		TO Constitute On the Land
		IT2 Creative Curriculum
		LL 32 Observing Insect Life
		LL 61 What's the Problem?
		M 01 Matching Shapes
		M 02 Dig It!
		M 10 Making Butter
		M 13 What's Inside?
		M 15 Good Night, Toys
		M 16 Growing Sizes
		M 21 Build a Zoo
		M 24 Putting Puzzles Together
		M 26 Obstacle Course
	II.	IM 00 Occuption Decler
		M 28 Counting Books

		MM 01 A Toy for Kitty MM 05 I Can Do It!
		MM 14 My Sticky Hands
		MM 18 Going Fishing MM 46 Where Can He Be?
		MM 66 What Can That Sound Be?
		MM 72 What's in the Bag?
		MM 80 Follow That Toy
		P 04 Throwing Plush Balls
		P 07 Making Bubbles
		P 08 Beach-Ball Bowling
		P 09 Balance on a Beam
		P 15 Let's Practice Dressing
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket P 21 Big Beads
		P 22 Bang With a Hammer
		P 25 Pushing and Pulling
		P 29 Nesting Bag
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 02 Let's Try this Instead
		SE 06 This Is the Way We Get Dressed
		SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes
DESCRIPTOR	AL.4.YT.C.7.	Attempt to complete a task in more than one way (e.g. using materials in new ways, trial and error).
		IT2 Creative Curriculum
		LL 61 What's the Problem?
		M 15 Good Night, Toys
		M 16 Growing Sizes
		M 21 Build a Zoo
		MM 14 My Sticky Hands
		P 15 Let's Practice Dressing P 21 Big Beads
		P 29 Nesting Bag
		SE 09 Build It Up, Knock It Down
DESCRIPTOR	AL.4.YT.C.8.	Use a previously successful strategy.
		IT2 Creative Curriculum
		LL 61 What's the Problem?
		M 15 Good Night, Toys
		M 16 Growing Sizes
		M 21 Build a Zoo
		MM 14 My Sticky Hands P 15 Let's Practice Dressing
		P 21 Big Beads
		P 29 Nesting Bag
		SE 09 Build It Up, Knock It Down
SUBJECT / STANDARD FAREA	PA.LLD.	Language and Literacy Development (Young Toddler)
STANDARD AREA / 1 STATEMENT	1.1.YT.	Foundational Skills
STANDARD		Big Idea: Emerging reading involves the use of pictures, symbols and text to gain information and derive meaning. Essential Question:
		How do I acquire and practice pre-reading skills?
DESCRIPTOR / STANDARD 1	1.1.YT.A.	Book Handling: Demonstrate beginning book handling skills.
	1.1.YT.A. 1.1.YT.A.1.	Book Handling: Demonstrate beginning book handling skills. Point to or frequently turn to favorite parts of a book.

		BCC 04 LL 02 Reading Wordless Books LL 05 The "Me" Book LL 21 Will You Read to Me? LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 36 Puppet Stories LL 45 Animal Books LL 53 Bookworm Boogie LL 54 Sharing Storybooks LL 58 Tuneful Tales M 28 Counting Books
DESCRIPTOR	1.1.YT.A.2.	Turn pages.
		IT2 Creative Curriculum BCC 04 LL 02 Reading Wordless Books LL 05 The "Me" Book LL 21 Will You Read to Me? LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 36 Puppet Stories LL 45 Animal Books LL 53 Bookworm Boogie LL 54 Sharing Storybooks LL 58 Tuneful Tales M 28 Counting Books
STANDARD AREA / STATEMENT	1.1.YT.	Foundational Skills
STANDARD		Big Idea: Emerging reading involves the use of pictures, symbols and text to gain information and derive meaning. Essential Question: How do I acquire and practice pre-reading skills?
DESCRIPTOR / STANDARD	1.1.YT.B.	Print Concepts: Demonstrate interest in pictures and text.
DESCRIPTOR	1.1.YT.B.2.	Point to or frequently turn to favorite parts in a book. IT2 Creative Curriculum BCC 04 LL 02 Reading Wordless Books LL 05 The "Me" Book LL 21 Will You Read to Me? LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 36 Puppet Stories LL 45 Animal Books LL 53 Bookworm Boogie LL 54 Sharing Storybooks LL 58 Tuneful Tales M 28 Counting Books
DESCRIPTOR	1.1.YT.B.3.	Notice print in the environment. IT2 Creative Curriculum BCC 18
STANDARD AREA / STATEMENT	1.1.YT.	Foundational Skills
STANDARD		Big Idea: Emerging reading involves the use of pictures, symbols and text to gain information and derive meaning. Essential Question: How do I acquire and practice pre-reading skills?
DESCRIPTOR / STANDARD	1.1.YT.C.	Phonological Awareness: Identify and imitate familiar sounds in the environment.
DESCRIPTOR	1.1.YT.C.1.	Label sounds when they are heard (e.g. say "dog" when they hear a dog barking).

		IT2 Creative Curriculum
		BCC 05
		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10
		BCC 12
		BCC 13
		BCC 13
		BCC 15
		BCC 16
		BCC 19
		BCC 21
		BCC 22
		BCC 24
		LL 07 Pretend Phone Calls
		LL 09 Cardboard Village
		LL 23 Bathing Babies
		LL 26 Reading Rhyming Books
		LL 31 I'll Find You
		LL 33 Silly Clothes
		LL 55 Silly Names
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 15 Good Night, Toys
		MM 02 Silly Animal Walk
		MM 08 From Seed to Tree
		MM 100 Sounds on the Farm
		MM 16 That's How I Roll
		MM 21 Little Mouse
		MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 47 Wake Up!
		MM 69 Big Red Fish
		MANA 70 I II alianus Dialianus Darala
The second secon		MM 70 Hickory Dickory Dock
		MM 70 Hickory Dickory Dock MM 79 Sammy the Starfish
		MM 79 Sammy the Starfish P 01 Cups of Water
		MM 79 Sammy the Starfish
		MM 79 Sammy the Starfish P 01 Cups of Water
		MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing
		MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes
		MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic
		MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes
		MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions
		MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines
		MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions
DESCRIPTOR	1.1.YT.C.2.	MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines
DESCRIPTOR	1.1.YT.C.2.	MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather Repeat a sound sequence (e.g. "E, I, E, I, O").
DESCRIPTOR	1.1.YT.C.2.	MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather Repeat a sound sequence (e.g. "E, I, E, I, O").
DESCRIPTOR	1.1.YT.C.2.	MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather Repeat a sound sequence (e.g. "E, I, E, I, O"). IT2 Creative Curriculum BCC 05
DESCRIPTOR	1.1.YT.C.2.	MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather Repeat a sound sequence (e.g. "E, I, E, I, O"). IT2 Creative Curriculum BCC 05 BCC 06
DESCRIPTOR	1.1.YT.C.2.	MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather Repeat a sound sequence (e.g. "E, I, E, I, O"). IT2 Creative Curriculum BCC 05 BCC 06 BCC 07
DESCRIPTOR	1.1.YT.C.2.	MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather Repeat a sound sequence (e.g. "E, I, E, I, O"). IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08
DESCRIPTOR	1.1.YT.C.2.	MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather Repeat a sound sequence (e.g. "E, I, E, I, O"). IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09
DESCRIPTOR	1.1.YT.C.2.	MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather Repeat a sound sequence (e.g. "E, I, E, I, O"). IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10
DESCRIPTOR	1.1.YT.C.2.	MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather Repeat a sound sequence (e.g. "E, I, E, I, O"). IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12
DESCRIPTOR	1.1.YT.C.2.	MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather Repeat a sound sequence (e.g. "E, I, E, I, O"). IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13
DESCRIPTOR	1.1.YT.C.2.	MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather Repeat a sound sequence (e.g. "E, I, E, I, O"). IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14
DESCRIPTOR	1.1.YT.C.2.	MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather Repeat a sound sequence (e.g. "E, I, E, I, O"). IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15
DESCRIPTOR	1.1.YT.C.2.	MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather Repeat a sound sequence (e.g. "E, I, E, I, O"). IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 15 BCC 16
DESCRIPTOR	1.1.YT.C.2.	MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather Repeat a sound sequence (e.g. "E, I, E, I, O"). IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 19
DESCRIPTOR	1.1.YT.C.2.	MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather Repeat a sound sequence (e.g. "E, I, E, I, O"). IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 15 BCC 16

		BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Babies LL 33 Silly Clothes M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Night, Toys MM 02 Silly Animal Walk MM 08 From Seed to Tree MM 100 Sounds on the Farm MM 16 That's How I Roll MM 25 We Are the Clouds MM 27 Half Past Eight MM 28 Animals in the Barn MM 47 Wake Up! MM 69 Big Red Fish MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather
STANDARD AREA / STATEMENT	1.2.YT.	Reading Informational Text
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.2.YT.B.	Key Ideas and - Respond to simple questions about a text.
DESCRIPTOR	1.2.YT.B.1.	Point to picture in a text when asked by an adult. IT2 Creative Curriculum BCC 12 BCC 15 BCC 24 LL 01 Letters in the Sand LL 05 The "Me" Book LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter

	1	
DESCRIPTOR	1.2.YT.B.2.	M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities Attempt to communicate about the text when asked by an adult. IT2 Creative Curriculum
		M 28 Counting Books MM 82 Tell Me a Story
		SE 16 Baby Faces SE 19 Dos and Don'ts Book
STANDARD AREA / STATEMENT	1.2.YT.	Reading Informational Text
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.2.YT.C.	Key Ideas and Details - Relate familiar objects in a text to personal experience.
DESCRIPTOR	1.2.YT.C.1.	Point to picture in a book when asked by adult. IT2 Creative Curriculum BCC 12 BCC 15 BCC 24 LL 01 Letters in the Sand LL 05 The "Me" Book LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk

		LL 25 A Book of Faces
		LL 28 Family Faces
		LL 30 Family Picture Walk
		LL 34 Our Names, Our Things
		LL 44 Fruit Salad
		LL 47 Roll-Ups
		LL 49 Pancakes
		LL 55 Silly Names
		M 03 Everyday Patterns
		M 05 Sink or Float?
		M 06 Construction Zone
		M 10 Making Butter
		M 11 Garden Party
		M 18 Rock Collection
		M 20 Where's the Water?
		M 26 Obstacle Course
		MM 03 Hello Cheer
		MM 100 Sounds on the Farm
		MM 17 Dream
		MM 25 We Are the Clouds
		MM 28 Animals in the Barn
		MM 29 Let's Start Our Day
		MM 36 Hello, How Are You?
		MM 40 Wave Good-bye
		MM 73 Copy Me!
		MM 80 Follow That Toy
		MM 90 Special Letter Chant
		MM 95 Shape Finders
		MM 98 Let's Explore!
		P 02 Nature Painting
		P 03 Splash Pad
		P 10 Icy Paintings
		P 30 Flowers in the Garden
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 01 Actively Listening to Children
		SE 03 Good-Byes
		SE 06 This Is the Way We Get Dressed
		SE 07 Right Where It Belongs
		SE 16 Baby Faces
		SE 18 Picture Help
		SE 19 Dos and Don'ts Book
		SE 21 Big Rule, Little Rule
		SE 22 Hello Activities
DESCRIPTOR	1.2.YT.C.2.	Answer a question about a book (e.g. "What is the bat eating?").
		IT2 Creative Curriculum
		M 28 Counting Books
		SE 16 Baby Faces
		SE 19 Dos and Don'ts Book
DESCRIPTOR	1.2.YT.C.3.	Move to real object after viewing in a text.
		IT2 Creative Curriculum
		BCC 12
		BCC 12
		BCC 24
		LL 01 Letters in the Sand
		LL 05 The "Me" Book
		LL 09 Cardboard Village
		LL 10 Yummy Foods
		LL 12 What's in the Picture?
		LL 13 Lift the Flap and See Who's Here
		LL 22 Neighborhood Walk
		LL 25 A Book of Faces

	11	
		LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 17 Dream MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities
STANDARD AREA / STATEMENT	1.2.YT.	Reading Informational Text
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.2.YT.E.	Craft and Structure - Text Structure - Identify a favorite book by its cover.
DESCRIPTOR	1.2.YT.E.1.	Use front cover to locate favorite text. IT2 Creative Curriculum LL 02 Reading Wordless Books LL 05 The "Me" Book LL 21 Will You Read to Me? LL 26 Reading Rhyming Books LL 36 Puppet Stories LL 45 Animal Books

	11	11
		LL 53 Bookworm Boogie LL 54 Sharing Storybooks LL 58 Tuneful Tales M 28 Counting Books
DESCRIPTOR STANDARD AREA /	1.2.YT.E.2.	Ask adult to read a favorite text often. IT2 Creative Curriculum LL 02 Reading Wordless Books LL 05 The "Me" Book LL 21 Will You Read to Me? LL 26 Reading Rhyming Books LL 36 Puppet Stories LL 45 Animal Books LL 53 Bookworm Boogie LL 54 Sharing Storybooks LL 58 Tuneful Tales M 28 Counting Books Reading Informational Text
STATEMENT	1.2.11.	
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.2.YT.J.	Vocabulary Acquisition and Use: Use new vocabulary in everyday speech.
DESCRIPTOR	1.2.YT.J.2.	Use newly acquired vocabulary to name objects. IT2 Creative Curriculum LL 06 Sticky Tables LL 12 What's in the Picture? LL 18 Tissue-Box Pull LL 20 This Is the Same LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes LL 27 A Cup Is For LL 28 Family Faces LL 29 Describing Food LL 33 Silly Clothes LL 33 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 57 Waterworks LL 59 Playground Textures MM 33 Crawling Mouse MM 82 Tell Me a Story MM 88 Just Like Me! MM 94 Detailed Descriptions MM 99 Buzz Like a Bee P 11 Laundry Time!
DESCRIPTOR	1.2.YT.J.3.	Understand about 200 words and use about 50 in everyday speech. IT2 Creative Curriculum LL 06 Sticky Tables LL 12 What's in the Picture? LL 18 Tissue-Box Pull LL 20 This Is the Same LL 21 Will You Read to Me? LL 22 Neighborhood Walk

		LL 24 Fingers, Nose, and Toes LL 27 A Cup Is For LL 28 Family Faces LL 29 Describing Food LL 33 Silly Clothes LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 57 Waterworks LL 59 Playground Textures MM 33 Crawling Mouse MM 82 Tell Me a Story MM 88 Just Like Me! MM 94 Detailed Descriptions MM 99 Buzz Like a Bee P 11 Laundry Time!
STANDARD AREA / STATEMENT	1.2.YT.	Reading Informational Text
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.2.YT.L.	Range of Reading: Actively engage in reading activities for short periods of time.
DESCRIPTOR	1.2.YT.L.1.	Listen to and interact with adult. IT2 Creative Curriculum LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes M 28 Counting Books MM 82 Tell Me a Story SE 16 Baby Faces SE 19 Dos and Don'ts Book
DESCRIPTOR	1.2.YT.L.3.	Ask and answer questions about the text being read aloud. IT2 Creative Curriculum M 28 Counting Books SE 16 Baby Faces SE 19 Dos and Don'ts Book
STANDARD AREA / STATEMENT	1.3.YT.	Reading Literature
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.3.YT.A.	Key Ideas and Details – Theme – EMERGING. IT2 Creative Curriculum BCC 01 BCC 02

		BCC 03
		BCC 04
		BCC 05
		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10
		BCC 11
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 17
		BCC 18
		BCC 19
		BCC 20
		BCC 21
		BCC 22
		BCC 23
		BCC 24
STANDARD AREA /	1.3.YT.	Reading Literature
STATEMENT		
STANDARD		Big Idea: Effective readers use appropriate strategies to construct
		meaning. Critical thinkers actively and skillfully interpret, analyze,
		evaluate, and synthesize information. An expanded vocabulary
		enhances one's ability to express ideas and information. Essential
		Questions: What is the text really about? How does interaction with
		the text promote thinking and response? Why learn new words?
		What strategies and resources does the learner use to figure out
		unknown vocabulary?
DESCRIPTOR / STANDARD	1.3.YT.B.	Key Ideas and Details Text - Respond to simple questions about a
		story.
DESCRIPTOR	1.3.YT.B.1.	Point to picture in a story when asked by an adult.
		IT2 Creative Curriculum
		BCC 12
		BCC 15
		BCC 24
		LL 01 Letters in the Sand
		LL 05 The "Me" Book
		LL 09 Cardboard Village LL 10 Yummy Foods
	II	ILL TURMOV FOORS
		LL 12 What's in the Picture?
		LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here
		LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk
		LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here
		LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk
		LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces
		LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk
		LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things
		LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad
		LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups
		LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes
		LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names
		LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns
		LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float?
		LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone
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		LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water?
		LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection

MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Cloude MM 28 Animals in the Barm MM 29 Left's Start Our Day MM 30 Helle, How Are You? MM 40 Wave Good-bye MM 30 Fellel, How Are You? MM 40 Wave Good-bye MM 50 Follow That Toy MM 50 Follow That			
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MM 28 Animals in the Barm MM 29 Let's Start Our Day MM 38 Hello, How Are You? MM 40 Wave Good-bye MM 73 Copy Mel MM 40 Wave Good-bye MM 73 Copy Mel MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explorel P 02 Nature Painting P 03 Splash Pad P 10 (cy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Hello Activities SE 24 Hello Activities			MM 17 Dream
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MM 36 Hello, How Are You'? MM 40 Wave Good-bye MM 73 Copy Me! MM 80 Foliour That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 99 Shape Finders MM 90 Shape Fi			MM 28 Animals in the Barn
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	STANDARD AREA /	1.3.YT.	BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 21 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 LL 02 Reading Wordless Books LL 21 Will You Read to Me? LL 26 Reading Rhyming Books LL 36 Puppet Stories LL 45 Animal Books LL 53 Bookworm Boogie LL 54 Sharing Storybooks LL 58 Tuneful Tales

STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.3.YT.C.	Key Ideas and Details - Literary Elements – EMERGING.
		IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 16 BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 20 BCC 21 BCC 22 BCC 23 BCC 23 BCC 24
DESCRIPTOR / STANDARD	1.3.YT.G.	Integration of Knowledge and – EMERGING.
		IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 23 BCC 24
STANDARD AREA / STATEMENT	1.3.YT.	Reading Literature

STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.3.YT.J.	Vocabulary Acquisition and - Use new vocabulary in everyday speech.
DESCRIPTOR	1.3.YT.J.1.	Ask adults questions to learn names for new objects. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 LL 36 Puppet Stories LL 54 Sharing Storybooks
DESCRIPTOR	1.3.YT.J.2.	Use newly acquired vocabulary to name objects. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 21

	BCC 23
	BCC 24
	LL 06 Sticky Tables
	LL 12 What's in the Picture?
	LL 18 Tissue-Box Pull
	LL 20 This Is the Same
	LL 21 Will You Read to Me?
	LL 22 Neighborhood Walk
	LL 24 Fingers, Nose, and Toes
	LL 27 A Cup Is For
	LL 28 Family Faces
	LL 29 Describing Food
	LL 33 Silly Clothes
	LL 38 The Same and Different
	LL 39 Texture Board
	LL 40 Sticky Surface
	LL 57 Waterworks
	LL 59 Playground Textures
	MM 33 Crawling Mouse
	MM 82 Tell Me a Story
	MM 88 Just Like Me!
	MM 94 Detailed Descriptions
	MM 99 Buzz Like a Bee
	P 11 Laundry Time!
DESCRIPTOR 1.3.YT.J.3.	Understand about 200 words and use about 50 in everyday speech.
	IT2 Creative Curriculum
	BCC 01
	BCC 02
	BCC 03
	BCC 04
	BCC 05
	BCC 06
	BCC 07
	BCC 08
	BCC 09
	BCC 10
	BCC 11
	BCC 12
	BCC 13
	BCC 14
	BCC 15
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	BCC 16
	BCC 17
	BCC 17
	BCC 17 BCC 18
	BCC 17 BCC 18 BCC 19 BCC 20
	BCC 17 BCC 18 BCC 19 BCC 20 BCC 21
	BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22
	BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23
	BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24
STANDARD AREA / 1.3.YT.	BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23
STANDARD AREA / 1.3.YT. STATEMENT	BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 Reading Literature
	BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24
STATEMENT	BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 Reading Literature
STATEMENT	BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 Reading Literature Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze,
STATEMENT	BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 Reading Literature Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary
STATEMENT	BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 Reading Literature Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential
STATEMENT	BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 Reading Literature Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with
STATEMENT	BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 Reading Literature Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words?
STATEMENT	BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 Reading Literature Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out
STATEMENT STANDARD	BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 Reading Literature Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
STATEMENT	BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 Reading Literature Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out

DESCRIPTOR	1.3.YT.L.1.	Listen to and interact with adult.
		IT2 Creative Curriculum
		BCC 01
		BCC 02
		BCC 03
		BCC 04 BCC 05
		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10
		BCC 11
		BCC 12 BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 17
		BCC 18
		BCC 19
		BCC 20 BCC 21
		BCC 22
		BCC 23
		BCC 24
		LL 02 Reading Wordless Books
		LL 17 Three Bears
		LL 21 Will You Read to Me?
		LL 26 Reading Rhyming Books LL 36 Puppet Stories
		LL 45 Animal Books
		LL 53 Bookworm Boogie
		LL 54 Sharing Storybooks
		LL 55 Silly Names
		LL 58 Tuneful Tales
		MM 79 Sammy the Starfish MM 92 Creepy Crawly Spiders
		SE 17 Calm-Down Place
		SE 25 Sleep Routines
DESCRIPTOR	1.3.YT.L.2.	Point to or frequently turn to favorite parts of a book.
	110111111111	panto or moquonary tarm to have no panto or a accom-
		IT2 Creative Curriculum
		BCC 01
		BCC 02 BCC 03
		BCC 03
		BCC 05
		BCC 06
		BCC 07
		BCC 08
		BCC 09 BCC 10
		BCC 10
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 17 BCC 18
		BCC 18
		BCC 20
		BCC 21
		-

		BCC 22 BCC 23 BCC 24
DESCRIPTOR	1.3.YT.L.3.	Ask and answer questions about the story being read aloud. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05
		BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13
		BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 19 BCC 20
		BCC 21 BCC 22 BCC 23 BCC 24 LL 02 Reading Wordless Books LL 21 Will You Read to Me? LL 26 Reading Rhyming Books LL 36 Puppet Stories LL 45 Animal Books LL 53 Bookworm Boogie
		LL 54 Sharing Storybooks LL 58 Tuneful Tales
STANDARD AREA / STATEMENT	1.4.YT.	Writing
STANDARD		Big Idea: Audience and purpose influence a writer's choice of organizational pattern, language, and literary techniques. Effective research requires the use of varied resources to gain or expand knowledge. Essential Questions: What makes clear and effective writing? Why do writers write? Who is the audience? What will work best for the audience? Where can one find information to answer questions?
DESCRIPTOR / STANDARD	1.4.YT.M.	Narrative: EMERGING. IT2 Creative Curriculum LL 37 My Clothes Today
STANDARD AREA / STATEMENT	1.4.YT.	Writing
STANDARD		Big Idea: Audience and purpose influence a writer's choice of organizational pattern, language, and literary techniques. Effective research requires the use of varied resources to gain or expand knowledge. Essential Questions: What makes clear and effective writing? Why do writers write? Who is the audience? What will work best for the audience? Where can one find information to answer questions?
DESCRIPTOR / STANDARD	1.4.YT.R.	Narrative Conventions of Language: Scribble with writing and drawing tools.

DESCRIPTOR 1.4.YT.R.1. Make marks that appear in random order. IT2 Creative Curriculum	DESCRIPTOR 1.4.YT.R.2. IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 37 My Clothes Today P 23 Silly Wavy Lines SE 03 Good-Byes DESCRIPTOR 1.4.YT.R.2. Repeat scribbles. IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 37 My Clothes Today	
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IT2 Creative Curriculum BCC 06 BCC 07 BCC 08 BCC 09 BCC 11 BCC 13 BCC 13 BCC 14 BCC 15 BCC 20 LL 01 Letters in the Sand LL 06 Sticky Tables LL 08 Outdoor Mobiles LL 09 Cardboard Village	P 23 Silly Wavy Lines	
BCC 06 BCC 07 BCC 08 BCC 09 BCC 11 BCC 13 BCC 14 BCC 15 BCC 20 LL 01 Letters in the Sand LL 06 Sticky Tables LL 08 Outdoor Mobiles LL 09 Cardboard Village	DESCRIPTOR 1.4.YT.R.4. Engage in tactile experiences creating sha	pes and other forms.
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BCC 15 BCC 20 LL 01 Letters in the Sand LL 06 Sticky Tables LL 08 Outdoor Mobiles LL 09 Cardboard Village		
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LL 08 Outdoor Mobiles LL 09 Cardboard Village		
LL 09 Cardboard Village		
LE 09 Cardboard Village		
ILL 40 Vummu Foods	LL 10 Yummy Foods	
LL 14 Ice-Block Play	LI 14 los Plack Play	
LL 18 Tissue-Box Pull		
LL 20 This Is the Same		
LL 22 Neighborhood Walk		
LL 23 Bathing Babies		
LL 24 Fingers, Nose, and Toes		
LL 38 The Same and Different		
LL 39 Texture Board	LL 29 Describing Food LL 38 The Same and Different	
LL 40 Sticky Surface	LL 29 Describing Food LL 38 The Same and Different	
LL 42 Textured Letters	LL 29 Describing Food LL 38 The Same and Different LL 39 Texture Board	
LL 44 Fruit Salad	LL 29 Describing Food LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface	
LL 45 Animal Books	LL 29 Describing Food LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 42 Textured Letters LL 44 Fruit Salad	
LL 46 Veggie Mash-Up	LL 29 Describing Food LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 42 Textured Letters LL 44 Fruit Salad LL 45 Animal Books	
LL 50 What Do I See?	LL 29 Describing Food LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 42 Textured Letters LL 44 Fruit Salad LL 45 Animal Books LL 46 Veggie Mash-Up	
LL 57 Waterworks	LL 29 Describing Food LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 42 Textured Letters LL 44 Fruit Salad LL 45 Animal Books LL 46 Veggie Mash-Up	
LL 59 Playground Textures	LL 29 Describing Food LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 42 Textured Letters LL 44 Fruit Salad LL 45 Animal Books LL 46 Veggie Mash-Up LL 50 What Do I See? LL 57 Waterworks	
M 01 Matching Shapes	LL 29 Describing Food LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 42 Textured Letters LL 44 Fruit Salad LL 45 Animal Books LL 46 Veggie Mash-Up LL 50 What Do I See? LL 57 Waterworks LL 59 Playground Textures	
M 02 Dig It!	LL 29 Describing Food LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 42 Textured Letters LL 44 Fruit Salad LL 45 Animal Books LL 46 Veggie Mash-Up LL 50 What Do I See? LL 57 Waterworks LL 59 Playground Textures M 01 Matching Shapes	
	LL 29 Describing Food LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 42 Textured Letters LL 44 Fruit Salad LL 45 Animal Books LL 46 Veggie Mash-Up LL 50 What Do I See? LL 57 Waterworks LL 59 Playground Textures M 01 Matching Shapes M 02 Dig It!	
M 05 Sink or Float?	LL 29 Describing Food LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 42 Textured Letters LL 44 Fruit Salad LL 45 Animal Books LL 46 Veggie Mash-Up LL 50 What Do I See? LL 57 Waterworks LL 59 Playground Textures M 01 Matching Shapes M 02 Dig It! M 04 Cookie-Cutter Fun	
M 06 Construction Zone	LL 29 Describing Food LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 42 Textured Letters LL 44 Fruit Salad LL 45 Animal Books LL 46 Veggie Mash-Up LL 50 What Do I See? LL 57 Waterworks LL 59 Playground Textures M 01 Matching Shapes M 02 Dig It! M 04 Cookie-Cutter Fun M 05 Sink or Float?	

		M 07 Peek-a-Boo Box
		M 09 Let's Make Two
		M 10 Making Butter
		M 11 Garden Party
		M 12 Where's the Bear?
		M 13 What's Inside?
		M 15 Good Night, Toys
		M 18 Rock Collection
		M 19 In, On, and Around
		M 20 Where's the Water?
		M 21 Build a Zoo
		M 23 Find the Sound
		M 24 Putting Puzzles Together
		M 25 The Crunchy Bread
		M 26 Obstacle Course
		M 27 Buried Shapes
		MM 01 A Toy for Kitty
		MM 06 The Creeping Ladybug
		MM 14 My Sticky Hands
		MM 18 Going Fishing
		MM 21 Little Mouse
		MM 22 Shake It Up
		MM 23 Old Uncle Lou
		MM 33 Crawling Mouse
		MM 43 Pitter, Patter, Splash!
		MM 44 Jack and Jill
		MM 62 Busy, Dizzy Hands
		MM 68 Let's See What We Can Find
		MM 72 What's in the Bag?
		MM 75 Baby Massage
		MM 95 Shape Finders
		MM 98 Let's Explore!
		P 01 Cups of Water
		P 02 Nature Painting
		P 03 Splash Pad
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 07 Making Bubbles
		P 10 Icy Paintings
		P 11 Laundry Time!
		P 12 Molding Dough
		P 14 Pull Box
		P 15 Let's Practice Dressing
		P 23 Silly Wavy Lines
		P 30 Flowers in the Garden
		P 32 Water Soup
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 26 Dressing for the Weather
DESCRIPTOR	1.4.YT.R.5.	Create shapes and scribbles from tactile materials.
		IT2 Creative Curriculum
		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 11
		BCC 13
		BCC 14
		BCC 15
		BCC 20
		the second secon
		LL 01 Letters in the Sand
		LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book

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LL 06 Sticky Tables
LL 08 Outdoor Mobiles
LL 09 Cardboard Village
LL 10 Yummy Foods
LL 14 Ice-Block Play
LL 18 Tissue-Box Pull
LL 20 This Is the Same
LL 22 Neighborhood Walk
LL 23 Bathing Babies
LL 24 Fingers, Nose, and Toes
LL 29 Describing Food
LL 37 My Clothes Today
LL 38 The Same and Different
LL 39 Texture Board
LL 40 Sticky Surface
LL 42 Textured Letters
LL 44 Fruit Salad
LL 45 Animal Books
LL 46 Veggie Mash-Up
LL 50 What Do I See?
LL 57 Waterworks
LL 59 Playground Textures
M 01 Matching Shapes
M 02 Dig It!
M 04 Cookie-Cutter Fun
M 05 Sink or Float?
M 06 Construction Zone
M 07 Peek-a-Boo Box
M 09 Let's Make Two
M 10 Making Butter
M 11 Garden Party
M 12 Where's the Bear?
M 13 What's Inside?
M 15 Good Night, Toys
M 18 Rock Collection
M 19 In, On, and Around
M 20 Where's the Water?
M 21 Build a Zoo
M 23 Find the Sound
M 24 Putting Puzzles Together
M 25 The Crunchy Bread
M 26 Obstacle Course
M 27 Buried Shapes
MM 01 A Toy for Kitty
MM 06 The Creeping Ladybug
MM 14 My Sticky Hands
MM 18 Going Fishing
MM 21 Little Mouse
MM 22 Shake It Up
MM 23 Old Uncle Lou
MM 33 Crawling Mouse
MM 43 Pitter, Patter, Splash!
MM 44 Jack and Jill
MM 62 Busy, Dizzy Hands
MM 68 Let's See What We Can Find
MM 72 What's in the Bag?
MM 75 Baby Massage
MM 95 Shape Finders
MM 98 Let's Explore!
P 01 Cups of Water
P 02 Nature Painting
P 03 Splash Pad
P 04 Throwing Plush Balls
P 05 Surprise!
P 07 Making Bubbles
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		P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 23 Silly Wavy Lines P 30 Flowers in the Garden P 32 Water Soup P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 03 Good-Byes SE 26 Dressing for the Weather
STANDARD AREA / STATEMENT	1.4.YT.	Writing
STANDARD		Big Idea: Audience and purpose influence a writer's choice of organizational pattern, language, and literary techniques. Effective research requires the use of varied resources to gain or expand knowledge. Essential Questions: What makes clear and effective writing? Why do writers write? Who is the audience? What will work best for the audience? Where can one find information to answer questions?
DESCRIPTOR / STANDARD	1.4.YT.V.	Conducting Research: EMERGING. IT2 Creative Curriculum LL 37 My Clothes Today
STANDARD AREA / STATEMENT	1.5.YT.	Speaking and Listening
STANDARD		Big Idea: Active listeners make meaning from what they hear by questioning, reflecting, responding, and evaluating. Effective speakers prepare and communicate messages to address the audience and purpose. Essential Questions: What do good listeners do? How do active listeners make meaning? How do speakers effectively communicate a message?
DESCRIPTOR / STANDARD	1.5.YT.A.	Comprehension and Collaboration: Use sounds, gestures, and words as a form of reciprocal communication.
DESCRIPTOR	1.5.YT.A.1.	Use verbal and nonverbal language to have needs met. IT2 Creative Curriculum BCC 04 BCC 05 BCC 08 BCC 10 BCC 12 BCC 13 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes LL 39 Textured Letters LL 50 What Do I See? LL 57 Waterworks

		LL 60 Potty Talk
		M 01 Matching Shapes
		M 04 Cookie-Cutter Fun
		M 11 Garden Party
		M 17 This Little Piggy
		M 18 Rock Collection
		MM 42 Two Little Ducks
		MM 62 Busy, Dizzy Hands
		MM 69 Big Red Fish
		MM 92 Creepy Crawly Spiders
		P 03 Splash Pad
		P 05 Surprise!
		P 07 Making Bubbles
		P 24 Crawling Through a Tunnel
		P 25 Pushing and Pulling
		SE 03 Good-Byes
		SE 05 Take Care of Baby
		SE 10 Hellos and Good-Byes
		SE 15 Song Time
		SE 22 Hello Activities
		SE 24 Stop!
DESCRIPTOR	1.5.YT.A.2.	Use verbal and nonverbal language to show interest in objects and
		people.
		IT2 Creative Curriculum
		BCC 04
		BCC 05
		BCC 08
		BCC 10
		BCC 12
		BCC 13
		BCC 17
		BCC 18
		BCC 20
		BCC 21
		LL 02 Reading Wordless Books
		LL 04 Sing & Move
		LL 05 The "Me" Book
		LL 06 Sticky Tables
		LL 07 Pretend Phone Calls
	l II	LL 00 Condboard Village
	III	LL 09 Cardboard Village
		LL 10 Yummy Foods
		LL 10 Yummy Foods LL 11 Let's Talk
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs
		LL 10 Yummy Foods LL 11 Let's Talk
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See?
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 42 Two Little Ducks
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 42 Two Little Ducks MM 62 Busy, Dizzy Hands
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 42 Two Little Ducks MM 62 Busy, Dizzy Hands MM 69 Big Red Fish
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 42 Two Little Ducks MM 62 Busy, Dizzy Hands MM 69 Big Red Fish MM 92 Creepy Crawly Spiders
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 42 Two Little Ducks MM 62 Busy, Dizzy Hands MM 69 Big Red Fish MM 92 Creepy Crawly Spiders P 03 Splash Pad
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 42 Two Little Ducks MM 62 Busy, Dizzy Hands MM 69 Big Red Fish MM 92 Creepy Crawly Spiders P 03 Splash Pad P 05 Surprise!
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 42 Two Little Ducks MM 62 Busy, Dizzy Hands MM 69 Big Red Fish MM 92 Creepy Crawly Spiders P 03 Splash Pad P 05 Surprise! P 07 Making Bubbles
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 42 Two Little Ducks MM 62 Busy, Dizzy Hands MM 69 Big Red Fish MM 92 Creepy Crawly Spiders P 03 Splash Pad P 05 Surprise! P 07 Making Bubbles P 24 Crawling Through a Tunnel
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 42 Two Little Ducks MM 62 Busy, Dizzy Hands MM 69 Big Red Fish MM 92 Creepy Crawly Spiders P 03 Splash Pad P 05 Surprise! P 07 Making Bubbles P 24 Crawling Through a Tunnel P 25 Pushing and Pulling
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 42 Two Little Ducks MM 62 Busy, Dizzy Hands MM 69 Big Red Fish MM 92 Creepy Crawly Spiders P 03 Splash Pad P 05 Surprise! P 07 Making Bubbles P 24 Crawling Through a Tunnel P 25 Pushing and Pulling SE 03 Good-Byes
		LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 42 Two Little Ducks MM 62 Busy, Dizzy Hands MM 69 Big Red Fish MM 92 Creepy Crawly Spiders P 03 Splash Pad P 05 Surprise! P 07 Making Bubbles P 24 Crawling Through a Tunnel P 25 Pushing and Pulling

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		SE 15 Song Time
		SE 22 Hello Activities
		SE 24 Stop!
DESCRIPTOR	1.5.YT.A.3.	Engage in conversational turn taking.
		IT2 Creative Curriculum
		BCC 02
		BCC 04
		BCC 06
		BCC 07 BCC 09
		BCC 23
		P 08 Beach-Ball Bowling
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		SE 09 Build It Up, Knock It Down
		SE 26 Dressing for the Weather
STANDARD AREA /	1.5.YT.	Speaking and Listening
STATEMENT	1.5.11.	
STANDARD		Big Idea: Active listeners make meaning from what they hear by
		questioning, reflecting, responding, and evaluating. Effective
		speakers prepare and communicate messages to address the
		audience and purpose. Essential Questions: What do good listeners
		do? How do active listeners make meaning? How do speakers
		effectively communicate a message?
DESCRIPTOR / STANDARD	1.5.YT.C.	Comprehension and Collaboration Evaluation: Respond to questions, comments or directions.
DESCRIPTOR	1.5.YT.C.1.	Focus attention on speaker and attempt to imitate speech.
		IT2 Creative Curriculum
		BCC 05
		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16 BCC 19
		BCC 21
		BCC 22
		BCC 24
		LL 07 Pretend Phone Calls
		LL 09 Cardboard Village
		LL 23 Bathing Babies
		LL 33 Silly Clothes
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 15 Good Night, Toys
		MM 02 Silly Animal Walk
		MM 08 From Seed to Tree
		MM 100 Sounds on the Farm MM 16 That's How I Roll
		MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 47 Wake Up!
		MM 69 Big Red Fish
		MM 79 Sammy the Starfish
		P 01 Cups of Water
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		P 15 Let's Practice Dressing
		P 22 Bang With a Hammer
		P 32 Water Soup
		SE 03 Good-Byes
		SE 04 Picnic
		SE 05 Take Care of Baby
		SE 08 Playful Interactions
		SE 12 Playful Routines
		SE 26 Dressing for the Weather
DESCRIPTOR	1.5.YT.C.2.	Respond to adults' requests showing understanding of what is
		being asked (e.g. answer a simple question with a nod of head, go to
		wash hands when asked).
		IT2 Creative Curriculum
		LL 03 From Drawing to Writing
		LL 05 The "Me" Book
		LL 07 Pretend Phone Calls
		LL 09 Cardboard Village
		LL 10 Yummy Foods
		LL 12 What's in the Picture?
		LL 13 Lift the Flap and See Who's Here
		LL 14 Ice-Block Play
		LL 16 Tissue-Paper Play
		LL 18 Tissue-Box Pull
		LL 19 Shake That Bell!
		LL 20 This Is the Same
		LL 23 Bathing Babies
		LL 24 Fingers, Nose, and Toes
		LL 27 A Cup is For
		LL 28 Family Faces
		LL 30 Family Picture Walk
		LL 32 Observing Insect Life
		LL 34 Our Names, Our Things
		LL 45 Animal Books
		LL 46 Veggie Mash-Up
		LL 50 What Do I See?
		LL 52 Fruit Smoothies LL 57 Waterworks
		LL 61 What's the Problem?
		MM 09 The Answer is No!
		MM 18 Going Fishing
		MM 36 Hello, How Are You?
		MM 57 Remember When
		SE 13 Looking for Toes
		SE 16 Baby Faces
		SE 18 Picture Help
		SE 21 Big Rule, Little Rule
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DESCRIPTOR	1.5.YT.C.3.	Follow a one-step simple direction.
		IT2 Creative Curriculum
		IT2 Creative Curriculum
		LL 04 Sing & Move
		LL 22 Neighborhood Walk
		LL 35 Light Up LL 39 Texture Board
		LL 40 Sticky Surface LL 43 Lemonade
		LL 44 Fruit Salad
		LL 45 Animal Books
		LL 45 Animai Books LL 47 Roll-Ups
		LL 48 Applesauce LL 49 Pancakes
		LL 51 Dance & Remember
		LL 56 Where Did It Go?
		LL 57 Waterworks
		LL OI WATCH MOINS

		M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 12 Where's the Bear? M 13 What's Inside? M 19 In, On, and Around
		M 20 Where's the Water? M 23 Find the Sound M 25 The Crunchy Bread M 26 Obstacle Course MM 19 Time to Clean Up! MM 20 Please Find
		MM 60 On the Spot MM 62 Busy, Dizzy Hands MM 64 Jumping Jack MM 73 Copy Me! P 04 Throwing Plush Balls
		P 06 Rocking on a Roller P 08 Beach-Ball Bowling P 09 Balance on a Beam P 12 Molding Dough P 18 Roll It to Me!
		P 19 Beach-Ball Kicker P 21 Big Beads P 23 Silly Wavy Lines P 24 Crawling Through a Tunnel P 25 Pushing and Pulling
		P 26 Let's Fill Up the Box P 28 Tape Trails P 29 Nesting Bag P 30 Flowers in the Garden P 35 Riding Toys
		P 36 Water Painting SE 02 Let's Try this Instead SE 04 Picnic SE 07 Right Where It Belongs SE 09 Build It Up, Knock It Down
		SE 11 Learning a Stop Sign SE 12 Playful Routines SE 13 Looking for Toes SE 14 Sing the Same Song SE 18 Picture Help SE 19 Dos and Don'ts Book
		SE 25 Sleep Routines
STANDARD AREA / STATEMENT	1.5.YT.	Speaking and Listening
STANDARD		Big Idea: Active listeners make meaning from what they hear by questioning, reflecting, responding, and evaluating. Effective speakers prepare and communicate messages to address the audience and purpose. Essential Questions: What do good listeners do? How do active listeners make meaning? How do speakers effectively communicate a message?
DESCRIPTOR / STANDARD	1.5.YT.D/E.	Presentation of Knowledge: Use 1-2 words and/or signs to communicate.
DESCRIPTOR	1.5.YT.D/E.1.	Use simple words and/or signs to indicate wants or needs. IT2 Creative Curriculum BCC 04 BCC 05 BCC 08 BCC 10 BCC 12 BCC 13 BCC 17

BCC 18 BCC 20 **BCC 21** LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes LL 39 Texture Board LL 42 Textured Letters LL 50 What Do I See? LL 57 Waterworks LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 42 Two Little Ducks MM 62 Busy, Dizzy Hands MM 69 Big Red Fish MM 92 Creepy Crawly Spiders P 03 Splash Pad P 05 Surprise! P 07 Making Bubbles P 24 Crawling Through a Tunnel P 25 Pushing and Pulling SE 03 Good-Byes SE 05 Take Care of Baby SE 10 Hellos and Good-Byes SE 15 Song Time SE 22 Hello Activities SE 24 Stop! DESCRIPTOR 1.5.YT.D/E.2. Use simple gestures. IT2 Creative Curriculum BCC 04 BCC 05 BCC 08 **BCC 10 BCC 12 BCC 13 BCC 17 BCC 18 BCC 20** BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables

LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs

LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun

		M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 42 Two Little Ducks MM 62 Busy, Dizzy Hands MM 69 Big Red Fish MM 92 Creepy Crawly Spiders P 03 Splash Pad P 05 Surprise! P 07 Making Bubbles P 24 Crawling Through a Tunnel P 25 Pushing and Pulling SE 03 Good-Byes SE 05 Take Care of Baby SE 10 Hellos and Good-Byes SE 15 Song Time SE 22 Hello Activities SE 24 Stop!
DESCRIPTOR	1.5.YT.D/E.3.	Use inflection when speaking. IT2 Creative Curriculum LL 15 Whisper Songs
DESCRIPTOR	1.5.YT.D/E.4.	Express thoughts, feelings and ideas. IT2 Creative Curriculum BCC 01 BCC 06 BCC 08 BCC 13 BCC 15 LL 61 What's the Problem? MM 40 Wave Good-bye MM 45 Hush, My Baby MM 77 Rise and Shine MM 86 Daddy Loves You SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 05 Take Care of Baby SE 07 Right Where It Belongs SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 13 Looking for Toes SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 20 Conflict Resolution SE 22 Hello Activities SE 23 Encouragement SE 24 Stop!
DESCRIPTOR	1.5.YT.D/E.5.	Talk about stories, experiences and interests. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11

		BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 LL 02 Reading Wordless Books LL 21 Will You Read to Me? LL 26 Reading Rhyming Books LL 36 Puppet Stories LL 45 Animal Books LL 53 Bookworm Boogie LL 54 Sharing Storybooks LL 58 Tuneful Tales M 28 Counting Books MM 82 Tell Me a Story MM 92 Creepy Crawly Spiders SE 16 Baby Faces SE 19 Dos and Don'ts Book
STANDARD AREA / STATEMENT	1.5.YT.	Speaking and Listening
STANDARD		Big Idea: Active listeners make meaning from what they hear by questioning, reflecting, responding, and evaluating. Effective speakers prepare and communicate messages to address the audience and purpose. Essential Questions: What do good listeners do? How do active listeners make meaning? How do speakers effectively communicate a message?
DESCRIPTOR / STANDARD	1.5.YT.G.	Conventions of Standard English: EMERGING. IT2 Creative Curriculum LL 07 Pretend Phone Calls MM 03 Hello Cheer SE 01 Actively Listening to Children SE 21 Big Rule, Little Rule
SUBJECT / STANDARD AREA	PA.M.	Mathematical Thinking and Expression (Young Toddler)
STANDARD AREA / STATEMENT	2.1.YT.	Numbers and Operations
STANDARD		Big Idea: Mathematical relationships among numbers can be represented, compared, and communicated. Essential Question: How is mathematics used to quantify, compare, represent, and model numbers?
DESCRIPTOR / STANDARD	2.1.YT.A.1.	Counting and Cardinality: Cardinality: Imitate rote counting using some names of numbers.
DESCRIPTOR	2.1.YT.A.1.1.	Attempt to count, not always in the correct order. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09

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		BCC 10 BCC 11
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 17
		BCC 18 BCC 19
		BCC 20
		BCC 21
		BCC 22
		BCC 23
		BCC 24
		LL 24 Fingers, Nose, and Toes
		M 02 Dig It! M 09 Let's Make Two
		M 11 Garden Party
		M 17 This Little Piggy
		M 18 Rock Collection
		M 22 Jump Counting
		M 25 The Crunchy Bread
		M 28 Counting Books MM 16 That's How I Roll
		MM 20 Please Find
		MM 30 One for You, One for Me
		MM 38 Ten Little Toes
		MM 55 Little Train
		MM 81 Where Are Baby's Tiny Ears?
		MM 91 You Have Two
		MM 92 Creepy Crawly Spiders
		P 08 Beach-Ball Bowling P 13 1, 2, 3 Hops
OTANDADD ADEA /	O 4 V/T	
STANDARD AREA / STATEMENT	2.1.YT.	Numbers and Operations
STANDARD		Big Idea: Mathematical relationships among numbers can be
		represented, compared, and communicated. Essential Question:
		How is mathematics used to quantify, compare, represent, and
		model numbers?
DESCRIPTOR / STANDARD	2.1.YT.A.2.	Counting and Cardinality – Counting: EMERGING.
		IT2 Cractive Commissions
		IT2 Creative Curriculum BCC 16
		LL 20 This Is the Same
		LL 38 The Same and Different
		LL 39 Texture Board
		M 01 Matching Shapes
		M 04 Cookie-Cutter Fun
		M 05 Sink or Float? M 11 Garden Party
		M 14 Ramp Experiments
		M 15 Good Night, Toys
		M 16 Growing Sizes
		M 18 Rock Collection
		M 21 Build a Zoo
		M 24 Putting Puzzles Together
		M 27 Buried Shapes MM 91 You Have Two
The state of the s	II	
		IIVIIVI 95 Shabe Finders
		MM 95 Shape Finders P 01 Cups of Water
		P 01 Cups of Water P 19 Beach-Ball Kicker
STANDARD AREA /	2.1.YT.	P 01 Cups of Water P 19 Beach-Ball Kicker
STANDARD AREA / STATEMENT	2.1.YT.	P 01 Cups of Water

STANDARD		Big Idea: Mathematical relationships among numbers can be represented, compared, and communicated. Essential Question: How is mathematics used to quantify, compare, represent, and model numbers?
DESCRIPTOR / STANDARD	2.1.YT.A.3.	Counting and Cardinality – Comparing: Explore simple comparisons of quantity.
DESCRIPTOR	2.1.YT.A.3.2.	Notice differences in size (e.g. big, small).
		IT2 Creative Curriculum BCC 04
		BCC 05
		BCC 07 BCC 08
		BCC 09
		LL 06 Sticky Tables
		LL 20 This Is the Same M 05 Sink or Float?
		M 06 Construction Zone
		M 10 Making Butter M 15 Good Night, Toys
		M 16 Growing Sizes
		M 18 Rock Collection
		MM 18 Going Fishing MM 68 Let's See What We Can Find
		MM 74 I'm Big, I'm Small
		MM 98 Let's Explore! P 01 Cups of Water
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 08 Beach-Ball Bowling P 19 Beach-Ball Kicker
DESCRIPTOR	2.1.YT.A.3.4.	Participate in comparison activities.
		IT2 Creative Curriculum
		LL 20 This Is the Same LL 38 The Same and Different
		LL 39 Texture Board
		M 01 Matching Shapes
		M 04 Cookie-Cutter Fun M 05 Sink or Float?
		M 11 Garden Party
		M 14 Ramp Experiments
		M 15 Good Night, Toys M 16 Growing Sizes
		M 18 Rock Collection
		M 21 Build a Zoo M 24 Putting Puzzles Together
		M 27 Buried Shapes
		MM 91 You Have Two MM 95 Shape Finders
		P 01 Cups of Water
		P 19 Beach-Ball Kicker
STANDARD AREA / STATEMENT	2.1.YT.	Numbers and Operations
STANDARD		Big Idea: Mathematical relationships among numbers can be represented, compared, and communicated. Essential Question:
		How is mathematics used to quantify, compare, represent, and model numbers?
DESCRIPTOR / STANDARD	2.1.YT.MP.	Counting and Cardinality - Mathematical Processes: Engage and
		persist in numerical play.
DESCRIPTOR	2.1.YT.MP.1.	Stack and unstack objects.
		IT2 Creative Curriculum

		BCC 04 BCC 05 BCC 07 BCC 08 BCC 09 LL 06 Sticky Tables LL 20 This Is the Same M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection MM 18 Going Fishing MM 68 Let's See What We Can Find
		MM 74 I'm Big, I'm Small MM 98 Let's Explore! P 01 Cups of Water P 04 Throwing Plush Balls P 05 Surprise! P 08 Beach-Ball Bowling P 19 Beach-Ball Kicker
DESCRIPTOR	2.1.YT.MP.2.	Dump and fill objects into and out of containers. IT2 Creative Curriculum BCC 16 M 11 Garden Party
DESCRIPTOR	2.1.YT.MP.3.	Place objects inside of other objects. IT2 Creative Curriculum BCC 04 BCC 05 BCC 07 BCC 08 BCC 09 LL 06 Sticky Tables LL 20 This Is the Same M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection MM 18 Going Fishing MM 68 Let's See What We Can Find MM 74 I'm Big, I'm Small MM 98 Let's Explore! P 01 Cups of Water P 04 Throwing Plush Balls P 05 Surprise! P 08 Beach-Ball Bowling P 19 Beach-Ball Kicker
DESCRIPTOR	2.1.YT.MP.4.	Engage in experiences related to numbers (e.g. counting songs, finger plays, reading number books). IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08

	1	16-2-2-
		BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 15 BCC 16 BCC 17 BCC 18 BCC 20 BCC 21 BCC 22 BCC 23 BCC 22 BCC 23 BCC 24 LL 24 Fingers, Nose, and Toes M 02 Dig It! M 09 Let's Make Two M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection M 22 Jump Counting M 25 The Crunchy Bread M 28 Counting Books MM 16 That's How I Roll MM 20 Please Find MM 30 One for You, One for Me MM 38 Ten Little Toes MM 55 Little Train MM 81 Where Are Baby's Tiny Ears? MM 91 You Have Two MM 92 Creepy Crawly Spiders P 08 Beach-Ball Bowling P 13 1, 2, 3 Hops
STANDARD AREA / STATEMENT STANDARD	2.3.YT.	Big Idea: Geometric relationships can be described, analyzed, and classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving?
DESCRIPTOR / STANDARD	2.3.YT.A.1.	Geometry - Identification: Match identical shapes.
DESCRIPTOR	2.3.YT.A.1.1.	Put together simple puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today
DESCRIPTOR	2.3.YT.A.1.2.	Place shapes in shape sorter. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today

STANDARD AREA / STATEMENT	2.3.YT.	Geometry
STANDARD		Big Idea: Geometric relationships can be described, analyzed, and classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving?
DESCRIPTOR / STANDARD	2.3.YT.A.2.	Geometry - Application: EMERGING.
		IT2 Creative Curriculum M 01 Matching Shapes M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 12 Where's the Bear? M 13 What's Inside? M 18 Rock Collection M 19 In, On, and Around M 20 Where's the Water? M 21 Build a Zoo M 23 Find the Sound M 24 Putting Puzzles Together M 26 Obstacle Course M 27 Buried Shapes MM 18 Going Fishing MM 22 Shake It Up MM 23 Old Uncle Lou MM 44 Jack and Jill MM 62 Busy, Dizzy Hands MM 68 Let's See What We Can Find MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 05 Surprise!
STANDARD AREA / STATEMENT	2.3.YT.	Geometry
STANDARD		Big Idea: Geometric relationships can be described, analyzed, and classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving?
DESCRIPTOR / STANDARD	2.3.YT.MP.	Geometry - Math Process: Engage and persist in geometric play.
DESCRIPTOR	2.3.YT.MP.1.	Put together simple puzzles with assistance. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today
DESCRIPTOR	2.3.YT.MP.2.	Place shapes in shape sorter. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same

relations and functions can be modeled through multiple representations and analyzed to raise and answer questions. Essential Questions: Why does "what" we measure influence "how"			LL 37 My Clothes Today
using customary and non-customary units of measure. Mathematica relations and functions can be modeled through multiple representations and analyzed to raise and answer questions. Essential Questions: Why does "what" we measure influence "how" we measure? How can data be organized and represented to provide insight into the relationship between quantities? DESCRIPTOR 2.4.YT.A.1.1		2.4.YT.	Measurement, Data and Probability
DESCRIPTOR 2.4.YT.A.1.1 Begin to use size words.	STANDARD		using customary and non-customary units of measure. Mathematical relations and functions can be modeled through multiple representations and analyzed to raise and answer questions. Essential Questions: Why does "what" we measure influence "how" we measure? How can data be organized and represented to provide
T72 Creative Curriculum	DESCRIPTOR / STANDARD	2.4.YT.A.1.	
DESCRIPTOR 2.4.YT.A.1.2. Explore objects to determine size. IT2 Creative Curriculum BCC 04 BCC 05 BCC 07 BCC 08 BCC 09 LL 06 Sticky Tables LL 20 This Is the Same M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection MM 18 Going Fishing MM 68 Let's See What We Can Find MM 74 I'm Big, I'm Small MM 98 Let's Explore! P 01 Cups of Water P 04 Throwing Plush Balls P 05 Surprise! P 08 Beach-Ball Bowling	DESCRIPTOR	2.4.YT.A.1.1.	IT2 Creative Curriculum BCC 04 BCC 05 BCC 07 BCC 08 BCC 09 LL 06 Sticky Tables LL 20 This Is the Same M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection MM 18 Going Fishing MM 68 Let's See What We Can Find MM 74 I'm Big, I'm Small MM 98 Let's Explore! P 01 Cups of Water P 04 Throwing Plush Balls P 05 Surprise!
DESCRIPTOR 2.4.YT.A.1.3. Explore measuring tools.			Explore objects to determine size. IT2 Creative Curriculum BCC 04 BCC 05 BCC 07 BCC 08 BCC 09 LL 06 Sticky Tables LL 20 This Is the Same M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection MM 18 Going Fishing MM 68 Let's See What We Can Find MM 74 I'm Big, I'm Small MM 98 Let's Explore! P 01 Cups of Water P 04 Throwing Plush Balls P 05 Surprise! P 08 Beach-Ball Bowling P 19 Beach-Ball Kicker

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		IT2 Creative Curriculum LL 43 Lemonade LL 46 Veggie Mash-Up LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies M 02 Dig It! M 11 Garden Party M 18 Rock Collection P 01 Cups of Water P 32 Water Soup
DESCRIPTOR	2.4.YT.A.1.4.	Fills and empties containers in the water table. IT2 Creative Curriculum
		BCC 16 M 11 Garden Party
STANDARD AREA / STATEMENT	2.4.YT.	Measurement, Data and Probability
STANDARD		Big Idea: Measurement attributes can be quantified and estimated using customary and non-customary units of measure. Mathematical relations and functions can be modeled through multiple representations and analyzed to raise and answer questions. Essential Questions: Why does "what" we measure influence "how" we measure? How can data be organized and represented to provide insight into the relationship between quantities?
DESCRIPTOR / STANDARD	2.4.YT.A.2.	Measurement and Data – Data: Participate in sorting objects.
DESCRIPTOR	2.4.YT.A.2.1.	Put similar objects into piles. IT2 Creative Curriculum LL 20 This Is the Same LL 38 The Same and Different LL 39 Texture Board M 01 Matching Shapes M 04 Cookie-Cutter Fun M 05 Sink or Float? M 11 Garden Party M 14 Ramp Experiments M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection M 21 Build a Zoo M 24 Putting Puzzles Together M 27 Buried Shapes MM 91 You Have Two MM 95 Shape Finders P 01 Cups of Water P 19 Beach-Ball Kicker
DESCRIPTOR	2.4.YT.A.2.2.	Begin to sort objects by size or shape (e.g. beads, blocks, counting bears) with teacher support. IT2 Creative Curriculum BCC 03 BCC 04 BCC 05 BCC 07 BCC 08 BCC 09 BCC 16 BCC 22 LL 01 Letters in the Sand LL 06 Sticky Tables LL 20 This Is the Same

		LL 37 My Clothes Today LL 38 The Same and Different LL 39 Texture Board M 01 Matching Shapes M 04 Cookie-Cutter Fun M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 14 Ramp Experiments M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection M 21 Build a Zoo M 24 Putting Puzzles Together M 27 Buried Shapes MM 18 Going Fishing MM 68 Let's See What We Can Find MM 74 I'm Big, I'm Small MM 91 You Have Two MM 95 Shape Finders MM 98 Let's Explore! P 01 Cups of Water P 04 Throwing Plush Balls P 05 Surprise! P 08 Beach-Ball Bowling
		P 19 Beach-Ball Kicker
STANDARD AREA / STATEMENT	2.4.YT.	Measurement, Data and Probability
STANDARD		Big Idea: Measurement attributes can be quantified and estimated using customary and non-customary units of measure. Mathematical relations and functions can be modeled through multiple representations and analyzed to raise and answer questions. Essential Questions: Why does "what" we measure influence "how" we measure? How can data be organized and represented to provide insight into the relationship between quantities?
DESCRIPTOR / STANDARD	2.5.YT.MP.	Measurement and Data: Engage and persist when measuring and sorting objects.
DESCRIPTOR	2.5.YT.MP.1.	Begin to use size words.
		IT2 Creative Curriculum BCC 04 BCC 05 BCC 07 BCC 08 BCC 09 LL 06 Sticky Tables LL 20 This Is the Same M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection MM 18 Going Fishing MM 68 Let's See What We Can Find MM 74 I'm Big, I'm Small MM 98 Let's Explore! P 01 Cups of Water P 04 Throwing Plush Balls P 05 Surprise! P 08 Beach-Ball Bowling P 19 Beach-Ball Bowling

DESCRIPTOR	2.5.YT.MP.2.	Explore objects to determine size.
DESCRIF TOR	2.5. I 1.IVIP.2.	Explore objects to determine Size.
		IT2 Creative Curriculum
		BCC 04
		BCC 05
		BCC 07
		BCC 08
		BCC 08
		LL 06 Sticky Tables
		LL 20 This Is the Same
		M 05 Sink or Float?
		M 06 Construction Zone
		M 10 Making Butter
		M 15 Good Night, Toys
		M 16 Growing Sizes
		M 18 Rock Collection
		MM 18 Going Fishing
		MM 68 Let's See What We Can Find
		MM 74 I'm Big, I'm Small
		MM 98 Let's Explore!
		P 01 Cups of Water
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 08 Beach-Ball Bowling
		P 19 Beach-Ball Kicker
DESCRIPTOR	2.5.YT.MP.3.	Explore measuring tools.
		IT2 Creative Curriculum
		LL 43 Lemonade
		LL 46 Veggie Mash-Up
		LL 48 Applesauce
		LL 49 Pancakes
		LL 52 Fruit Smoothies
		M 02 Dig It!
		M 11 Garden Party
		M 18 Rock Collection
		P 01 Cups of Water
		P 32 Water Soup
DESCRIPTOR	2.5.YT.MP.4.	Fills and empties containers in the water table.
		IT2 Creative Curriculum
		BCC 16
		M 11 Garden Party
DESCRIPTOR	2.5.YT.MP.5.	Put similar objects into piles.
		IT2 Creative Curriculum
		LL 20 This Is the Same
		LL 38 The Same and Different
		LL 39 Texture Board
		M 01 Matching Shapes
		M 04 Cookie-Cutter Fun
		M 05 Sink or Float?
		M 11 Garden Party
		M 14 Ramp Experiments
		M 15 Good Night, Toys
		M 16 Growing Sizes
		M 18 Rock Collection
		M 21 Build a Zoo
		M 24 Putting Puzzles Together
		M 27 Buried Shapes
		MM 91 You Have Two
		MM 95 Shape Finders
		P 01 Cups of Water
		P 19 Beach-Ball Kicker
		I 13 DEGCII-DAII MICKEI

DESCRIPTOR	2.5.YT.MP.6.	Begin to sort objects by size or shape (e.g. beads, blocks, counting bears) with teacher support.
		bears) with teacher support. IT2 Creative Curriculum BCC 03 BCC 04 BCC 05 BCC 07 BCC 08 BCC 09 BCC 16 BCC 22 LL 01 Letters in the Sand LL 06 Sticky Tables LL 20 This Is the Same LL 37 My Clothes Today LL 38 The Same and Different LL 39 Texture Board M 01 Matching Shapes M 04 Cookie-Cutter Fun M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 14 Ramp Experiments M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection M 21 Build a Zoo M 24 Putting Puzzles Together M 27 Buried Shapes MM 18 Going Fishing MM 68 Let's See What We Can Find MM 74 I'm Big, I'm Small MM 91 You Have Two MM 95 Shape Finders MM 98 Let's Explore! P 01 Cups of Water P 04 Throwing Plush Balls
		P 05 Surprise! P 08 Beach-Ball Bowling P 19 Beach-Ball Kicker
SUBJECT / STANDARD AREA	PA.S.	Scientific Thinking and Technology (Young Toddler)
STANDARD AREA / STATEMENT	3.1.YT.A.	Biological Sciences: Living and Non-Living Organisms
STANDARD		Big Idea: Living things have unique characteristics which differ from non-living things. The characteristics of living things can be observed and studied Essential Question: In what ways do living and non-living things differ? What are similarities, differences, and patterns of living things?
DESCRIPTOR / STANDARD	3.1.YT.A.1.	Common Characteristics of Life: Explore the characteristics of living things.
DESCRIPTOR	3.1.YT.A.1.1.	Show interest in and respond to plants, animals and people in the environment. IT2 Creative Curriculum BCC 08 BCC 11 BCC 18 LL 57 Waterworks LL 59 Playground Textures
		M 11 Garden Party

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DESCRIPTOR	3.1.YT.A.1.2.	Explore using all senses.
		IT2 Creative Curriculum LL 08 Outdoor Mobiles
		LL 38 The Same and Different
		LL 39 Texture Board
		LL 50 What Do I See?
		LL 59 Playground Textures
		P 10 Icy Paintings
		SE 01 Actively Listening to Children
		SE 19 Dos and Don'ts Book
STANDARD AREA / STATEMENT	3.1.YT.A.	Biological Sciences: Living and Non-Living Organisms
STANDARD		Big Idea: Living things have unique characteristics which differ from
		non-living things. The characteristics of living things can be
		observed and studied Essential Question: In what ways do living
		and non-living things differ? What are similarities, differences, and
		patterns of living things?
	3.1.YT.A.2.	Energy Flow: Explore the basic needs of plants and animals.
DESCRIPTOR	3.1.YT.A.2.1.	Engage in basic caretaking of non-toxic plants and safe animals.
		IT2 Creative Curriculum
		BCC 08
		BCC 11
		BCC 18
		LL 57 Waterworks
		LL 59 Playground Textures
		M 11 Garden Party
STANDARD AREA / STATEMENT	3.1.YT.A.	Biological Sciences: Living and Non-Living Organisms
STANDARD		Big Idea: Living things have unique characteristics which differ from
		non-living things. The characteristics of living things can be
		observed and studied Essential Question: In what ways do living
		and non-living things differ? What are similarities, differences, and
DECODIDADA (CELLIDADA	0.4.77.4.7	patterns of living things?
	3.1.YT.A.5.	Form and Function: Recognize parts of living things in their environment.
DESCRIPTOR	3.1.YT.A.5.1.	Point to basic body parts when asked.
		IT2 Creative Curriculum
		BCC 01
		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10
		BCC 12
		BCC 14
		BCC 16 BCC 19
		BCC 19
		BCC 21
		BCC 24
		LL 20 This Is the Same
		LL 24 Fingers, Nose, and Toes
		LL 25 A Book of Faces
		LL 33 Silly Clothes
		LL 50 What Do I See?
		M 09 Let's Make Two
		M 12 Where's the Bear?
		MM 06 The Creeping Ladybug MM 12 Wiggle, Wiggle
		MM 14 My Sticky Hands
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MM 32 Cray Mol MM 73 Cray Mol MM 73 Cray Mol MM 74 Hello Toos MM 81 Where Are Baby's Tiny Ears? MM 84 Fiddly Fingers MM 81 Holey Fingers MM 84 Fiddly Fingers MM 84 Fiddly Fingers MM 85 Fiddly Fingers MM 86 Fiddly Fingers MM 86 Fiddly Fingers MM 86 Fiddly Fingers MM 87 Fiddly Fingers MM 97 Fiddly Finger			MM 33 Crawling Mouse
MM 78 Helio Toes MM 81 Where Are Baby's Tiny Ears? MM 84 Fliddly Fingers MM 91 You Have Two DESCRIPTOR 3.1.YT.A.5.2. Participate in simple body part games (e.g. "Head, shoulders, Knees and Toes"). 172 Creative Curriculum BCC 01 BCC 06 BCC 07 BCC 08 BCC 09 BCC 14 BCC 16 BCC 17 BCC 20 BCC 21 BCC 21 BCC 21 BCC 21 BCC 22 BCC 21 BCC 22 BCC 27 BCC 20 BCC 27 BCC 20 BCC 27 BCC 20 BCC 27 BCC 20 BCC 21 BCC 21 BCC 24 BCC 14 BCC 16 BCC 17 BCC 20 BCC 27 BCC 20 BCC 21 BCC 21 BCC 21 BCC 21 BCC 22 BCC 21 BCC 24 BCC 26 BCC 27 BCC 27 BCC 20 BCC 27 BCC 20 BCC 21 BCC 21 BCC 21 BCC 21 BCC 22 BCC 27 BCC 20 BCC 21 BCC 21 BCC 20 BCC 21 BCC 20 BCC 21 BCC 21 BCC 20 BCC 21 BCC 21 BCC 21 BCC 22 BCC 21 BCC 22 BCC 21 BCC 22 BCC 21 BCC 21 BCC 21 BCC 22 BCC 21 BCC 22 BCC 21 BCC 22 BCC 21 BCC 23 BCC 21 BCC 21 BCC 23 BCC 21 BCC 24 BCC 26 BCC 27 BCC 26 BCC 27 BCC 26 BCC 27 BC			
DESCRIPTOR 3.1.YT.A.5.2. Participate in simple body part games (e.g. "Head, shoulders, Knees and Toes"). 172 Creative Curriculum BCC 07 BCC 08 BCC 09 BCC 09 BCC 12 BCC 14 BCC 14 BCC 16 BCC 21 BCC 24 LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 33 Silly Clothes LL 33 Silly Clothes LL 35 Who for Faces LL 33 Silly Clothes LL 30 Whis Is the Same LL 41 So What Do I See? M 94 Let's Make Two M 12 Where's the Bear? MM 95 The Creeping Ladybug MM 12 Whore's the Bear? MM 33 Crawing Mouse MM 33 Crawing Mouse MM 33 Crawing Mouse MM 33 Crawing Mouse MM 31 Should Fingers MM 31 Hore Are Baby's Tiny Ears? MM 84 Fiddly Fingers MM 91 You Have Two DESCRIPTOR 3.1.YT.A.5.3. Point and match basic parts of plants and animals (e.g. flower, leaf, tail). 172 Creative Curriculum BCC 08 BCC 18 BCC 19 BCC 1			
DESCRIPTOR 3.1.YT.A.5.2. Participate in simple body part games (e.g. "Head, shoulders, Knees and Toes"). 172 Creative Curriculum BCC 01 BCC 06 BCC 07 BCC 08 BCC 07 BCC 08 BCC 09 BCC 12 BCC 14 BCC 12 BCC 14 BCC 21 BCC			
DESCRIPTOR 3.1.YT.A.5.2. Participate in simple body part games (e.g. "Head, shoulders, Knees and Toes"). IT 2 Creative Curriculum BCC 01 BCC 06 BCC 07 BCC 08 BCC 09 BCC 09 BCC 12 BCC 12 BCC 14 BCC 14 BCC 15 BCC 20 BCC 21 BCC 22 BCC 24 LL 32 Fingers, Nose, and Toes LL 24 Fingers, Nose, and Toes LL 25 Fingers, Nose, and Toes LL 35 Willy Clothes LL 36 What Do I See? M 99 Let's Make Two M 12 Where's the Bear? MM 05 The Creeping Ladybug MM 12 Wiggle, Wiggle MM 14 My Sticky Hands MM 33 Crawling Mouse MM 73 Copy Mel MM 78 Hello Toes MM 81 Whore Are Baby's Tiny Ears? MM 91 You Have Two DESCRIPTOR 3.1.YT.A.5.3. Point to and match basic parts of plants and animals (e.g. flower, leaf, tail). IT 2 Creative Curriculum BCC 08 BCC 18 BCC 19 BCC 19 BCC 10 BCC			
and Toes"). IT2 Creative Curriculum BCC 01 BCC 06 BCC 07 BCC 08 BCC 07 BCC 08 BCC 09 BCC 12 BCC 12 BCC 14 BCC 15 BCC 20 BCC 21 BCC 21 BCC 21 BCC 21 BCC 21 BCC 21 BCC 22 BCC 21 BCC 24 L 20 This is the Same L 2 4 Fingers, Mose, and Toes L 25 A Book of Faces L 35 A Billy Cothes L 30 What Do I See? M 95 Let's Make Two M 12 Wingele, Wingele MM 12 Wingele, Wingele MM 14 My Sicky Hands MM 33 Crawling Mouse MM 32 Crawling Mouse MM 37 Fiello Toes MM 34 Fiddly Fingers MM 34 Fiddly Fingers MM 34 Fiddly Fingers MM 31 You Have Two DESCRIPTOR 3.1.YT.A.5.3. Point to and match basic parts of plants and animals (e.g. flower, leaf, tail). IT2 Creative Curriculum BCC 08 BCC 11 BCC 18 L 59 Playground Textures M 11 Carden Party STANDARD AREA / STANDARD AREA / STANDARD Big Idea: Living things have unique characteristics which differ from non-living things. The characteristics of living things can be observed and studied Essential Question: In what ways do living and non-living things from the participate in simple investigations of living and non-living things? DESCRIPTOR 3.1.YT.A.9. DESCRIPTOR 3.1.YT.A.9. Engage with adult provided materials. IT2 Creative Curriculum MM 38 Let's Explore!			
BCC 01 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 14 BCC 14 BCC 16 BCC 19 BCC 21 BCC 24 LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 33 Silly Clothes LL 30 What Do I See? M 09 Left's Make Two M 12 Where's the Bear? M 09 Left's Make Two M 12 Wiggle, Wiggle MM 14 Wiggle, Wiggle MM 14 Wiggle, Wiggle MM 14 Where Are Baby's Tiny Ears? MM 33 Crawling Mouse MM 37 Crawling Mouse MM 37 Hollo Toes MM 84 Fiddly Fingers MM 91 Hove Are Baby's Tiny Ears? MM 94 Fiddly Fingers MM 91 You Have Two DESCRIPTOR 3.1.YT.A.5.3. Point to and match basic parts of plants and animals (e.g. flower, leaf, tall). IT2 Creative Curriculum BCC 08 BCC 11 BCC 18 BC 08 BCC 11 BCC 18 BC 08 BCC 11 BCC 18 BC 18 BC 19 B	DESCRIPTOR	3.1.YT.A.5.2.	
BCC 01 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 14 BCC 14 BCC 16 BCC 19 BCC 21 BCC 24 LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 33 Silly Clothes LL 30 What Do I See? M 09 Left's Make Two M 12 Where's the Bear? M 09 Left's Make Two M 12 Wiggle, Wiggle MM 14 Wiggle, Wiggle MM 14 Wiggle, Wiggle MM 14 Where Are Baby's Tiny Ears? MM 33 Crawling Mouse MM 37 Crawling Mouse MM 37 Hollo Toes MM 84 Fiddly Fingers MM 91 Hove Are Baby's Tiny Ears? MM 94 Fiddly Fingers MM 91 You Have Two DESCRIPTOR 3.1.YT.A.5.3. Point to and match basic parts of plants and animals (e.g. flower, leaf, tall). IT2 Creative Curriculum BCC 08 BCC 11 BCC 18 BC 08 BCC 11 BCC 18 BC 08 BCC 11 BCC 18 BC 18 BC 19 B			IT2 Creative Curriculum
BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 14 BCC 14 BCC 19 BCC 20 BCC 21 BCC 21 BCC 24 LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 35 Mily Clothes LL 36 What Do I See? M 09 Let's Make Two M 12 Where's the Bear? MM 05 The Creeping Ladybug MM 12 Wiggle, Wiggle MM 14 My Sticky Hands MM 33 Crawling Mouse MM 73 Copy Me! MM 78 Hello Toos MM 81 Hollo Toos MM 91 Hollo Toos MM 91 Loos Time Two DESCRIPTOR 3.1.YT.A.5.3. Point to and match basic parts of plants and animals (e.g. flower, leaf, tail). In Careative Curriculum BCC 08 BCC 11 BCC 18 BCC			
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DESCRIPTOR / STANDARD 3.1.YT.A.9. Science as Inquiry: Participate in simple investigations of living and non-living things. Engage with adult provided materials. IT2 Creative Curriculum MM 98 Let's Explore!			
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DESCRIPTOR 3.1.YT.A.9.2. Engage with adult provided materials. IT2 Creative Curriculum MM 98 Let's Explore!	DESCRIPTOR / STANDARD	3.1.YT.A.9	
IT2 Creative Curriculum MM 98 Let's Explore!			non-living things.
MM 98 Let's Explore!	DESCRIF TUR	3.1.11.A.J.Z.	Lingage with addit provided materials.
DESCRIPTOR 3.1.YT.A.9.3. Observe living and non-living things in their environment.			MM 98 Let's Explore!
	DESCRIPTOR	3.1.YT.A.9.3.	Observe living and non-living things in their environment.

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		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 50 What Do I See? M 14 Ramp Experiments MM 98 Let's Explore!
DESCRIPTOR	0.4 VT A 0.4	
DESCRIPTOR	3.1.YT.A.9.4.	Collect objects during a nature walk. IT2 Creative Curriculum MM 98 Let's Explore!
DESCRIPTOR	3.1.YT.A.9.5.	Point out objects of interest in the environment. IT2 Creative Curriculum
		MM 98 Let's Explore!
STANDARD AREA / STATEMENT	3.1.YT.B.	Living and Non-Living Organisms: Genetics
STANDARD		Big Idea: Living things have unique characteristics which differ from non-living things. The characteristics of living things can be observed and studied Essential Question: In what ways do living and non-living things differ? What are similarities, differences, and patterns of living things?
DESCRIPTOR / STANDARD	3.1.YT.B.1.	Heredity: Recognize familiar animals and their babies.
DESCRIPTOR	3.1.YT.B.1.1.	Point to adult and baby animals in pictures when asked.
		IT2 Creative Curriculum BCC 08 BCC 11
DESCRIPTOR	3.1.YT.B.1.2.	Name a familiar animal when seen. IT2 Creative Curriculum BCC 08 BCC 11
DESCRIPTOR	3.1.YT.B.1.3.	Match familiar animals to their baby's. IT2 Creative Curriculum BCC 08 BCC 11
STANDARD AREA / STATEMENT	3.1.YT.B.	Living and Non-Living Organisms: Genetics
STANDARD		Big Idea: Living things have unique characteristics which differ from non-living things. The characteristics of living things can be observed and studied Essential Question: In what ways do living and non-living things differ? What are similarities, differences, and patterns of living things?
DESCRIPTOR / STANDARD	3.1.YT.B.6.	Science as Inquiry: Participate in simple investigations to observe physical characteristics of living things.
DESCRIPTOR	3.1.YT.B.6.2.	Engage with adult provided materials. IT2 Creative Curriculum MM 98 Let's Explore!
STANDARD AREA / STATEMENT	3.2.YT.A.	Physical Sciences: Chemistry
STANDARD		Big Idea: Physical properties help us to understand the world. Essential Questions: What are physical properties of objects? How are physical properties of objects discovered? What effect does energy have on the physical properties of objects?
DESCRIPTOR / STANDARD	3.2.YT.A.1.	Properties of Matter: Engage with objects to learn about their characteristics.
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DESCRIPTOR	3.2.YT.A.1.2.	Explore objects of varying sizes.
DESCRIPTOR	3.2.11.A.1.2.	Explore objects of varying sizes.
		IT2 Creative Curriculum
		M 05 Sink or Float?
		M 10 Making Butter
		M 14 Ramp Experiments
DESCRIPTOR	3.2.YT.A.1.3.	Explore objects of varying shapes.
		IT2 Creative Curriculum
		M 05 Sink or Float?
		M 10 Making Butter
		M 14 Ramp Experiments
DESCRIPTOR	3.2.YT.A.1.4.	Explore objects of varying textures.
		IT2 Creative Curriculum
		M 05 Sink or Float?
		M 10 Making Butter
		M 14 Ramp Experiments
DESCRIPTOR	3.2.YT.A.1.6.	Participate in teacher-led exploration of matter (e.g. water and sensory play, explore novel objects introduced into classroom).
		IT2 Creative Curriculum
		M 05 Sink or Float? M 10 Making Butter
		M 14 Ramp Experiments
STANDARD AREA /	3.2.YT.A.	Physical Sciences: Chemistry
STATEMENT	0.2.11.7.	
STANDARD		Big Idea: Physical properties help us to understand the world.
		Essential Questions: What are physical properties of objects? How
		are physical properties of objects discovered? What effect does
		energy have on the physical properties of objects?
DESCRIPTOR / STANDARD	3.2.YT.A.3.	Matter and Energy: Engage in activities involving changes in matter.
DESCRIPTOR	3.2.YT.A.3.1.	Combine materials to make a new substance (e.g. mix paint color, mix water and soil).
		IT2 Creative Curriculum
		M 05 Sink or Float?
		M 10 Making Butter
		M 14 Ramp Experiments
STANDARD AREA / STATEMENT	3.2.YT.A.	Physical Sciences: Chemistry
STANDARD		Big Idea: Physical properties help us to understand the world.
		Essential Questions: What are physical properties of objects? How
		are physical properties of objects discovered? What effect does
DECODINED (SEALING)	0.0.47.1.0	energy have on the physical properties of objects?
DESCRIPTOR / STANDARD	3.2.YT.A.6.	Science as Inquiry: Participate in simple investigations to observe changes in matter.
DESCRIPTOR	3.2.YT.A.6.2.	Explore objects of varying sizes.
		IT2 Creative Curriculum
		MM 98 Let's Explore!
DESCRIPTOR	3.2.YT.A.6.3.	Explore objects of varying shapes.
		IT2 Creative Curriculum
		MM 98 Let's Explore!
DESCRIPTOR	3.2.YT.A.6.4.	Explore objects of varying textures.
		IT2 Creative Curriculum
		BCC 09 M 06 Construction Zone
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		M 10 Making Butter M 17 This Little Piggy M 18 Rock Collection M 27 Buried Shapes MM 18 Going Fishing P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 20 Bumpy Blanket P 21 Big Beads P 33 Balancing Act SE 26 Dressing for the Weather
DESCRIPTOR	3.2.YT.A.6.6.	Participate in teacher-led exploration of matter (e.g. water and sensory play, explore novel objects introduced into classroom). IT2 Creative Curriculum MM 98 Let's Explore!
STANDARD AREA / STATEMENT	3.2.YT.B.	Physical Sciences: Physics
STANDARD		Big Idea: Physical properties help us to understand the world. Essential Questions: What are physical properties of objects? How are physical properties of objects discovered? What effect does energy have on the physical properties of objects?
DESCRIPTOR / STANDARD	3.2.YT.B.1.	Force & Motion of Practices & Rigid Bodies: Recognize and explore how objects move.
DESCRIPTOR	3.2.YT.B.1.1.	Recognize that objects can be moved. IT2 Creative Curriculum M 14 Ramp Experiments
DESCRIPTOR	3.2.YT.B.1.2.	Act upon objects to make them move in various ways. IT2 Creative Curriculum M 14 Ramp Experiments
DESCRIPTOR	3.2.YT.B.1.3.	Participate in teacher-led activities involving moving objects. IT2 Creative Curriculum M 14 Ramp Experiments
STANDARD AREA / STATEMENT	3.2.YT.B.	Physical Sciences: Physics
STANDARD		Big Idea: Physical properties help us to understand the world. Essential Questions: What are physical properties of objects? How are physical properties of objects discovered? What effect does energy have on the physical properties of objects?
DESCRIPTOR / STANDARD	3.2.YT.B.5.	Nature of Waves (Sound and Light Energy): Identify and imitate familiar sounds in the environment.
DESCRIPTOR	3.2.YT.B.5.1.	Reference 1.1.YT.C. IT2 Creative Curriculum MM 66 What Can That Sound Be?
STANDARD AREA / STATEMENT	3.2.YT.B.	Physical Sciences: Physics
STANDARD		Big Idea: Physical properties help us to understand the world. Essential Questions: What are physical properties of objects? How are physical properties of objects discovered? What effect does energy have on the physical properties of objects?
DESCRIPTOR / STANDARD	3.2.YT.B.7.	Science as Inquiry: Participate in simple investigations to observe motion and sound.

DESCRIPTOR	3.2.YT.B.7.1.	Use senses to explore the motion and sound of objects.
		IT2 Creative Curriculum M 14 Ramp Experiments
DESCRIPTOR	3.2.YT.B.7.2.	Explore the motion of objects with varying sizes.
		IT2 Creative Curriculum M 14 Ramp Experiments
DESCRIPTOR	3.2.YT.B.7.3.	Explore the motion of objects with varying shapes.
		IT2 Creative Curriculum M 14 Ramp Experiments
DESCRIPTOR	3.2.YT.B.7.4.	Explore the motion of objects with varying weights.
		IT2 Creative Curriculum M 14 Ramp Experiments
DESCRIPTOR	3.2.YT.B.7.5.	Engage with adult provided materials.
		IT2 Creative Curriculum MM 98 Let's Explore!
DESCRIPTOR	3.2.YT.B.7.6.	Participate in teacher-led exploration of motion and sound (e.g. ramp and ball experiments, sound bingo).
		IT2 Creative Curriculum M 14 Ramp Experiments
STANDARD AREA / STATEMENT	3.3.YT.A.	Earth and Space Sciences: Earth Structure, Processes and Cycles
STANDARD		Big Idea: The earth, which is part of a larger solar system, consists of structures, processes and cycles which affect its inhabitants. Essential Questions: What structures, processes, and cycles make up the earth? How do the various structures, processes and cycles affect the earth's inhabitants? How do we know the earth is part of a larger solar system?
DESCRIPTOR / STANDARD	3.3.YT.A.1.	Earth Features and the Processes that Change it: Engage with earth materials.
DESCRIPTOR	3.3.YT.A.1.2.	Explore a variety of earth materials (e.g. large rocks, soil, wood, minerals).
		IT2 Creative Curriculum M 18 Rock Collection
STANDARD AREA / STATEMENT	3.3.YT.A.	Earth and Space Sciences: Earth Structure, Processes and Cycles
STANDARD		Big Idea: The earth, which is part of a larger solar system, consists of structures, processes and cycles which affect its inhabitants. Essential Questions: What structures, processes, and cycles make up the earth? How do the various structures, processes and cycles affect the earth's inhabitants? How do we know the earth is part of a larger solar system?
DESCRIPTOR / STANDARD	3.3.YT.A.4.	Water: Engage with water.
DESCRIPTOR	3.3.YT.A.4.1.	Use senses and simple tools to explore water.
		IT2 Creative Curriculum M 05 Sink or Float?
DESCRIPTOR	3.3.YT.A.4.2.	Participate in teacher-led activities (e.g. watering plants, filling fish tank, washing hands, sponges and water).
		IT2 Creative Curriculum BCC 13 BCC 18 LL 43 Lemonade
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		LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies LL 57 Waterworks LL 59 Playground Textures M 04 Cookie-Cutter Fun M 05 Sink or Float? M 10 Making Butter M 11 Garden Party M 25 The Crunchy Bread MM 05 I Can Do It! MM 59 Can You Do This? MM 87 Let's Go! SE 14 Sing the Same Song SE 18 Picture Help
STANDARD AREA / STATEMENT	3.3.YT.A.	Earth and Space Sciences: Earth Structure, Processes and Cycles
STANDARD		Big Idea: The earth, which is part of a larger solar system, consists of structures, processes and cycles which affect its inhabitants. Essential Questions: What structures, processes, and cycles make up the earth? How do the various structures, processes and cycles affect the earth's inhabitants? How do we know the earth is part of a larger solar system?
DESCRIPTOR / STANDARD	3.3.YT.A.5.	Weather and Climate: Observe and begin to label weather conditions.
DESCRIPTOR	3.3.YT.A.5.1.	Respond to weather (e.g. point to or move to window when raining or snowing, notice puddles). IT2 Creative Curriculum BCC 16 BCC 20 LL 22 Neighborhood Walk SE 26 Dressing for the Weather
DESCRIPTOR	3.3.YT.A.5.2.	Use senses to observe weather conditions. IT2 Creative Curriculum BCC 16 BCC 20 LL 22 Neighborhood Walk SE 26 Dressing for the Weather
DESCRIPTOR	3.3.YT.A.5.3.	Use simple words or signs to label weather (e.g. sun, snow, rain, cloud). IT2 Creative Curriculum BCC 16 BCC 20 LL 03 From Drawing to Writing LL 22 Neighborhood Walk LL 25 A Book of Faces SE 26 Dressing for the Weather
STANDARD AREA / STATEMENT	3.3.YT.A.	Earth and Space Sciences: Earth Structure, Processes and Cycles
STANDARD		Big Idea: The earth, which is part of a larger solar system, consists of structures, processes and cycles which affect its inhabitants. Essential Questions: What structures, processes, and cycles make up the earth? How do the various structures, processes and cycles affect the earth's inhabitants? How do we know the earth is part of a larger solar system?
DESCRIPTOR / STANDARD	3.3.YT.A.7.	Science as Inquiry: Participate in simple investigations of earth

		materials, processes, and cycles.
DESCRIPTOR	3.3.YT.A.7.2.	Engage with adult provided materials.
		IT2 Creative Curriculum MM 98 Let's Explore!
DESCRIPTOR	3.3.YT.A.7.3.	Participate in teacher-led exploration of earth materials, processes,
DEGGIAII TOR	0.0.11.7.7.0.	and cycles.
		IT2 Creative Curriculum
		MM 98 Let's Explore!
STANDARD AREA / STATEMENT	4.1.YT.	Environment and Ecology: Ecology
STANDARD		Big Idea: People live in an environment. People share the environment with other living things. People are impacted and have impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment?
DESCRIPTOR / STANDARD	4.1.YT.A.	The Environment: Explore the characteristics of living and non-living things.
DESCRIPTOR	4.1.YT.A.1.	Show interest in and respond to plants, animals and people, and man-made objects in the environment.
		IT2 Creative Curriculum BCC 08 BCC 11 BCC 18 LL 57 Waterworks LL 59 Playground Textures M 11 Garden Party
DESCRIPTOR	4.1.YT.A.3.	Engage in basic caretaking of non-toxic plants and safe animals.
		IT2 Creative Curriculum BCC 08 BCC 11 BCC 18 LL 57 Waterworks LL 59 Playground Textures M 11 Garden Party
STANDARD AREA / STATEMENT	4.1.YT.	Environment and Ecology: Ecology
STANDARD		Big Idea: People live in an environment. People share the environment with other living things. People are impacted and have impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment?
DESCRIPTOR / STANDARD	4.1.YT.D.	Biodiversity: Explore the basic needs of plants and animals.
DESCRIPTOR	4.1.YT.D.1.	Reference 3.1.YT.A.2.
		IT2 Creative Curriculum BCC 08 BCC 11 BCC 18 LL 57 Waterworks LL 59 Playground Textures M 11 Garden Party
STANDARD AREA / STATEMENT	4.1.YT.	Environment and Ecology: Ecology
STANDARD		Big Idea: People live in an environment. People share the environment with other living things. People are impacted and have

		impact on the environment. Essential Questions: How can I describe
		my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment?
DESCRIPTOR / STANDARD	4.1.YT.E.	Succession: Observe and begin to label weather conditions.
DESCRIPTOR	4.1.YT.E.1.	Reference 3.3.YT.A.5.
		IT2 Creative Curriculum BCC 16 BCC 20 LL 22 Neighborhood Walk SE 26 Dressing for the Weather
STANDARD AREA / STATEMENT	4.2.YT.	Environment and Ecology: Watersheds and Wetlands
STANDARD		Big Idea: People live in an environment. People share the environment with other living things. People are impacted and have impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment?
DESCRIPTOR / STANDARD	4.2.YT.A.	Watersheds: EMERGING.
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag
DESCRIPTOR / STANDARD	4.2.YT.C.	Aquatic Ecosystem: EMERGING.
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag
STANDARD AREA / STATEMENT	4.3.YT.	Environment and Ecology: Agriculture and Society
STANDARD		Big Idea: People live in an environment. People share the environment with other living things. People are impacted and have impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment?
DESCRIPTOR / STANDARD	4.3.YT.C.	Applying Sciences to Agriculture: EMERGING. IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection

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		MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag
STANDARD AREA / STATEMENT	4.4.YT.	Environment and Ecology: Humans and the Environment
STANDARD		Big Idea: People live in an environment. People share the environment with other living things. People are impacted and have impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment?
DESCRIPTOR / STANDARD	4.4.YT.A.	Sustainability: EMERGING.
DESCRIPTOR / STANDARD	4.4.YT.B.	IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag Integrated Pest Management: EMERGING.
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 59 Playground Textures M 11 Garden Party M 18 Rock Collection MM 02 Silly Animal Walk MM 95 Shape Finders P 02 Nature Painting P 13 1, 2, 3 Hops P 29 Nesting Bag
SUBJECT / STANDARD AREA	PA.SS.	Social Studies Thinking (Young Toddler)
STANDARD AREA / STATEMENT	5.1.YT.	Civics and Government: Principles and Documents of Government
STANDARD		Big Idea: Learning to be a good citizen helps one contribute to society in a meaningful way. Essential Questions: What rules and consequences are important? Can I identify some American symbols?
DESCRIPTOR / STANDARD	5.1.YT.A.	Rule of Law: Demonstrate basic understanding of rules.
DESCRIPTOR	5.1.YT.A.1.	Reference 16.3.YT.B. IT2 Creative Curriculum BCC 13 BCC 19 BCC 20 BCC 22 LL 61 What's the Problem? M 03 Everyday Patterns M 15 Good Night, Toys MM 05 I Can Do It! MM 59 Can You Do This? P 30 Flowers in the Garden P 31 Drinking Cups

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		SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 15 Song Time SE 18 Picture Help SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 24 Stop! SE 25 Sleep Routines
STANDARD AREA / STATEMENT	5.2.YT.	Civics and Government: Rights and Responsibilities of Citizenship
STANDARD		Big Idea: Learning to be a good citizen helps one contribute to society in a meaningful way. Essential Questions: What rules and consequences are important? Can I identify some American symbols?
DESCRIPTOR / STANDARD	5.2.YT.A.	Civics Rights and Responsibilities: Demonstrate sense of belonging to a group such as a class or family.
DESCRIPTOR	5.2.YT.A.1.	Point to pictures of family members. IT2 Creative Curriculum LL 28 Family Faces LL 30 Family Picture Walk
DESCRIPTOR	5.2.YT.A.2.	Follow the established daily routine. IT2 Creative Curriculum BCC 13 LL 61 What's the Problem? M 03 Everyday Patterns MM 05 I Can Do It! MM 59 Can You Do This? P 30 Flowers in the Garden P 31 Drinking Cups SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 15 Song Time SE 18 Picture Help SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 24 Stop! SE 25 Sleep Routines
DESCRIPTOR	5.2.YT.A.3.	Demonstrate familiarity with people and settings (e.g. upon arrival walk to their classroom, place belongings in personal space). IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18

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		BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 LL 02 Reading Wordless Books MM 02 Silly Animal Walk MM 15 Window Conversations MM 17 Dream MM 40 Wave Good-bye MM 41 The Dish & the Spoon MM 43 Pitter, Patter, Splash! MM 45 Hush, My Baby MM 75 Baby Massage MM 77 Rise and Shine MM 85 Terrific Tummy Time SE 01 Actively Listening to Children SE 03 Good-Byes SE 10 Hellos and Good-Byes SE 15 Song Time SE 06 Baby Faces SE 17 Calm-Down Place SE 22 Hello Activities
		SE 24 Stop! SE 25 Sleep Routines
STANDARD AREA / STATEMENT	5.2.YT.	Civics and Government: Rights and Responsibilities of Citizenship
STANDARD		Big Idea: Learning to be a good citizen helps one contribute to society in a meaningful way. Essential Questions: What rules and consequences are important? Can I identify some American symbols?
DESCRIPTOR / STANDARD	5.2.YT.B.	Conflict and: Express emotion relating to a conflict.
DESCRIPTOR	5.2.YT.B.1.	Reference 16.2.YT.D. IT2 Creative Curriculum BCC 01 BCC 06 BCC 08 BCC 13 BCC 15 LL 61 What's the Problem? MM 40 Wave Good-bye MM 45 Hush, My Baby MM 77 Rise and Shine MM 86 Daddy Loves You SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 05 Take Care of Baby SE 07 Right Where It Belongs SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 13 Looking for Toes SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 20 Conflict Resolution SE 22 Hello Activities SE 23 Encouragement SE 24 Stop!
STANDARD AREA / STATEMENT	5.2.YT.	Civics and Government: Rights and Responsibilities of Citizenship

STANDARD		Big Idea: Learning to be a good citizen helps one contribute to society in a meaningful way. Essential Questions: What rules and consequences are important? Can I identify some American symbols?
DESCRIPTOR / STANDARD	5.2.YT.C.	Government Services: Engage with costumes and props that represent community workers.
DESCRIPTOR	5.2.YT.C.2.	Engage in dress up play. IT2 Creative Curriculum BCC 02 BCC 03 BCC 04 BCC 08 BCC 09 BCC 11 BCC 15 BCC 17 LL 36 Puppet Stories LL 45 Animal Books MM 27 Half Past Eight MM 28 Animals in the Barn MM 76 Now I'm Crawling MM 79 Sammy the Starfish P 24 Crawling Through a Tunnel SE 01 Actively Listening to Children SE 21 Big Rule, Little Rule
STANDARD AREA / STATEMENT	6.1.YT.	Economics: Scarcity and Choice
STANDARD		Big Idea: Money can be used to purchase goods and services, or can be saved. People make choices about how to spend money based on different influences. Essential Questions: How can I use money? What influences the choices I make about spending what I have earned?
DESCRIPTOR / STANDARD	6.1.YT.D.	Incentives and Choice: Make simple choices.
DESCRIPTOR	6.1.YT.D.1.	Reference 16.3.YT.A. IT2 Creative Curriculum M 15 Good Night, Toys M 16 Growing Sizes MM 02 Silly Animal Walk SE 02 Let's Try this Instead SE 12 Playful Routines SE 17 Calm-Down Place SE 23 Encouragement
STANDARD AREA / STATEMENT	8.1.YT.	History: Historical Analysis and Skills Development
STANDARD		Big Idea: Past experiences and ideas help us make sense of the world. Essential Questions: In what ways can events be sequenced? How do I use past experiences and events to understand the present?
DESCRIPTOR / STANDARD	8.1.YT.A.	Continuity and Change over Time: Know the sequence of familiar routines.
DESCRIPTOR	8.1.YT.A.1.	Reference AL.2.YT.B. IT2 Creative Curriculum BCC 06 BCC 13 BCC 19 BCC 20 BCC 22 LL 61 What's the Problem?

		M 03 Everyday Patterns M 15 Good Night, Toys MM 05 I Can Do It! MM 59 Can You Do This? P 30 Flowers in the Garden P 31 Drinking Cups SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 15 Song Time SE 18 Picture Help SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 24 Stop! SE 25 Sleep Routines
SUBJECT / STANDARD AREA STANDARD AREA /	PA.CA. 9.1.M.YT.	Creative Thinking and Expression (Young Toddler) Production and Performance: Music and Movement
STATEMENT	9.1.WLY I.	Production and Performance: Music and Movement
STANDARD		Big Idea: Music can be used to express and initiate aesthetic and physical responses. Essential Question: How can I express my thoughts, feelings, and ideas through music and movement?
DESCRIPTOR / STANDARD	9.1.M.YT.A.	Elements and Principles: Demonstrate an understanding of basic elements of music and movement.
DESCRIPTOR	9.1.M.YT.A.1.	Explore rhythm instruments. IT2 Creative Curriculum BCC 16 BCC 21 M 08 Pots and Pans Band MM 80 Follow That Toy P 17 Tap and Shake My Tambourine
DESCRIPTOR	9.1.M.YT.A.2.	Participate in teacher guided music and movement activities. IT2 Creative Curriculum BCC 11 BCC 12 BCC 13 BCC 15 BCC 17 BCC 18 BCC 21 BCC 22 BCC 23 LL 04 Sing & Move LL 15 Whisper Songs LL 45 Animal Books LL 51 Dance & Remember LL 53 Bookworm Boogie M 08 Pots and Pans Band M 10 Making Butter M 22 Jump Counting MM 03 Hello Cheer MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 14 My Sticky Hands MM 21 Little Mouse MM 24 Tick-Tock Clock MM 25 We Are the Clouds MM 27 Half Past Eight MM 31 The Farmer in the Dell

		MM 32 Jump and Twirl MM 34 Clapping Hands MM 37 The Rain and Me MM 39 Motion Magic MM 41 The Dish & the Spoon
		MM 43 Pitter, Patter, Splash!
		MM 44 Jack and Jill
		MM 49 Merry Movements
		MM 51 Boing Boing
		MM 52 Row, Row, Row Your Boat
		MM 53 Bouncing Baby MM 54 Pop Like a Weasel!
		MM 55 Little Train
	ll'	MM 56 Seesaw and Slide
		MM 58 Sing-Song Sit-Ups
		MM 60 On the Spot
		MM 62 Busy, Dizzy Hands
		MM 64 Jumping Jack
		MM 65 Peek at You
		MM 67 Shoo, Fly!
		MM 70 Hickory Dickory Dock
		MM 71 Catch a Wish
		MM 73 Copy Me!
		MM 74 I'm Big, I'm Small MM 76 Now I'm Crawling
		MM 79 Sammy the Starfish
		MM 84 Fiddly Fingers
		MM 85 Terrific Tummy Time
		MM 88 Just Like Me!
		MM 89 Hop Around
		MM 90 Special Letter Chant
		MM 92 Creepy Crawly Spiders
		MM 93 Up, Down
		MM 96 Baby Two-Step
		MM 97 Swim and Run P 06 Rocking on a Roller
		P 13 1, 2, 3 Hops
		P 17 Tap and Shake My Tambourine
		P 27 Stand Up and Dance
		SE 15 Song Time
		SE 17 Calm-Down Place
DESCRIPTOR 9.1	1.M.YT.A.3.	Demonstrate understanding of fast, slow, loud and soft.
		IT2 Creative Curriculum
		M 08 Pots and Pans Band
STANDARD AREA / 9.1 STATEMENT	1.M.YT.	Production and Performance: Music and Movement
STANDARD		Big Idea: Music can be used to express and initiate aesthetic and
		physical responses. Essential Question: How can I express my
	1	thoughts, feelings, and ideas through music and movement?
DESCRIPTOR / STANDARD 9.1	1.M.YT.B.	Demonstration: Engage with music.
DESCRIPTOR 9.1		Respond to a variety of music types, including culturally diverse music.
		IT2 Creative Curriculum BCC 13
		BCC 21
		LL 04 Sing & Move
		LL 15 Whisper Songs
		LL 25 A Book of Faces
	l l	I I 54 Dance 9 Damambar
		LL 51 Dance & Remember
		M 08 Pots and Pans Band M 10 Making Butter

		MM 52 Row, Row, Row Your Boat
		MM 60 On the Spot
		MM 65 Peek at You
		MM 67 Shoo, Fly!
		MM 73 Copy Me!
		P 17 Tap and Shake My Tambourine
		P 27 Stand Up and Dance
		SE 05 Take Care of Baby
		SE 15 Song Time
		SE 17 Calm-Down Place
		SE 26 Dressing for the Weather
DESCRIPTOR	9.1.M.YT.B.2.	Turn head to source of music.
		IT2 Creative Curriculum
		BCC 13
		BCC 21
		LL 04 Sing & Move
		LL 15 Whisper Songs
		LL 51 Dance & Remember
		M 08 Pots and Pans Band
		M 10 Making Butter
		MM 52 Row, Row, Row Your Boat
		MM 60 On the Spot
		MM 65 Peek at You
		MM 67 Shoo, Fly!
		MM 73 Copy Me!
		P 17 Tap and Shake My Tambourine
		P 27 Stand Up and Dance
		SE 15 Song Time
		SE 17 Calm-Down Place
DESCRIPTOR	9.1.M.YT.B.3.	Poset to music with hady mayoments (o.g. mayo dance alan ayayı
DESCRIPTOR	9.1.W. T I.B.3.	React to music with body movements (e.g. move, dance, clap, sway:
		movements may not match rhythm).
		IT2 Creative Corrientum
		IT2 Creative Curriculum
		BCC 02 BCC 04
		BCC 04
		BCC 07
		BCC 11
		BCC 12
		BCC 13
		BCC 15
		BCC 17
		BCC 18
		BCC 21
		BCC 22
		BCC 23
		LL 04 Sing & Move
		LL 15 Whisper Songs
		LL 45 Animal Books
		LL 51 Dance & Remember
		LL 53 Bookworm Boogie
		M 08 Pots and Pans Band
		M 10 Making Butter
		M 22 Jump Counting
		MM 03 Hello Cheer
		MM 07 The Hungry Crane
		MM 08 From Seed to Tree
		MM 10 T Dance
		MM 11 A-Bouncing We Will Go
		MM 13 The Way or That?
		MM 14 My Sticky Hands
		MM 21 Little Mouse
		MM 24 Tick-Tock Clock

MM 25 We Are the Clouds MM 27 Half Past Eight MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 34 Clapping Hands MM 37 The Rain and Me MM 39 Motion Magic MM 41 The Dish & the Spoon MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 49 Merry Movements MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 60 On the Spot MM 62 Busy, Dizzy Hands MM 64 Jumping Jack MM 65 Peek at You MM 67 Shoo, Fly! MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 73 Copy Me! MM 74 I'm Big, I'm Small MM 76 Now I'm Crawling MM 79 Sammy the Starfish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 06 Rocking on a Roller P 13 1, 2, 3 Hops P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 11 Learning a Stop Sign SE 15 Song Time SE 17 Calm-Down Place DESCRIPTOR 9.1.M.YT.B.4. Use props in response to music (e.g. scarves, instruments, ribbons). IT2 Creative Curriculum BCC 12 **BCC 13 BCC 16 BCC 21** LL 04 Sing & Move LL 15 Whisper Songs LL 36 Puppet Stories LL 51 Dance & Remember LL 54 Sharing Storybooks M 08 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat MM 60 On the Spot MM 62 Busy, Dizzy Hands MM 65 Peek at You MM 67 Shoo, Fly! MM 73 Copy Me!

MM 79 Sammy the Starfish MM 80 Follow That Toy P 01 Cups of Water P 03 Splash Pad P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance P 32 Water Soup SE 04 Picnic SE 15 Song Time SE 17 Calm-Down Place DESCRIPTOR 9.1.M.YT.B.5. Attempt to sing a familiar melodic pattern. IT2 Creative Curriculum BCC 01 BCC 02 BCC 10 **BCC 11 BCC 12 BCC 16 BCC 17 BCC 19 BCC 20 BCC 21 BCC 22** BCC 23 **BCC 24** LL 04 Sing & Move LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 26 Reading Rhyming Books LL 31 I'll Find You LL 51 Dance & Remember LL 58 Tuneful Tales MM 03 Hello Cheer MM 04 Let's Put On Your Pants MM 06 The Creeping Ladybug MM 11 A-Bouncing We Will Go MM 16 That's How I Roll MM 19 Time to Clean Up! MM 22 Shake It Up MM 26 Thank You MM 27 Half Past Eight MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 33 Crawling Mouse MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 45 Hush, My Baby MM 46 Where Can He Be? MM 48 Roll Play MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 58 Sing-Song Sit-Ups MM 63 Where Is Teddy? MM 66 What Can That Sound Be? MM 67 Shoo, Fly! MM 68 Let's See What We Can Find MM 76 Now I'm Crawling MM 77 Rise and Shine MM 81 Where Are Baby's Tiny Ears?

		MM 83 Time to Close Your Eyes MM 86 Daddy Loves You MM 87 Let's Go! MM 89 Hop Around MM 90 Special Letter Chant MM 95 Shape Finders P 06 Rocking on a Roller P 26 Let's Fill Up the Box P 27 Stand Up and Dance SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 11 Learning a Stop Sign SE 12 Playful Routines SE 14 Sing the Same Song SE 15 Song Time SE 25 Sleep Routines
DESCRIPTOR	9.1.M.YT.B.6.	Attempt to imitate music patterns using available materials. IT2 Creative Curriculum M 08 Pots and Pans Band
STANDARD AREA / STATEMENT	9.1.M.YT.	Production and Performance: Music and Movement
STANDARD		Big Idea: Music can be used to express and initiate aesthetic and physical responses. Essential Question: How can I express my thoughts, feelings, and ideas through music and movement?
DESCRIPTOR / STANDARD	9.1.M.YT.E.	Representation: Engage with music.
DESCRIPTOR	9.1.M.YT.E.1.	Respond to a variety of music types, including culturally diverse music. IT2 Creative Curriculum BCC 13 BCC 21 LL 04 Sing & Move LL 15 Whisper Songs LL 25 A Book of Faces LL 51 Dance & Remember M 08 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat MM 60 On the Spot MM 65 Peek at You MM 67 Shoo, Fly! MM 73 Copy Me! P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 05 Take Care of Baby SE 15 Song Time SE 17 Calm-Down Place SE 26 Dressing for the Weather
DESCRIPTOR	9.1.M.YT.E.2.	Turn head to source of music. IT2 Creative Curriculum BCC 13 BCC 21 LL 04 Sing & Move LL 15 Whisper Songs LL 51 Dance & Remember M 08 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat MM 60 On the Spot MM 65 Peek at You MM 67 Shoo, Fly!

		MM 73 Copy Me!
		P 17 Tap and Shake My Tambourine
		P 27 Stand Up and Dance
		SE 15 Song Time
		SE 17 Calm-Down Place
DESCRIPTOR	9.1.M.YT.E.3.	React to music with body movements (e.g. move, dance, clap, sway: movements may not match rhythm).
		IT2 Creative Curriculum
		BCC 02
		BCC 04
		BCC 05
		BCC 07
		BCC 11
		BCC 12 BCC 13
		BCC 15
		BCC 17
		BCC 18
		BCC 21
		BCC 22
		BCC 23
		LL 04 Sing & Move
		LL 15 Whisper Songs
		LL 45 Animal Books
		LL 51 Dance & Remember
		LL 53 Bookworm Boogie
		M 08 Pots and Pans Band
		M 10 Making Butter
		M 22 Jump Counting
		MM 03 Hello Cheer
		MM 07 The Hungry Crane
		MM 08 From Seed to Tree
		MM 10 T Dance
		MM 11 A-Bouncing We Will Go
		MM 13 The Way or That?
		MM 14 My Sticky Hands
		MM 21 Little Mouse
		MM 24 Tick-Tock Clock
		MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 31 The Farmer in the Dell
		MM 32 Jump and Twirl
		MM 34 Clapping Hands
		MM 37 The Rain and Me MM 39 Motion Magic
		MM 41 The Dish & the Spoon
		MM 43 Pitter, Patter, Splash!
		MM 44 Jack and Jill
		MM 49 Merry Movements
		MM 51 Boing Boing
		MM 52 Row, Row Your Boat
		MM 53 Bouncing Baby
		MM 54 Pop Like a Weasel!
		MM 55 Little Train
		MM 56 Seesaw and Slide
		MM 58 Sing-Song Sit-Ups
		MM 60 On the Spot
		MM 62 Busy, Dizzy Hands
		MM 64 Jumping Jack
		MM 65 Peek at You
		MM 67 Shoo, Fly!
		MM 70 Hickory Dickory Dock
		MM 71 Catch a Wish

		MM 74 I'm Big, I'm Small MM 76 Now I'm Crawling MM 79 Sammy the Starfish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 06 Rocking on a Roller P 13 1, 2, 3 Hops P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 11 Learning a Stop Sign SE 15 Song Time
DESCRIPTOR	9.1.M.YT.E.4.	SE 17 Calm-Down Place Use props in response to music (e.g. scarves, instruments, ribbons).
		IT2 Creative Curriculum BCC 12 BCC 13 BCC 16 BCC 21 LL 04 Sing & Move LL 15 Whisper Songs LL 36 Puppet Stories LL 51 Dance & Remember LL 54 Sharing Storybooks M 08 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat MM 60 On the Spot MM 62 Busy, Dizzy Hands MM 65 Peek at You MM 67 Shoo, Fly! MM 73 Copy Me! MM 79 Sammy the Starfish MM 80 Follow That Toy P 01 Cups of Water P 03 Splash Pad P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance P 32 Water Soup SE 04 Picnic SE 15 Song Time SE 17 Calm-Down Place
DESCRIPTOR	9.1.M.YT.E.5.	Attempt to sing a familiar melodic pattern. IT2 Creative Curriculum BCC 01 BCC 02 BCC 10 BCC 11 BCC 12 BCC 16 BCC 17 BCC 19 BCC 20 BCC 21 BCC 21

		BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 26 Reading Rhyming Books LL 31 I'll Find You LL 51 Dance & Remember LL 58 Tuneful Tales MM 03 Hello Cheer MM 04 Let's Put On Your Pants MM 06 The Creeping Ladybug MM 11 A-Bouncing We Will Go MM 16 That's How I Roll MM 19 Time to Clean Up! MM 22 Shake It Up MM 25 Thank You MM 27 Half Past Eight MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 33 Crawling Mouse MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 45 Hush, My Baby MM 46 Where Can He Be? MM 48 Roll Play MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Wease!! MM 58 Bing-Song Sit-Ups MM 66 What Can That Sound Be? MM 67 Now I'm Crawling MM 77 Rise and Shine MM 78 Now I'm Crawling MM 77 Rise and Shine MM 78 Now I'm Crawling MM 77 Rise and Shine MM 78 Dop Sit-Ups MM 68 Let's See What We Can Find MM 76 Now I'm Crawling MM 77 Rise and Shine MM 78 Now I'm Crawling MM 77 Rise and Shine MM 78 Dop Litetr Chant MM 90 Special Letter Chant MM 91 Shape Finders P 06 Rocking on a Roller P 26 Let's Fill Up the Box P 27 Stand Up and Dance SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 11 Learning a Stop Sign SE 12 Playful Routines SE 14 Sing the Same Song SE 15 Song Time SE 25 Sleep Routines
DESCRIPTOR	9.1.M.YT.E.6.	SE 14 Sing the Same Song SE 15 Song Time SE 25 Sleep Routines
DESCRIPTOR	9.1.W.Y I.E.6.	Attempt to imitate music patterns using available materials. IT2 Creative Curriculum M 08 Pots and Pans Band
STANDARD AREA /	9.1.M.YT.	Production and Performance: Music and Movement
STATEMENT	3.1.IVI.T I.	Froduction and Feriornance, waste and wovement
STANDARD		Big Idea: Music can be used to express and initiate aesthetic and physical responses. Essential Question: How can I express my

		thoughts, feelings, and ideas through music and movement?
DESCRIPTOR / STANDARD	9.1 M YT.1	Technologies: Use a variety of technologies for producing music or
DESCRIPTORY STANDARD	3.1.W.11.J.	performing movements.
DESCRIPTOR	9.1.M.YT.J.1.	Explore musical instruments, including those which are culturally diverse. IT2 Creative Curriculum BCC 16 BCC 21 LL 25 A Book of Faces M 08 Pots and Pans Band MM 80 Follow That Toy P 17 Tap and Shake My Tambourine SE 05 Take Care of Baby SE 26 Dressing for the Weather
DESCRIPTOR	9.1.M.YT.J.2.	Use a variety of props to respond to music (e.g. scarves, ribbons,
		bean bags). IT2 Creative Curriculum BCC 12 BCC 13 BCC 21 LL 04 Sing & Move LL 15 Whisper Songs LL 36 Puppet Stories LL 51 Dance & Remember LL 54 Sharing Storybooks M 08 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat MM 60 On the Spot MM 62 Busy, Dizzy Hands MM 65 Peek at You MM 67 Shoo, Fly! MM 73 Copy Me! MM 79 Sammy the Starfish P 01 Cups of Water P 03 Splash Pad P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance P 32 Water Soup SE 04 Picnic SE 15 Song Time SE 17 Calm-Down Place
DESCRIPTOR	9.1.M.YT.J.3.	Attempt to imitate music patterns using musical instruments. IT2 Creative Curriculum BCC 16 BCC 21 M 08 Pots and Pans Band MM 80 Follow That Toy P 17 Tap and Shake My Tambourine
STANDARD AREA / STATEMENT	9.1.D.YT.	Production and Performance: Dramatic and Performance
STANDARD		Big Idea: Dramatic and performance play is a way to act out reality and fantasy. Essential Question: How can I express my thoughts, feelings, and ideas through dramatic play?
DESCRIPTOR / STANDARD	9.1.D.YT.B.	Demonstrations: Act out familiar scenarios using objects with intended purpose.
DESCRIPTOR	9.1.D.YT.B.1.	Imitate familiar actions in play (e.g. hold phone to ear, stir using spoon, use cups and plates to serve pretend meal).

IT2 Creative Curriculum BCC 05	
BCC 05	
BCC 06	
BCC 07	
BCC 08	
BCC 09	
BCC 10	
BCC 12	
BCC 13	
BCC 14	
BCC 15	
BCC 16	
BCC 19	
BCC 21	
BCC 22	
BCC 24	
LL 07 Pretend Phone Calls	
LL 09 Cardboard Village	
LL 23 Bathing Babies	
LL 33 Silly Clothes	
M 06 Construction Zone	
M 07 Peek-a-Boo Box	
M 15 Good Night, Toys	
MM 02 Silly Animal Walk	
MM 08 From Seed to Tree	
MM 100 Sounds on the Farm	
MM 16 That's How I Roll	
MM 25 We Are the Clouds	
MM 27 Half Past Eight	
MM 28 Animals in the Barn	
MM 47 Wake Up!	
MM 69 Big Red Fish	
MM 79 Sammy the Starfish	
P 01 Cups of Water	
P 15 Let's Practice Dressing	
P 22 Bang With a Hammer	
P 32 Water Soup	
SE 03 Good-Byes	
SE 04 Picnic	
SE 05 Take Care of Baby	
SE 08 Playful Interactions	
SE 12 Playful Routines	
SE 26 Dressing for the Weather	
SE 26 Diessing for the Weather	
DESCRIPTOR 9.1.D.YT.B.2. Use object for intended purpose during play.	
T2 Creative Commissions	
IT2 Creative Curriculum	
BCC 05	
BCC 06	
BCC 07	
BCC 08	
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BCC 22 BCC 24 LL 07 Pretend Phone Calls	
BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village	
BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Babies	
BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village	

M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Night, Toys MM 02 Silly Animal Walk MM 08 From Seed to Tree MM 100 Sounds on the Farm MM 16 That's How I Roll MM 25 We Are the Clouds MM 27 Half Past Eight MM 28 Animals in the Barn MM 47 Wake Up! MM 69 Big Red Fish MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather STANDARD AREA / STATEMENT STANDARD Big Idea: Dramatic and performance play is a way to act out reality and fantasy. Essential Question: How can I express my thoughts, feelings, and ideas through dramatic play? Representation: EMERGING.
M 15 Good Night, Toys MM 02 Silly Animal Walk MM 08 From Seed to Tree MM 100 Sounds on the Farm MM 16 That's How I Roll MM 25 We Are the Clouds MM 27 Half Past Eight MM 28 Animals in the Barn MM 47 Wake Up! MM 69 Big Red Fish MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather STANDARD AREA / STANDARD Big Idea: Dramatic and performance play is a way to act out reality and fantasy. Essential Question: How can I express my thoughts, feelings, and ideas through dramatic play?
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MM 28 Animals in the Barn MM 47 Wake Up! MM 69 Big Red Fish MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather STANDARD AREA / STATEMENT Big Idea: Dramatic and performance play is a way to act out reality and fantasy. Essential Question: How can I express my thoughts, feelings, and ideas through dramatic play?
MM 47 Wake Up! MM 69 Big Red Fish MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather STANDARD AREA / STATEMENT STANDARD Big Idea: Dramatic and performance play is a way to act out reality and fantasy. Essential Question: How can I express my thoughts, feelings, and ideas through dramatic play?
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MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 12 Playful Routines SE 26 Dressing for the Weather STANDARD AREA / STATEMENT Big Idea: Dramatic and performance play is a way to act out reality and fantasy. Essential Question: How can I express my thoughts, feelings, and ideas through dramatic play?
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P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather STANDARD AREA / STATEMENT Production and Performance: Dramatic and Performance STANDARD Big Idea: Dramatic and performance play is a way to act out reality and fantasy. Essential Question: How can I express my thoughts, feelings, and ideas through dramatic play?
P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather STANDARD AREA / STATEMENT Production and Performance: Dramatic and Performance STANDARD Big Idea: Dramatic and performance play is a way to act out reality and fantasy. Essential Question: How can I express my thoughts, feelings, and ideas through dramatic play?
SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather STANDARD AREA / STATEMENT Production and Performance: Dramatic and Performance Big Idea: Dramatic and performance play is a way to act out reality and fantasy. Essential Question: How can I express my thoughts, feelings, and ideas through dramatic play?
SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather STANDARD AREA / STATEMENT Production and Performance: Dramatic and Performance Big Idea: Dramatic and performance play is a way to act out reality and fantasy. Essential Question: How can I express my thoughts, feelings, and ideas through dramatic play?
SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather STANDARD AREA / STATEMENT Production and Performance: Dramatic and Performance Big Idea: Dramatic and performance play is a way to act out reality and fantasy. Essential Question: How can I express my thoughts, feelings, and ideas through dramatic play?
SE 12 Playful Routines SE 26 Dressing for the Weather STANDARD AREA / STATEMENT Production and Performance: Dramatic and Performance Big Idea: Dramatic and performance play is a way to act out reality and fantasy. Essential Question: How can I express my thoughts, feelings, and ideas through dramatic play?
SE 26 Dressing for the Weather STANDARD AREA / 9.1.D.YT. Production and Performance: Dramatic and Performance STATEMENT Big Idea: Dramatic and performance play is a way to act out reality and fantasy. Essential Question: How can I express my thoughts, feelings, and ideas through dramatic play?
STANDARD AREA / STATEMENT 9.1.D.YT. Production and Performance: Dramatic and Performance Big Idea: Dramatic and performance play is a way to act out reality and fantasy. Essential Question: How can I express my thoughts, feelings, and ideas through dramatic play?
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and fantasy. Essential Question: How can I express my thoughts, feelings, and ideas through dramatic play?
feelings, and ideas through dramatic play?
DESCRIPTOR / STANDARD 9.1.D.YT.E. Representation: EMERGING.
T2 Creative Curriculum
BCC 05
BCC 06
BCC 07
BCC 08 BCC 09
BCC 10
BCC 12
BCC 13
BCC 14
BCC 15
BCC 16
BCC 19
BCC 21
BCC 22
BCC 24
LL 07 Pretend Phone Calls LL 09 Cardboard Village
LL 23 Bathing Babies
LL 33 Silly Clothes
M 06 Construction Zone
M 07 Peek-a-Boo Box
M 15 Good Night, Toys
MM 02 Silly Animal Walk
MM 08 From Seed to Tree
MM 100 Sounds on the Farm
MM 16 That's How I Roll MM 25 We Are the Clouds
INDIVIZE WE ARE THE CININS
MM 27 Half Past Eight
MM 27 Half Past Eight MM 28 Animals in the Barn
MM 27 Half Past Eight MM 28 Animals in the Barn MM 47 Wake Up!
MM 27 Half Past Eight MM 28 Animals in the Barn

		P 15 Let's Practice Dressing P 22 Bang With a Hammer
		P 32 Water Soup SE 03 Good-Byes
		SE 04 Picnic
		SE 05 Take Care of Baby
		SE 08 Playful Interactions
		SE 12 Playful Routines
		SE 26 Dressing for the Weather
STANDARD AREA / STATEMENT	9.1.V.YT.	Production and Performance: Visual Arts
STANDARD		Big Idea: Visual arts allow expression of interests, abilities, and
		knowledge. Essential Question: How can I express my thoughts, feelings, and ideas through visual arts?
DESCRIPTOR / STANDARD	9.1.V.YT.A.	Elements and Principles: Demonstrate an understanding of basic elements of visual arts.
DESCRIPTOR	9.1.V.YT.A.1.	Participate in teacher guided visual art activities.
		IT2 Creative Curriculum
		BCC 13
		BCC 19
		LL 01 Letters in the Sand LL 03 From Drawing to Writing
		LL 05 The "Me" Book
		LL 09 Cardboard Village
		LL 37 My Clothes Today
		LL 40 Sticky Surface M 06 Construction Zone
		M 16 Growing Sizes
		M 20 Where's the Water?
		MM 05 I Can Do It!
		MM 15 Window Conversations
		MM 66 What Can That Sound Be? MM 82 Tell Me a Story
		P 02 Nature Painting
		P 09 Balance on a Beam
		P 10 lcy Paintings
		P 12 Molding Dough P 23 Silly Wavy Lines
		P 36 Water Painting
		SE 03 Good-Byes
		SE 09 Build It Up, Knock It Down
DESCRIPTOR	9.1.V.YT.A.2.	Demonstrate an understanding of color.
		IT2 Creative Curriculum BCC 02
		BCC 02
		BCC 05
		BCC 07
		BCC 08
		BCC 09 BCC 11
		BCC 12
		BCC 13
		BCC 14
		BCC 15 BCC 16
		BCC 17
		BCC 18
		BCC 19
		BCC 20
		BCC 21 BCC 22
		BCC 23

BCC 24 LL 06 Sticky Tables LL 08 Outdoor Mobiles LL 20 This Is the Same LL 27 A Cup Is For... LL 37 My Clothes Today LL 38 The Same and Different LL 39 Texture Board LL 46 Veggie Mash-Up LL 52 Fruit Smoothies M 02 Dig It! M 18 Rock Collection M 27 Buried Shapes MM 18 Going Fishing MM 68 Let's See What We Can Find MM 69 Big Red Fish MM 98 Let's Explore! P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 09 Balance on a Beam P 14 Pull Box P 30 Flowers in the Garden SE 26 Dressing for the Weather

DESCRIPTOR 9.1.V.YT.A.3. Create a picture using different colors. IT2 Creative Curriculum BCC 02 BCC 03 BCC 05 BCC 07 BCC 08 **BCC 09 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 19** BCC 20 **BCC 21** BCC 22 BCC 23 BCC 24 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 06 Sticky Tables LL 08 Outdoor Mobiles LL 09 Cardboard Village LL 20 This Is the Same LL 27 A Cup Is For... LL 37 My Clothes Today LL 38 The Same and Different LL 39 Texture Board LL 46 Veggie Mash-Up LL 52 Fruit Smoothies M 02 Dig It! M 18 Rock Collection M 20 Where's the Water? M 27 Buried Shapes

MM 15 Window Conversations

		MM 18 Going Fishing
		MM 66 What Can That Sound Be?
		MM 68 Let's See What We Can Find
		MM 69 Big Red Fish
		MM 82 Tell Me a Story
		MM 98 Let's Explore!
		P 02 Nature Painting
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 09 Balance on a Beam
		P 10 Icy Paintings
		P 14 Pull Box
		P 23 Silly Wavy Lines
		P 30 Flowers in the Garden
		P 36 Water Painting
		SE 03 Good-Byes
		SE 26 Dressing for the Weather
DESCRIPTOR	9.1.V.YT.A.4.	Combine colors.
		IT2 Creative Curriculum
		BCC 02
		BCC 03
		BCC 05
		BCC 07
		BCC 08
		BCC 09
		BCC 11
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 17
		BCC 18
		BCC 19
		BCC 20
		BCC 21
		BCC 22
		BCC 23
		BCC 24
		LL 06 Sticky Tables
		LL 08 Outdoor Mobiles
		LL 20 This Is the Same
		LL 27 A Cup Is For
		LL 37 My Clothes Today
		LL 38 The Same and Different
		LL 39 Texture Board
		LL 46 Veggie Mash-Up
		LL 52 Fruit Smoothies
		M 02 Dig It!
		M 18 Rock Collection
		M 27 Buried Shapes
		MM 18 Going Fishing
		MM 68 Let's See What We Can Find
		MM 69 Big Red Fish
		MM 98 Let's Explore!
		P 02 Nature Painting
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 09 Balance on a Beam
		P 14 Pull Box
		P 30 Flowers in the Garden
		SE 26 Dressing for the Weather
DESCRIPTOR	9.1.V.YT.A.5.	Explore a variety of art materials.

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		IT2 Creative Curriculum LL 16 Tissue-Paper Play LL 37 My Clothes Today LL 40 Sticky Surface M 07 Peek-a-Boo Box M 20 Where's the Water? MM 30 One for You, One for Me P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough P 29 Nesting Bag P 36 Water Painting
STANDARD AREA / STATEMENT	9.1.V.YT.	Production and Performance: Visual Arts
STANDARD		Big Idea: Visual arts allow expression of interests, abilities, and knowledge. Essential Question: How can I express my thoughts, feelings, and ideas through visual arts?
DESCRIPTOR / STANDARD	9.1.V.YT.B.	Demonstration: Combine a variety of materials to engage in the process of art.
DESCRIPTOR	9.1.V.YT.B.1.	Participate in teacher-guided art activities. IT2 Creative Curriculum BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 09 Balance on a Beam P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines P 36 Water Painting SE 03 Good-Byes SE 09 Build It Up, Knock It Down
DESCRIPTOR	9.1.V.YT.B.2.	Use a variety of non-toxic materials (e.g. paint, crayons, markers, chalk, wood, stampers, play dough). IT2 Creative Curriculum LL 16 Tissue-Paper Play LL 37 My Clothes Today LL 40 Sticky Surface M 07 Peek-a-Boo Box M 20 Where's the Water? MM 30 One for You, One for Me P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough P 29 Nesting Bag P 36 Water Painting
DESCRIPTOR	9.1.V.YT.B.3.	Demonstrate increased control of art technologies.
	1	

		IT2 Creative Curriculum
		LL 16 Tissue-Paper Play
		LL 37 My Clothes Today
		LL 40 Sticky Surface
		M 07 Peek-a-Boo Box
		M 20 Where's the Water?
		MM 30 One for You, One for Me
		P 02 Nature Painting
		P 10 Icy Paintings
		P 12 Molding Dough
		P 29 Nesting Bag P 36 Water Painting
STANDARD AREA / STATEMENT	9.1.V.YT.	Production and Performance: Visual Arts
STANDARD		Big Idea: Visual arts allow expression of interests, abilities, and
		knowledge. Essential Question: How can I express my thoughts,
		feelings, and ideas through visual arts?
DESCRIPTOR / STANDARD	9.1.V.YT.E.	Representation: EMERGING.
		ITO Creative Commissions
		IT2 Creative Curriculum BCC 13
		BCC 13 BCC 19
		LL 01 Letters in the Sand
		LL 03 From Drawing to Writing
		LL 05 The "Me" Book
		LL 09 Cardboard Village
		LL 37 My Clothes Today
		LL 40 Sticky Surface
		M 06 Construction Zone
		M 16 Growing Sizes
		M 20 Where's the Water?
		MM 05 I Can Do It!
		MM 15 Window Conversations
		MM 66 What Can That Sound Be?
		MM 82 Tell Me a Story
		P 02 Nature Painting
		P 09 Balance on a Beam
		P 10 lcy Paintings
		P 12 Molding Dough
		P 23 Silly Wavy Lines
		P 36 Water Painting
		SE 03 Good-Byes
		SE 09 Build It Up, Knock It Down
STANDARD AREA / STATEMENT	9.1.V.YT.	Production and Performance: Visual Arts
STANDARD		Big Idea: Visual arts allow expression of interests, abilities, and
		knowledge. Essential Question: How can I express my thoughts,
		feelings, and ideas through visual arts?
DESCRIPTOR / STANDARD	9.1.V.YT.J.	Technologies: Use a variety of technologies in the process of creating art.
DESCRIPTOR	9.1.V.YT.J.1.	Explore a variety of tools and non-toxic art materials, including
DESCRIFTOR	3.1.V.11.3.1.	those which are culturally diverse.
		IT2 Creative Curriculum
		LL 16 Tissue-Paper Play
		LL 37 My Clothes Today
		LL 40 Sticky Surface
		M 07 Peek-a-Boo Box
		M 20 Where's the Water?
		MM 30 One for You, One for Me
		P 02 Nature Painting
		P 10 Icy Paintings
		P 12 Molding Dough

		P 29 Nesting Bag
DESCRIPTOR	0.4 V VT 1.0	
DESCRIPTOR	9.1.V.YT.J.2.	P 36 Water Painting Participate in teacher-guided visual art activities. IT2 Creative Curriculum BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 09 Balance on a Beam P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines
		P 23 Silly Wavy Lines P 36 Water Painting SE 03 Good-Byes SE 09 Build It Up, Knock It Down
DESCRIPTOR	9.1.V.YT.J.3.	Manipulate materials in a variety of ways (e.g. pounding, squeezing, poking). IT2 Creative Curriculum
		LL 16 Tissue-Paper Play LL 37 My Clothes Today LL 40 Sticky Surface M 07 Peek-a-Boo Box M 20 Where's the Water? MM 30 One for You, One for Me P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough P 29 Nesting Bag P 36 Water Painting
STANDARD AREA / STATEMENT	9.3.YT.	Critical Response to Works of Art
STANDARD		Big Idea: People evaluate art based upon a variety of characteristics. Essential Questions: Can I explain how I feel about a particular art form? Can I provide reasons that explain my feelings about a particular art form?
DESCRIPTOR / STANDARD	9.3.YT.F.	Identification: Engage with a variety of art forms.
DESCRIPTOR	9.3.YT.F.1.	Engage with photographs and paintings. IT2 Creative Curriculum BCC 12 BCC 15 BCC 24 LL 01 Letters in the Sand LL 05 The "Me" Book LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk

		LL 25 A Book of Faces
		LL 28 Family Faces
		LL 30 Family Picture Walk
		LL 34 Our Names, Our Things
		LL 44 Fruit Salad
		LL 47 Roll-Ups
		LL 49 Pancakes
		LL 55 Silly Names
		M 03 Everyday Patterns
		M 05 Sink or Float?
		M 06 Construction Zone
		M 10 Making Butter
		M 11 Garden Party
		M 18 Rock Collection
		M 20 Where's the Water?
		M 26 Obstacle Course
		MM 03 Hello Cheer
		MM 100 Sounds on the Farm
		MM 17 Dream
		MM 25 We Are the Clouds
		MM 28 Animals in the Barn
		MM 29 Let's Start Our Day
		MM 36 Hello, How Are You?
		MM 40 Wave Good-bye
		MM 73 Copy Me!
		MM 80 Follow That Toy
		MM 90 Special Letter Chant
		MM 95 Shape Finders
		MM 98 Let's Explore!
		P 02 Nature Painting
		P 03 Splash Pad
		P 10 Icy Paintings
		P 30 Flowers in the Garden
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 01 Actively Listening to Children
		SE 03 Good-Byes
		SE 06 This Is the Way We Get Dressed
		SE 07 Right Where It Belongs
		SE 16 Baby Faces
		SE 18 Picture Help
		SE 19 Dos and Don'ts Book
		SE 21 Big Rule, Little Rule
	<u> </u>	SE 22 Hello Activities
DESCRIPTOR	9.3.YT.F.2.	Engage in tactile art experiences.
		IT2 Creative Curriculum
		BCC 13
		BCC 19
		LL 40 Sticky Surface
		M 06 Construction Zone
		M 16 Growing Sizes
		MM 05 I Can Do It!
		P 12 Molding Dough
		SE 09 Build It Up, Knock It Down
DESCRIPTOR	9.3.YT.F.3.	Engage with music.
		IT2 Creative Curriculum
		BCC 13
		BCC 21
		LL 04 Sing & Move
		LL 15 Whisper Songs
		LL 51 Dance & Remember
		M 08 Pots and Pans Band

	M 10 Mak	ing Butter
		ow, Row, Row Your Boat
		the Spot
	III	ek at You
	MM 67 Sh	
	MM 73 Co	
		and Shake My Tambourine
		d Up and Dance
	SE 15 Soi	<u> </u>
	SE 17 Cal	m-Down Place
DESCRIPTOR 9.3	3.YT.F.4. Participat	e in teacher-guided music and movement activities.
		· ·
	IT2 Creati	ive Curriculum
	BCC 11	
	BCC 12	
	BCC 13	
	BCC 15	
	BCC 17	
	BCC 17	
	BCC 21	
	BCC 22	
	BCC 23	
	LL 04 Sin	
		isper Songs
	LL 45 Ani	mal Books
	LL 51 Dar	nce & Remember
	LL 53 Boo	okworm Boogie
	M 08 Pots	s and Pans Band
	M 10 Mak	ing Butter
		p Counting
	MM 03 He	
		e Hungry Crane
	III	om Seed to Tree
	MM 10 T I	
	III	Bouncing We Will Go
	- 11	/ Sticky Hands
	i i i i i i i i i i i i i i i i i i i	tle Mouse
	MM 24 Tie	ck-Tock Clock
	MM 25 W	e Are the Clouds
	MM 27 Ha	olf Past Eight
	MM 31 Th	e Farmer in the Dell
	III	mp and Twirl
		apping Hands
		e Rain and Me
		otion Magic
		e Dish & the Spoon
		tter, Patter, Splash!
	III	ck and Jill
	III	
	III	erry Movements
		oing Boing
		ow, Row, Row Your Boat
		ouncing Baby
		p Like a Weasel!
	MM 55 Lit	
	MM 56 Se	esaw and Slide
		ng-Song Sit-Ups
		the Spot
		ısy, Dizzy Hands
		mping Jack
		ek at You
	III	100, Fly!
The state of the s		
	MM 70 Hi	ckory Dickory Dock
	MM 70 Hi MM 71 Ca	ckory Dickory Dock ttch a Wish
	MM 70 Hi MM 71 Ca MM 73 Co	ckory Dickory Dock ttch a Wish

		MM 76 Now I'm Crawling
		MM 79 Sammy the Starfish
		MM 84 Fiddly Fingers
		MM 85 Terrific Tummy Time
		MM 88 Just Like Me!
		MM 89 Hop Around
		MM 90 Special Letter Chant
		MM 92 Creepy Crawly Spiders
		MM 93 Up, Down
		MM 96 Baby Two-Step
		MM 97 Swim and Run
		P 06 Rocking on a Roller
		P 13 1, 2, 3 Hops
		P 17 Tap and Shake My Tambourine
		P 27 Stand Up and Dance
		SE 15 Song Time
		SE 17 Calm-Down Place
STANDARD AREA /	9.3.YT.	Critical Response to Works of Art
STATEMENT		
STANDARD		Big Idea: People evaluate art based upon a variety of characteristics.
		Essential Questions: Can I explain how I feel about a particular art
		form? Can I provide reasons that explain my feelings about a
		particular art form?
DESCRIPTOR / STANDARD	9.3.YT.G.	Critical Response: Show interest in others' artistic expressions.
DESCRIPTOR	9.3.YT.G.1.	Intentionally look at displayed pictures.
		ITO Overther Occurring laws
		IT2 Creative Curriculum
		BCC 12
		BCC 15
		BCC 24
		LL 01 Letters in the Sand
		LL 05 The "Me" Book
		LL 09 Cardboard Village
		LL 10 Yummy Foods
		LL 12 What's in the Picture?
		LL 13 Lift the Flap and See Who's Here
		LL 22 Neighborhood Walk LL 25 A Book of Faces
		LL 28 Family Faces
		LL 30 Family Picture Walk
		LL 34 Our Names, Our Things LL 44 Fruit Salad
		LL 47 Roll-Ups
		LL 47 Roll-Ups
The state of the s		III 55 Silly Namos
		LL 55 Silly Names
		M 03 Everyday Patterns
		M 03 Everyday Patterns M 05 Sink or Float?
		M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone
		M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter
		M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party
		M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection
		M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water?
		M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course
		M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer
		M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm
		M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream
		M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds
		M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn
		M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day
		M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You?
		M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye
		M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 73 Copy Me!
		M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye

DESCRIPTOR	9.3.YT.G.2.	MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities Watch others dance.
DEGGINI TON	3.5.11.5.2.	IT2 Creative Curriculum

BCC 02 BCC 04 BCC 05 **BCC 07 BCC 11** BCC 12 **BCC 21 BCC 23** LL 04 Sing & Move LL 15 Whisper Songs LL 51 Dance & Remember M 10 Making Butter M 22 Jump Counting MM 03 Hello Cheer MM 08 From Seed to Tree MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 21 Little Mouse MM 27 Half Past Eight MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 34 Clapping Hands MM 37 The Rain and Me MM 39 Motion Magic MM 41 The Dish & the Spoon MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 49 Merry Movements MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 60 On the Spot MM 65 Peek at You MM 67 Shoo, Fly! MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 73 Copy Me! MM 76 Now I'm Crawling MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me!

		<u></u>
		MM 89 Hop Around
		MM 90 Special Letter Chant
		MM 92 Creepy Crawly Spiders
		MM 97 Swim and Run
		P 06 Rocking on a Roller
		P 27 Stand Up and Dance
		SE 11 Learning a Stop Sign
		SE 15 Song Time
DESCRIPTOR	9.3.YT.G.3.	Imitate the artistic actions of others (e.g. copy dance moves, choose a similar art tool after observing peer use).
		IT2 Creative Curriculum
		BCC 02
		BCC 04
		BCC 05
		BCC 07
		BCC 11
		BCC 12
		BCC 21
		BCC 23
		LL 04 Sing & Move
		LL 15 Whisper Songs
		LL 16 Tissue-Paper Play
		LL 37 My Clothes Today
		LL 40 Sticky Surface
		LL 51 Dance & Remember
		M 07 Peek-a-Boo Box
		M 10 Making Butter M 20 Where's the Water?
		M 22 Jump Counting
		MM 03 Hello Cheer
		MM 08 From Seed to Tree
		MM 11 A-Bouncing We Will Go
		MM 13 The Way or That?
		MM 21 Little Mouse
		MM 27 Half Past Eight
		MM 30 One for You, One for Me
		MM 31 The Farmer in the Dell
		MM 32 Jump and Twirl
		MM 34 Clapping Hands
		MM 37 The Rain and Me
		MM 39 Motion Magic
		MM 41 The Dish & the Spoon
		MM 43 Pitter, Patter, Splash!
		MM 44 Jack and Jill
		MM 49 Merry Movements
		MM 51 Boing Boing
		MM 52 Row, Row, Row Your Boat
		MM 53 Bouncing Baby
		MM 54 Pop Like a Weasel!
		MM 55 Little Train
		MM 56 Seesaw and Slide
		MM 58 Sing-Song Sit-Ups
		MM 60 On the Spot MM 65 Peek at You
		MM 67 Shoo, Fly! MM 70 Hickory Dickory Dock
		MM 71 Catch a Wish
		MM 73 Copy Me! MM 76 Now I'm Crawling
		MM 84 Fiddly Fingers
		MM 85 Terrific Tummy Time
		MM 88 Just Like Me!
		MM 89 Hop Around
		MM 90 Special Letter Chant
		min 30 Opecial Letter Origin

SUBJECT / STANDARD AREA STANDARD AREA / STATEMENT STANDARD	PA.HPD. 10.1.YT.	MM 92 Creepy Crawly Spiders MM 97 Swim and Run P 02 Nature Painting P 06 Rocking on a Roller P 10 Icy Paintings P 12 Molding Dough P 27 Stand Up and Dance P 29 Nesting Bag P 36 Water Painting SE 11 Learning a Stop Sign SE 15 Song Time Health, Wellness and Physical Development (Young Toddler) Concepts of Health Big Idea: Awareness of health concepts provides a foundation for healthy decision making. Essential Questions: Do I have a basic
		understanding of my body? Can I identify basic health concepts that help my body develop?
DESCRIPTOR / STANDARD	10.1.YT.B.	Interaction of Body Systems: Locate basic body parts when asked.
DESCRIPTOR	10.1.YT.B.1.	Point to or move fingers, hands, toes, feet and head when asked. IT2 Creative Curriculum BCC 01 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 14 BCC 16 BCC 19 BCC 20 BCC 21 BCC 24 LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 33 Silly Clothes LL 50 What Do I See? M 09 Let's Make Two M 12 Where's the Bear? MM 06 The Creeping Ladybug MM 12 Wiggle, Wiggle MM 14 My Sticky Hands MM 33 Crawling Mouse MM 73 Copy Me! MM 78 Hello Toes MM 81 Where Are Baby's Tiny Ears? MM 08 The Craw and bonds during fingers and consequith maties.
DESCRIPTOR	10.1.YT.B.2.	Use fingers and hands during finger plays and songs with motions. IT2 Creative Curriculum BCC 01 BCC 02 BCC 10 BCC 11 BCC 12 BCC 16 BCC 17 BCC 19

		BCC 20
		BCC 21
		BCC 22 BCC 23
		BCC 24
		LL 04 Sing & Move
		LL 15 Whisper Songs
		LL 24 Fingers, Nose, and Toes LL 26 Reading Rhyming Books
		LL 31 I'll Find You
		LL 51 Dance & Remember
		LL 58 Tuneful Tales
		MM 03 Hello Cheer
		MM 04 Let's Put On Your Pants MM 06 The Creeping Ladybug
		MM 11 A-Bouncing We Will Go
		MM 16 That's How I Roll
		MM 19 Time to Clean Up!
		MM 22 Shake It Up MM 26 Thank You
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 29 Let's Start Our Day MM 31 The Farmer in the Dell
		MM 32 Jump and Twirl
		MM 33 Crawling Mouse
		MM 36 Hello, How Are You?
		MM 40 Wave Good-bye MM 43 Pitter, Patter, Splash!
		MM 44 Jack and Jill
		MM 45 Hush, My Baby
		MM 46 Where Can He Be? MM 48 Roll Play
		MM 52 Row, Row, Row Your Boat
		MM 53 Bouncing Baby
		MM 54 Pop Like a Weasel!
		MM 58 Sing-Song Sit-Ups MM 63 Where Is Teddy?
		MM 66 What Can That Sound Be?
		MM 67 Shoo, Fly!
		MM 68 Let's See What We Can Find MM 76 Now I'm Crawling
		MM 77 Rise and Shine
		MM 81 Where Are Baby's Tiny Ears?
		MM 83 Time to Close Your Eyes
		MM 86 Daddy Loves You MM 87 Let's Go!
		MM 89 Hop Around
		MM 90 Special Letter Chant
		MM 95 Shape Finders
		P 06 Rocking on a Roller P 26 Let's Fill Up the Box
		P 27 Stand Up and Dance
		SE 03 Good-Byes
		SE 06 This Is the Way We Get Dressed SE 11 Learning a Stop Sign
		SE 12 Playful Routines
		SE 14 Sing the Same Song
		SE 15 Song Time
OTANDARD AREA	40.4 VT	SE 25 Sleep Routines
STANDARD AREA / STATEMENT	10.1.YT.	Concepts of Health
STANDARD		Big Idea: Awareness of health concepts provides a foundation for
		healthy decision making. Essential Questions: Do I have a basic understanding of my body? Can I identify basic health concepts that
		, , , , , , , , , , , , , , , , , , ,

		help my body develop?
DESCRIPTOR / STANDARD	10.1.YT.C.	Nutrition: EMERGING.
DESCRIPTOR / STANDARD	10.1.YT.C.	Nutrition: EMERGING. IT2 Creative Curriculum BCC 01 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 16 BCC 19 BCC 20 BCC 21 BCC 21 BCC 21 BCC 24 LL 20 This Is the Same LL 23 Bathing Babies LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 25 A Book of Faces LL 33 Silly Clothes LL 50 What Do I See? M 09 Let's Make Two M 12 Where's the Bear? MM 04 Let's Put On Your Pants MM 06 The Creeping Ladybug MM 12 Wiggle, Wiggle MM 14 My Sticky Hands MM 33 Crawling Mouse MM 73 Copy Me! MM 78 Hello Toes MM 81 Where Are Baby's Tiny Ears? MM 84 Fiddly Fingers
		MM 91 You Have Two SE 13 Looking for Toes
		SE 18 Picture Help SE 25 Sleep Routines
STANDARD AREA /	10.2.YT.	Healthful Living
STATEMENT		•
STANDARD		Big Idea: Children need to make healthy choices to optimize their learning potential. Essential Question: What are things I can do to keep myself healthy?
DESCRIPTOR / STANDARD	10.2.YT.A.	Health Practices, Products, and Services: Engage in fundamental practices for good health.
DESCRIPTOR	10.2.YT.A.1.	Establish and engage in individualized daily routines (e.g. eating, toileting, sleeping). IT2 Creative Curriculum BCC 12 BCC 20 LL 10 Yummy Foods LL 29 Describing Food LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies LL 60 Potty Talk M 04 Cookie-Cutter Fun M 10 Making Butter

		M 15 Good Night, Toys M 25 The Crunchy Bread MM 19 Time to Clean Up! MM 87 Let's Go! P 31 Drinking Cups SE 25 Sleep Routines
DESCRIPTOR	10.2.YT.A.2.	Engage in daily activities that promote good health (e.g. exercise, rest, eating, tooth brushing). IT2 Creative Curriculum BCC 10 BCC 11 BCC 12 BCC 15 BCC 17 BCC 20 LL 10 Yummy Foods LL 29 Describing Food LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies M 04 Cookie-Cutter Fun M 10 Making Butter M 22 Jump Counting M 25 The Crunchy Bread MM 19 Time to Clean Up! MM 96 Baby Two-Step P 13 1, 2, 3 Hops P 31 Drinking Cups
DESCRIPTOR	10.2.YT.A.3.	Use verbal and non-verbal cues to express needs (e.g. hunger, tired, diaper change). IT2 Creative Curriculum BCC 06 BCC 09 BCC 13 BCC 16 BCC 20 BCC 24 LL 11 Let's Talk LL 22 Neighborhood Walk LL 23 Bathing Babies LL 39 Texture Board LL 57 Waterworks LL 60 Potty Talk MM 04 Let's Put On Your Pants SE 03 Good-Byes SE 13 Looking for Toes SE 18 Picture Help SE 24 Stop! SE 25 Sleep Routines
DESCRIPTOR	10.2.YT.A.4.	Imitate and practice basic hygiene practices (e.g. use tissue to wipe nose, wash hands, attempt to brush teeth, cough into elbow). IT2 Creative Curriculum BCC 13 LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups

		LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies M 04 Cookie-Cutter Fun M 10 Making Butter M 25 The Crunchy Bread MM 05 I Can Do It! MM 59 Can You Do This? MM 87 Let's Go! SE 14 Sing the Same Song SE 18 Picture Help
STANDARD AREA / STATEMENT	10.3.YT.	Safety and Injury Prevention
STANDARD		Big Idea: Awareness of safe and unsafe practices provides a foundation for healthy decision making. Essential Question: What are things I can do to keep myself and others safe?
DESCRIPTOR / STANDARD	10.3.YT.A.	Safe and Unsafe Practices: Cooperate with basic safety practices.
DESCRIPTOR	10.3.YT.A.3.	Follow basic safety rules with adult reminders (e.g. use walking feet, slide down the slide, hold railing when climbing stairs). IT2 Creative Curriculum BCC 24 LL 22 Neighborhood Walk LL 49 Pancakes SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule
STANDARD AREA / STATEMENT	10.4.YT.	Physical Activity: Gross Motor Coordination
STANDARD		Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games?
DESCRIPTOR / STANDARD	10.4.YT.A.	Control and Coordination: Control and coordinate the movement of the body.
DESCRIPTOR	10.4.YT.A.1.	Walk with increasing coordination. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How I Roll MM 22 Shake It Up MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me

MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 11 Learning a Stop Sign SE 23 Encouragement DESCRIPTOR 10.4.YT.A.2. Coordinate movements of arms, legs and neck (e.g. throw a ball, kick a ball). IT2 Creative Curriculum BCC 07 BCC 08 **BCC 11 BCC 18 BCC 21 BCC 22 BCC 23** LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How I Roll MM 22 Shake It Up MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me

MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 11 Learning a Stop Sign SE 23 Encouragement DESCRIPTOR 10.4.YT.A.3. Climb or crawl in and out of things.

IT2 Creative Curriculum **BCC 07 BCC 08 BCC 11** BCC 18 **BCC 21 BCC 22** BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How I Roll MM 22 Shake It Up MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic

MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 11 Learning a Stop Sign SE 23 Encouragement 10.4.YT.A.4. Attempt to jump.

IT2 Creative Curriculum BCC 07 BCC 08 **BCC 11 BCC 18 BCC 21** BCC 22 **BCC 23** LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How I Roll MM 22 Shake It Up MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me

MM 39 Motion Magic MM 48 Roll Play

DESCRIPTOR

		MM 49 Merry Movements
		MM 51 Boing Boing
		MM 53 Bouncing Baby
		MM 56 Seesaw and Slide
		MM 58 Sing-Song Sit-Ups
		MM 61 How Slowly Can You Go?
		MM 64 Jumping Jack
		MM 67 Shoo, Fly! MM 76 Now I'm Crawling
		MM 85 Terrific Tummy Time
		MM 89 Hop Around
		MM 93 Up, Down
		MM 96 Baby Two-Step
		MM 97 Swim and Run
		P 03 Splash Pad
		P 04 Throwing Plush Balls P 05 Surprise!
		P 06 Rocking on a Roller
		P 07 Making Bubbles
		P 09 Balance on a Beam
		P 13 1, 2, 3 Hops
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket P 24 Crawling Through a Tunnel
		P 25 Pushing and Pulling
		P 27 Stand Up and Dance
		P 28 Tape Trails
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 11 Learning a Stop Sign SE 23 Encouragement
		or re-
STANDARD AREA /	10 4 YT	Physical Activity: Gross Motor Coordination
STANDARD AREA / STATEMENT	10.4.YT.	Physical Activity: Gross Motor Coordination
	10.4.YT.	Big Idea: Children gain control over their bodies and body
STATEMENT	10.4.YT.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential
STATEMENT	10.4.YT.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large
STATEMENT STANDARD		Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games?
STATEMENT STANDARD	10.4.YT. 10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large
STATEMENT STANDARD		Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys.
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys. IT2 Creative Curriculum
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys.
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It!
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go
STATEMENT STANDARD DESCRIPTOR / STANDARD	10.4.YT.B.	Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games? Balance and Strength: Exhibit balance and strength when moving from place to place. Squats to pick up toys. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance

MM 22 Shake It Up MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 11 Learning a Stop Sign SE 23 Encouragement DESCRIPTOR 10.4.YT.B.2. Stands on tip toes to reach for something. IT2 Creative Curriculum **BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22** BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How I Roll MM 22 Shake It Up

MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 11 Learning a Stop Sign SE 23 Encouragement DESCRIPTOR 10.4.YT.B.3. Carry objects from one place to another. IT2 Creative Curriculum BCC 07 BCC 08 **BCC 11 BCC 18 BCC 21** BCC 22 **BCC 23** LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How I Roll MM 22 Shake It Up MM 24 Tick-Tock Clock

MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 11 Learning a Stop Sign SE 23 Encouragement

DESCRIPTOR

10.4.YT.B.4.

Gets in and out of chair.

	IT2 Creative Curriculum
	BCC 07
	BCC 08
	BCC 11
	BCC 18
	BCC 21
	BCC 22
	BCC 23
	LL 06 Sticky Tables
	LL 53 Bookworm Boogie
	M 06 Construction Zone
	M 22 Jump Counting
	M 26 Obstacle Course
	MM 02 Silly Animal Walk
	MM 05 I Can Do It!
	MM 07 The Hungry Crane
	MM 08 From Seed to Tree
	MM 10 T Dance
	MM 11 A-Bouncing We Will Go
	MM 13 The Way or That?
	MM 16 That's How I Roll
	MM 22 Shake It Up
	MM 24 Tick-Tock Clock
	MM 31 The Farmer in the Dell

MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 11 Learning a Stop Sign SE 23 Encouragement DESCRIPTOR 10.4.YT.B.5. Walk with one foot in front of the other.

IT2 Creative Curriculum

BCC 07 BCC 08 **BCC 11 BCC 18 BCC 21 BCC 22 BCC 23** LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How I Roll

MM 22 Shake It Up MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl

MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 11 Learning a Stop Sign SE 23 Encouragement DESCRIPTOR 10.4.YT.B.6. Use steps (non-alternating feet) with support.

IT2 Creative Curriculum **BCC 07** BCC 08 **BCC 11 BCC 18 BCC 21 BCC 22 BCC 23** LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How I Roll MM 22 Shake It Up MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank

MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 11 Learning a Stop Sign SE 23 Encouragement

DESCRIPTOR

10.4.YT.B.7.

Attempt to jump.

IT2 Creative Curriculum **BCC 07 BCC 08 BCC 11 BCC 18 BCC 21** BCC 22 **BCC 23** LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How I Roll MM 22 Shake It Up MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl

MM 35 Pirate's Plank MM 37 The Rain and Me

		MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad
		P 04 Throwing Plush Balls P 05 Surprise!
		P 06 Rocking on a Roller P 07 Making Bubbles
		P 09 Balance on a Beam
		P 13 1, 2, 3 Hops P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket P 24 Crawling Through a Tunnel
		P 25 Pushing and Pulling P 27 Stand Up and Dance
		P 28 Tape Trails
		P 33 Balancing Act P 34 Follow the Leader
		P 35 Riding Toys
		SE 11 Learning a Stop Sign SE 23 Encouragement
STANDARD AREA / STATEMENT	10.5.YT.	Concepts, Principles and Strategies of Movement: Fine Motor Development
STANDARD		Big Idea: Fine motor practice helps children develop eye-hand coordination, strength, and controlled use of tools. Essential
		Questions: How do I use my hands and fingers to manipulate objects? How do I develop eye-hand coordination?
DESCRIPTOR / STANDARD	10.5.YT.A.	Strength, Coordination and Muscle: Coordinate use of fingers, hands and wrists to accomplish actions.
DESCRIPTOR	10.5.YT.A.1.	Manipulate a variety of objects.
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here
		LL 16 Tissue-Paper Play
		LL 18 Tissue-Box Pull LL 19 Shake That Bell!
		LL 23 Bathing Babies LL 27 A Cup Is For
		LL 35 Light Up
		LL 39 Texture Board LL 40 Sticky Surface
		LL 41 Letters, Letters
		LL 42 Textured Letters LL 43 Lemonade
		LL 44 Fruit Salad
		LL 46 Veggie Mash-Up LL 47 Roll-Ups
		LL 48 Applesauce

		LL 49 Pancakes
		LL 52 Fruit Smoothies
		LL 57 Waterworks
		M 01 Matching Shapes
		M 02 Dig It!
		M 04 Cookie-Cutter Fun
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 08 Pots and Pans Band
		M 09 Let's Make Two
		M 10 Making Butter
		M 11 Garden Party
		M 12 Where's the Bear?
		M 13 What's Inside?
		M 14 Ramp Experiments
		M 16 Growing Sizes
		M 17 This Little Piggy
		M 20 Where's the Water?
		M 21 Build a Zoo
		M 24 Putting Puzzles Together
		M 25 The Crunchy Bread
		M 27 Buried Shapes
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 22 Shake It Up
		MM 30 One for You, One for Me
		MM 35 Pirate's Plank
		MM 42 Two Little Ducks
		MM 50 You Help Me & I Help You
		MM 71 Catch a Wish
		MM 73 Copy Me!
		MM 84 Fiddly Fingers
		P 01 Cups of Water
		P 02 Nature Painting
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 06 Rocking on a Roller
		P 07 Making Bubbles
		P 08 Beach-Ball Bowling
		P 10 Icy Paintings
		P 11 Laundry Time!
		P 12 Molding Dough
		P 14 Pull Box
		P 15 Let's Practice Dressing
		P 16 Squeezing Sponges
		P 17 Tap and Shake My Tambourine P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 23 Silly Wavy Lines
		P 26 Let's Fill Up the Box
		P 29 Nesting Bag
		P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup
		P 36 Water Painting
		SE 04 Picnic
		SE 09 Build It Up, Knock It Down
		SE 19 Dos and Don'ts Book
DESCRIPTOR	10.5.YT.A.2.	Pick up more than one object in the same hand.
		ap
		IT2 Creative Curriculum
		LL 06 Sticky Tables

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LL 10 Yummy Foods
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LL 13 Lift the Flap and See Who's Here

LL 16 Tissue-Paper Play

LL 18 Tissue-Box Pull

LL 19 Shake That Bell!

LL 23 Bathing Babies

LL 27 A Cup Is For...

LL 35 Light Up

LL 39 Texture Board

LL 40 Sticky Surface

LL 41 Letters, Letters, Letters

LL 42 Textured Letters

LL 43 Lemonade

LL 44 Fruit Salad

LL 46 Veggie Mash-Up

LL 47 Roll-Ups

LL 48 Applesauce

LL 49 Pancakes

LL 52 Fruit Smoothies

LL 57 Waterworks

M 01 Matching Shapes

M 02 Dig It!

M 04 Cookie-Cutter Fun

M 06 Construction Zone

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MM 01 A Toy for Kitty

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MM 07 The Hungry Crane

MM 22 Shake It Up

MM 30 One for You, One for Me

MM 35 Pirate's Plank

MM 42 Two Little Ducks

MM 50 You Help Me & I Help You

MM 71 Catch a Wish

MM 73 Copy Me!

MM 84 Fiddly Fingers

P 01 Cups of Water

P 02 Nature Painting

P 04 Throwing Plush Balls

P 05 Surprise!

P 06 Rocking on a Roller

P 07 Making Bubbles

P 08 Beach-Ball Bowling

P 10 Icy Paintings

P 11 Laundry Time!

P 12 Molding Dough

P 14 Pull Box

P 15 Let's Practice Dressing

P 16 Squeezing Sponges

P 17 Tap and Shake My Tambourine

P 18 Roll It to Me!

		P 19 Beach-Ball Kicker
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 23 Silly Wavy Lines
		D 26 Let's Fill In the Pay
		P 26 Let's Fill Up the Box
		P 29 Nesting Bag
		P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup
		P 36 Water Painting
		SE 04 Picnic
		SE 09 Build It Up, Knock It Down
		SE 19 Dos and Don'ts Book
	1	
DESCRIPTOR	10.5.YT.A.3.	Transfer objects from one hand to another.
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 10 Yummy Foods
		LL 13 Lift the Flap and See Who's Here
		LL 16 Tissue-Paper Play
		LL 18 Tissue-Box Pull
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		MM 35 Pirate's Plank
		MM 42 Two Little Ducks
		MM 50 You Help Me & I Help You
		MM 71 Catch a Wish
	1	

MM 73 Copy Me! MM 84 Fiddly Fingers P 01 Cups of Water P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book DESCRIPTOR 10.5.YT.A.4. Twist wrists to turn hands.

IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For... LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies LL 57 Waterworks M 01 Matching Shapes M 02 Dig It! M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear?

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		P 15 Let's Practice Dressing
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		P 17 Tap and Shake My Tambourine
		P 18 Roll It to Me!
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		P 21 Big Beads
		P 22 Bang With a Hammer
		P 23 Silly Wavy Lines
		P 26 Let's Fill Up the Box
		P 29 Nesting Bag
		P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup
		P 36 Water Painting
		SE 04 Picnic
		SE 09 Build It Up, Knock It Down
	II	DE 00 Dana it Op, Kilock it Down
		SE 19 Dos and Don'ts Book
DESCRIPTOR	10.5.YT.A.5.	
DESCRIPTOR	10.5.YT.A.5.	SE 19 Dos and Don'ts Book Imitate motions of basic finger plays.
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DESCRIPTOR	10.5.YT.A.5.	SE 19 Dos and Don'ts Book Imitate motions of basic finger plays. IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here
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DESCRIPTOR	10.5.YT.A.5.	SE 19 Dos and Don'ts Book Imitate motions of basic finger plays. IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull
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LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies LL 57 Waterworks M 01 Matching Shapes M 02 Dig It! M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments M 16 Growing Sizes M 17 This Little Piggy M 20 Where's the Water? M 21 Build a Zoo M 24 Putting Puzzles Together M 25 The Crunchy Bread M 27 Buried Shapes MM 01 A Toy for Kitty MM 05 I Can Do It! MM 07 The Hungry Crane MM 22 Shake It Up MM 30 One for You, One for Me MM 35 Pirate's Plank MM 42 Two Little Ducks MM 50 You Help Me & I Help You MM 71 Catch a Wish MM 73 Copy Me! MM 84 Fiddly Fingers P 01 Cups of Water P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book DESCRIPTOR Hold object in one hand and manipulate it with another hand (e.g. 10.5.YT.A.6.

tearing paper, brushing a dolls hair).

IT2 Creative Curriculum

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- MM 07 The Hungry Crane
- MM 22 Shake It Up
- MM 30 One for You, One for Me
- MM 35 Pirate's Plank
- MM 42 Two Little Ducks
- MM 50 You Help Me & I Help You
- MM 71 Catch a Wish
- MM 73 Copy Me!
- MM 84 Fiddly Fingers
- P 01 Cups of Water
- P 02 Nature Painting
- P 04 Throwing Plush Balls
- P 05 Surprise!
- P 06 Rocking on a Roller
- P 07 Making Bubbles
- P 08 Beach-Ball Bowling
- P 10 Icy Paintings
- P 11 Laundry Time!
- P 12 Molding Dough
- P 14 Pull Box

		P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book
STANDARD AREA / STATEMENT	10.5.YT.	Concepts, Principles and Strategies of Movement: Fine Motor Development
STANDARD		Big Idea: Fine motor practice helps children develop eye-hand coordination, strength, and controlled use of tools. Essential Questions: How do I use my hands and fingers to manipulate objects? How do I develop eye-hand coordination?
DESCRIPTOR / STANDARD	10.5.YT.B.	Eye/Hand Coordination: Coordinate eye and hand movements to perform a task.
DESCRIPTOR	10.5.YT.B.1.	Pick up object and place in range of vision. IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 57 Waterworks M 01 Matching Shapes M 02 Dig It! M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments M 16 Growing Sizes M 17 This Little Piggy M 20 Where's the Water?

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		P 30 Flowers in the Garden
		P 31 Drinking Cups P 32 Water Soup
		P 36 Water Painting
		SE 04 Picnic
		SE 09 Build It Up, Knock It Down
		SE 19 Dos and Don'ts Book
DESCRIPTOR	10.5.YT.B.2.	Pick up and manipulate objects.
		IT2 Creative Curriculum LL 06 Sticky Tables
		LL 10 Yummy Foods
		LL 13 Lift the Flap and See Who's Here
		LL 16 Tissue-Paper Play
		LL 18 Tissue-Box Pull
		LL 19 Shake That Bell!
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		LL 48 Applesauce
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	1	
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		M 01 Matching Shapes M 02 Dig It!
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		P 36 Water Painting
		SE 04 Picnic
		SE 09 Build It Up, Knock It Down
		SE 19 Dos and Don'ts Book
DESCRIPTOR	10.5.YT.B.3.	Attempt to turn pages of a book using thumb and fingertips.
DESCRIF FOR	10.5.11.6.3.	
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 10 Yummy Foods

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LL 13 Lift the Flap and See Who's Here
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MM 30 One for You, One for Me
MM 35 Pirate's Plank
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MM 50 You Help Me & I Help You
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P 21 Big Beads P 22 Bang With a Hammer P 23 Billy Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Painting Se Mater Painting Se Mater Painting Se 19 Dos and Don'ts Book DESCRIPTOR 10.5.YT.B.4. 10.5.YT.			
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MM 84 Fiddly Fingers P 01 Cups of Water P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book DESCRIPTOR 10.5.YT.B.5. Place objects in containers. IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup is For... LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies LL 57 Waterworks M 01 Matching Shapes M 02 Dig It! M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments

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		P 26 Let's Fill Up the Box
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		P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup
		P 36 Water Painting SE 04 Picnic
		SE 09 Build It Up, Knock It Down
		SE 19 Dos and Don'ts Book
DESCRIPTOR	10.5.YT.B.6.	Use nesting toys and place on inside another.
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 10 Yummy Foods
		LL 13 Lift the Flap and See Who's Here
		LL 16 Tissue-Paper Play
		LL 18 Tissue-Box Pull
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IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For... LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies LL 57 Waterworks M 01 Matching Shapes M 02 Dig It! M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments M 16 Growing Sizes M 17 This Little Piggy M 20 Where's the Water? M 21 Build a Zoo M 24 Putting Puzzles Together M 25 The Crunchy Bread M 27 Buried Shapes MM 01 A Toy for Kitty MM 05 I Can Do It! MM 07 The Hungry Crane MM 22 Shake It Up MM 30 One for You, One for Me MM 35 Pirate's Plank MM 42 Two Little Ducks MM 50 You Help Me & I Help You MM 71 Catch a Wish MM 73 Copy Me! MM 84 Fiddly Fingers P 01 Cups of Water P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 10 lcy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box

P 15 Let's Practice Dressing P 16 Squeezing Sponges

		P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book
DESCRIPTOR	10.5.YT.B.8.	Manipulate pieces of age-appropriate puzzles. IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters, Letters LL 41 Letters, Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies LL 57 Waterworks M 01 Matching Shapes M 02 Dig It! M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments M 16 Growing Sizes M 17 This Little Piggy M 20 Where's the Water? M 21 Build a Zoo M 24 Putting Puzzles Together M 25 The Crunchy Bread M 27 Buried Shapes MM 01 A Toy for Kitty MM 03 Fors I Can Do It! MM 07 The Hungry Crane MM 22 Shake It Up MM 30 One for You, One for Me MM 35 Pirate's Plank MM 42 Two Little Ducks

		MM 50 You Help Me & I Help You MM 71 Catch a Wish MM 73 Copy Me! MM 84 Fiddly Fingers P 01 Cups of Water P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 10 lcy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 26 Let's Fill Up the Box
		P 29 Nesting Bag
		P 30 Flowers in the Garden P 31 Drinking Cups
		P 32 Water Soup
		P 36 Water Painting SE 04 Picnic
		SE 09 Build It Up, Knock It Down
		SE 19 Dos and Don'ts Book
STANDARD AREA / STATEMENT	10.5.YT.	Concepts, Principles and Strategies of Movement: Fine Motor Development
STANDARD		Big Idea: Fine motor practice helps children develop eye-hand coordination, strength, and controlled use of tools. Essential Questions: How do I use my hands and fingers to manipulate objects? How do I develop eye-hand coordination?
DESCRIPTOR / STANDARD	10.5.YT.C.	Use of Tools: Use basic tools.
DESCRIPTOR	10.5.YT.C.1.	Use spoon and fork for eating.
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here
		LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull
		LL 19 Shake That Bell!
		LL 23 Bathing Babies LL 27 A Cup Is For
		LL 35 Light Up
		LL 39 Texture Board
		LL 40 Sticky Surface LL 41 Letters, Letters, Letters
		LL 42 Textured Letters
		LL 43 Lemonade LL 44 Fruit Salad
		LL 46 Veggie Mash-Up
		LL 47 Roll-Ups LL 48 Applesauce
		LL 49 Pancakes
		LL 52 Fruit Smoothies LL 57 Waterworks
		M 01 Matching Shapes

M 94 Construction Zonne M 97 Peok-a-Boo Box M 96 Posts and Pans Band M 99 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments M 16 Construction State of Construction State State State of Construction State State State State of Construction State		1	
LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play	DESCRIPTOR	10.5.YT.C.2.	M 07 Peek-a-Boo Box M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments M 16 Growing Sizes M 17 This Little Piggy M 20 Where's the Water? M 21 Build a Zoo M 24 Putting Puzzles Together M 25 The Crunchy Bread M 27 Burled Shapes MM 01 A Toy for Kitty MM 05 I Can Do It! MM 07 The Hungry Crane MM 22 Shake It Up MM 30 One for You, One for Me MM 35 Pirate's Plank MM 42 Two Little Ducks MM 50 You Help Me & I Help You MM 71 Catch a Wish MM 47 Catch a Wish MM 47 Catch a Wish MM 78 Copy Me! MM 84 Fiddly Fingers P 01 Cups of Water P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book
LL 18 Tissue-Box Pull	DESCRIPTOR	10.5. † 1.0.2.	IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here

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LL 19 Shake That Bell!
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- LL 23 Bathing Babies
- LL 27 A Cup Is For...
- LL 35 Light Up
- LL 37 My Clothes Today
- LL 39 Texture Board
- LL 40 Sticky Surface
- LL 41 Letters, Letters, Letters
- LL 42 Textured Letters
- LL 43 Lemonade
- LL 44 Fruit Salad
- LL 46 Veggie Mash-Up
- LL 47 Roll-Ups
- LL 48 Applesauce
- LL 49 Pancakes
- LL 52 Fruit Smoothies
- LL 57 Waterworks
- M 01 Matching Shapes
- M 02 Dig It!
- M 04 Cookie-Cutter Fun
- M 06 Construction Zone
- M 07 Peek-a-Boo Box
- M 08 Pots and Pans Band
- M 09 Let's Make Two
- M 10 Making Butter
- M 11 Garden Party
- M 12 Where's the Bear?
- M 13 What's Inside?
- M 14 Ramp Experiments
- M 16 Growing Sizes
- M 17 This Little Piggy
- M 20 Where's the Water?
- M 21 Build a Zoo
- M 24 Putting Puzzles Together
- M 25 The Crunchy Bread
- M 27 Buried Shapes
- MM 01 A Toy for Kitty
- MM 05 I Can Do It!
- MM 07 The Hungry Crane
- MM 22 Shake It Up
- MM 30 One for You, One for Me
- MM 35 Pirate's Plank
- MM 42 Two Little Ducks
- MM 50 You Help Me & I Help You
- MM 71 Catch a Wish
- MM 73 Copy Me!
- MM 84 Fiddly Fingers
 P 01 Cups of Water
- P 02 Nature Painting
- P 04 Throwing Plush Balls
- P 05 Surprise!
- P 06 Rocking on a Roller
- P 07 Making Bubbles
- P 08 Beach-Ball Bowling
- P 10 Icv Paintings
- P 11 Laundry Time!
- P 12 Molding Dough
- P 14 Pull Box
- P 15 Let's Practice Dressing
- P 16 Squeezing Sponges
- P 17 Tap and Shake My Tambourine
- P 18 Roll It to Me!
- P 19 Beach-Ball Kicker
- P 21 Big Beads
- P 22 Bang With a Hammer

		P 23 Silly Wavy Lines
		P 26 Let's Fill Up the Box
		P 29 Nesting Bag
		P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup
		P 36 Water Painting
		SE 04 Picnic
		SE 09 Build It Up, Knock It Down
		SE 19 Dos and Don'ts Book
DESCRIPTOR	10.5.YT.C.3.	Use cups to practice pouring.
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 10 Yummy Foods
		LL 13 Lift the Flap and See Who's Here
		LL 16 Tissue-Paper Play
		LL 18 Tissue-Box Pull
		LL 19 Shake That Bell!
		LL 23 Bathing Babies
		LL 27 A Cup Is For
		LL 35 Light Up
		LL 39 Texture Board
		LL 40 Sticky Surface
		LL 41 Letters, Letters
		LL 42 Textured Letters
		LL 43 Lemonade
		LL 44 Fruit Salad
		LL 46 Veggie Mash-Up
		LL 47 Roll-Ups
		LL 48 Applesauce
		LL 49 Pancakes
		LL 52 Fruit Smoothies
		LL 57 Waterworks
		M 01 Matching Shapes
		M 02 Dig It!
		M 04 Cookie-Cutter Fun
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 08 Pots and Pans Band
		M 09 Let's Make Two
		M 10 Making Butter
		M 11 Garden Party
		M 12 Where's the Bear?
		M 13 What's Inside?
		M 14 Ramp Experiments
		M 16 Growing Sizes
		M 17 This Little Piggy
		M 20 Where's the Water?
		M 21 Build a Zoo
		M 24 Putting Puzzles Together
		M 25 The Crunchy Bread
		M 27 Buried Shapes
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 22 Shake It Up
		MM 30 One for You, One for Me
		MM 35 Pirate's Plank
		MM 42 Two Little Ducks
		MM 50 You Help Me & I Help You
		MM 71 Catch a Wish
		MM 73 Copy Me!
		MM 84 Fiddly Fingers
	II	INITIO TI INNITY I HINCIS
		P 01 Cups of Water

	P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise!
	P 05 Surprise!
	P 06 Rocking on a Roller
	P 07 Making Bubbles
	P 08 Beach-Ball Bowling
	P 10 Icy Paintings
	P 11 Laundry Time!
	P 12 Molding Dough
	P 14 Pull Box
	P 15 Let's Practice Dressing
	P 16 Squeezing Sponges
	P 17 Tap and Shake My Tambourine
	P 18 Roll It to Me!
	P 19 Beach-Ball Kicker
	P 21 Big Beads
	P 22 Bang With a Hammer
	P 23 Silly Wavy Lines
	P 26 Let's Fill Up the Box
	P 29 Nesting Bag
	SE 04 Picnic
	SE 19 Dos and Don'ts Book
UBJECT / STANDARD PA.	. Social and Emotional Development (Young Toddler)
TANDARD AREA / 16.1 TATEMENT	Self-Awareness and Self-Regulation
TANDARD	Big Idea: Understanding of self and ability to regulate behaviors a emotions are inextricably linked to learning and success. Essentic Questions: How do I develop positive feelings about myself? How do I express and manage my emotions?
ESCRIPTOR / STANDARD 16.1	A. Regulates Emotions and Behaviors: Demonstrate an emotional
ESCRIPTOR 16.1	A.1. Show joy, pleasure or excitement when new things are learned.
	IT2 Creative Curriculum
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ESCRIPTOR 16.1	A.3. Use body to demonstrate emotions.
	ITO Creative Commissions
	BCC 20
	BCC 21
	LL 02 Reading Wordless Books LL 04 Sing & Move
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	LL 04 Sing & Move LL 05 The "Me" Book
TANDARD AREA / 16.1 TATEMENT TANDARD ESCRIPTOR / STANDARD 16.1 ESCRIPTOR	P 30 Flower's in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book Social and Emotional Development (Young Toddler) Self-Awareness and Self-Regulation Big Idea: Understanding of self and ability to regulate behaviors a emotions are inextricably linked to learning and success. Essenti: Questions: How do I develop positive feelings about myself? How do I express and manage my emotions? A. Regulates Emotions and Behaviors: Demonstrate an emotional response in reaction to an experience. A.1. Show joy, pleasure or excitement when new things are learned. IT2 Creative Curriculum BCC 08 BCC 11 BCC 14 BCC 18 A.3. Use body to demonstrate emotions. IT2 Creative Curriculum BCC 06 BCC 06 BCC 06 BCC 07 BCC 07 BCC 10 BCC 12 BCC 13 BCC 15 BCC 17 BCC 18

		LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Fingers, Nose, and Toes LL 42 Fingers, Letters LL 50 What Do I See? LL 60 Potty Talk LL 61 What's the Problem? M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 40 Wave Good-bye MM 42 Two Little Ducks MM 45 Hush, My Baby MM 62 Busy, Dizzy Hands MM 69 Big Red Fish MM 77 Rise and Shine MM 86 Daddy Loves You MM 92 Creepy Crawly Spiders P 03 Splash Pad P 05 Surprise! P 07 Making Bubbles P 24 Crawling Through a Tunnel P 25 Pushing and Pulling SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 10 Take Care of Baby SE 07 Right Where It Belongs SE 10 Hellos and Good-Byes SE 13 Looking for Toes SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 20 Conflict Resolution SE 22 Hello Activities SE 23 Encouragement SE 24 Stop!
DESCRIPTOR	16.1.YT.A.4.	Imitate other's emotional reactions. IT2 Creative Curriculum BCC 01 BCC 06 BCC 08 BCC 13 BCC 15 LL 61 What's the Problem? MM 40 Wave Good-bye MM 45 Hush, My Baby MM 77 Rise and Shine MM 86 Daddy Loves You SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 05 Take Care of Baby SE 07 Right Where It Belongs SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 13 Looking for Toes SE 15 Song Time

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		SE 16 Baby Faces SE 17 Calm-Down Place
		SE 20 Conflict Resolution
		SE 22 Hello Activities
		SE 23 Encouragement
		SE 24 Stop!
DESCRIPTOR	16.1.YT.A.5.	Manage emotions with adult support.
		IT2 Creative Curriculum BCC 09
		MM 08 From Seed to Tree
		MM 59 Can You Do This?
		MM 60 On the Spot
		SE 02 Let's Try this Instead SE 11 Learning a Stop Sign
		SE 12 Playful Routines
		SE 14 Sing the Same Song
		SE 19 Dos and Don'ts Book
		SE 21 Big Rule, Little Rule
STANDARD AREA / STATEMENT	16.1.YT.	Self-Awareness and Self-Regulation
STANDARD		Big Idea: Understanding of self and ability to regulate behaviors and
		emotions are inextricably linked to learning and success. Essential
		Questions: How do I develop positive feelings about myself? How
DESCRIPTOR (OTANDARD	40.4.)/T.D	do I express and manage my emotions?
DESCRIPTOR / STANDARD	16.1.YT.B.	Influences of Personal Traits: Demonstrate preference for specific objects or activities.
DESCRIPTOR	16.1.YT.B.1.	Make simple choices.
		IT2 Creative Curriculum
		M 15 Good Night, Toys
		M 16 Growing Sizes
		MM 02 Silly Animal Walk SE 02 Let's Try this Instead
		SE 12 Playful Routines
		SE 17 Calm-Down Place
		SE 23 Encouragement
DESCRIPTOR	16.1.YT.B.2.	Ask for activity to be repeated.
		IT2 Creative Curriculum
		BCC 14
		BCC 15
		BCC 16 LL 29 Describing Food
DESCRIPTOR	46 4 VT D 2	Engage in the same activity over and over.
DESCRIPTOR	16.1.YT.B.3.	
		IT2 Creative Curriculum LL 32 Observing Insect Life
		LL 61 What's the Problem?
		M 01 Matching Shapes
		M 02 Dig It!
		M 10 Making Butter
		M 13 What's Inside?
		M 16 Growing Sizes M 24 Putting Puzzles Together
		M 26 Obstacle Course
		M 28 Counting Books
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 18 Going Fishing
		MM 46 Where Can He Be? MM 66 What Can That Sound Be?
		MM 72 What's in the Bag?
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		MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys
		SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes
DESCRIPTOR	16.1.YT.B.4.	Demonstrate resistance when asked to end an activity they are engaged in. IT2 Creative Curriculum
		MM 30 One for You, One for Me
STANDARD AREA / STATEMENT	16.1.YT.	Self-Awareness and Self-Regulation
STANDARD		Big Idea: Understanding of self and ability to regulate behaviors and emotions are inextricably linked to learning and success. Essential Questions: How do I develop positive feelings about myself? How do I express and manage my emotions?
DESCRIPTOR / STANDARD	16.1.YT.C.	Resiliency: Repeat familiar activity to gain comfort and confidence.
DESCRIPTOR	16.1.YT.C.1.	Show pleasure at own actions. IT2 Creative Curriculum BCC 08 BCC 11 BCC 14 BCC 18
DESCRIPTOR	16.1.YT.C.2.	Explore environment with interest. IT2 Creative Curriculum LL 09 Cardboard Village LL 22 Neighborhood Walk LL 38 The Same and Different M 02 Dig It! M 19 In, On, and Around M 26 Obstacle Course P 02 Nature Painting SE 19 Dos and Don'ts Book
DESCRIPTOR	16.1.YT.C.3.	Indicate "more" to try something over and over. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty

		MM 05 I Can Do It!
		MM 18 Going Fishing
		MM 46 Where Can He Be?
		MM 66 What Can That Sound Be?
		MM 72 What's in the Bag?
		MM 80 Follow That Toy
		P 04 Throwing Plush Balls
		P 07 Making Bubbles
		P 08 Beach-Ball Bowling
		P 09 Balance on a Beam
		P 15 Let's Practice Dressing
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 25 Pushing and Pulling
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 02 Let's Try this Instead
		SE 06 This Is the Way We Get Dressed
		SE 09 Build It Up, Knock It Down
		SE 10 Hellos and Good-Byes
DESCRIPTOR	16.1.YT.C.4.	Repeat challenging tasks or activities many times to achieve
		mastery.
		IT2 Creative Curriculum
		LL 32 Observing Insect Life
		LL 61 What's the Problem?
		M 01 Matching Shapes
		M 02 Dig It!
		M 10 Making Butter
		M 13 What's Inside?
		M 16 Growing Sizes
		M 24 Putting Puzzles Together
		M 26 Obstacle Course
		M 28 Counting Books
		MM 01 A Toy for Kitty MM 05 I Can Do It!
		MM 18 Going Fishing MM 46 Where Can He Be?
		MM 66 What Can That Sound Be? MM 72 What's in the Bag?
		MM 80 Follow That Toy P 04 Throwing Plush Balls
		P 07 Making Bubbles
		P 08 Beach-Ball Bowling
		P 09 Balance on a Beam P 15 Let's Practice Dressing
		P 15 Let's Practice Dressing
		P 15 Let's Practice Dressing P 18 Roll It to Me!
		P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker
		P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket
		P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads
		P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer
		P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling
		P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act
		P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader
		P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys
		P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead
		P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed
		P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down
DESCRIPTOR	16.1.YT.C.5.	P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed

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		LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes
STANDARD AREA /	16.1.YT.	Self-Awareness and Self-Regulation
STATEMENT		
STANDARD		Big Idea: Understanding of self and ability to regulate behaviors and emotions are inextricably linked to learning and success. Essential Questions: How do I develop positive feelings about myself? How do I express and manage my emotions?
DESCRIPTOR / STANDARD	16.1.YT.D.	Goal Setting: EMERGING. IT2 Creative Curriculum BCC 08 BCC 11 BCC 14 BCC 18
STANDARD AREA / STATEMENT	16.1.YT.	Self-Awareness and Self-Regulation
STANDARD		Big Idea: Understanding of self and ability to regulate behaviors and emotions are inextricably linked to learning and success. Essential Questions: How do I develop positive feelings about myself? How do I express and manage my emotions?
DESCRIPTOR / STANDARD	16.1.YT.E.	Identity Development: Convey ownership of objects and people.
DESCRIPTOR	16.1.YT.E.1.	Say "mine". IT2 Creative Curriculum MM 30 One for You, One for Me
DESCRIPTOR	16.1.YT.E.2.	Take object from peer and adult.

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		IT2 Creative Curriculum
		MM 30 One for You, One for Me
DESCRIPTOR	16.1.YT.E.3.	Collect objects.
		IT2 Creative Curriculum MM 30 One for You, One for Me
DESCRIPTOR	16.1.YT.E.4.	Display possessiveness or jealousy towards others.
		IT2 Creative Curriculum MM 30 One for You, One for Me
DESCRIPTOR	16.1.YT.E.5.	Demonstrate resistance when asked to end an activity they are engaged in.
		IT2 Creative Curriculum MM 30 One for You, One for Me
CTANDADD ADEA /	16.2.YT.	
STANDARD AREA / STATEMENT	10.2.11.	Establishing and Maintaining Relationships
STANDARD		Big Idea: Early adult-child relationships, based on attachment and trust, set the stage for life-long expectations that impact children's ability to learn, respect adult authority, and express themselves. Positive peer interactions create collaborative learning opportunities. Relationships with others provide a means of support. Essential Question: How do my relationships with adults and peers help me feel secure, supported, and successful?
DESCRIPTOR / STANDARD	16.2.YT.A.	Relationships: Trust and Attachment: Use trusted adult as a secure base from which to explore the environment.
DESCRIPTOR	16.2.YT.A.1.	Watch adults for their response to actions.
		IT2 Creative Curriculum SE 02 Let's Try this Instead SE 20 Conflict Resolution SE 24 Stop!
DESCRIPTOR	16.2.YT.A.2.	Use gestures and simple words to express need to trusted adults for comfort.
		IT2 Creative Curriculum BCC 01
		BCC 02
		BCC 03
		BCC 04
		BCC 05
		BCC 06
		BCC 07 BCC 08
		BCC 08
		BCC 10
		BCC 11
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 17
		BCC 18 BCC 19
		BCC 20
		BCC 21
		BCC 22
		BCC 23
		BCC 24
		LL 02 Reading Wordless Books

		LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 15 Whisper Songs LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes LL 39 Texture Board LL 42 Textured Letters LL 50 What Do I See? LL 57 Waterworks LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 02 Silly Animal Walk MM 15 Window Conversations MM 17 Dream MM 40 Wave Good-bye MM 41 The Dish & the Spoon MM 42 Two Little Ducks MM 43 Pitter, Patter, Splash! MM 45 Hush, My Baby MM 62 Busy, Dizzy Hands MM 69 Big Red Fish MM 75 Baby Massage MM 77 Rise and Shine MM 85 Terrific Tummy Time MM 92 Creepy Crawly Spiders P 03 Splash Pad P 05 Surprise! P 07 Making Bubbles P 24 Crawling Through a Tunnel P 25 Pushing and Pulling
		MM 77 Rise and Shine MM 85 Terrific Tummy Time MM 92 Creepy Crawly Spiders P 03 Splash Pad P 05 Surprise! P 07 Making Bubbles P 24 Crawling Through a Tunnel
		P 25 Pushing and Pulling SE 01 Actively Listening to Children SE 03 Good-Byes SE 05 Take Care of Baby SE 10 Hellos and Good-Byes SE 15 Song Time
		SE 16 Baby Faces SE 17 Calm-Down Place SE 22 Hello Activities SE 24 Stop! SE 25 Sleep Routines
DESCRIPTOR	16.2.YT.A.3.	Respond and attend to adult's interactions.
		BCC 01 BCC 02 BCC 03 BCC 04
		BCC 05 BCC 06 BCC 07 BCC 08
		BCC 09 BCC 10 BCC 11 BCC 12
		BCC 13 BCC 14

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BCC 15
BCC 16
BCC 17
BCC 18
BCC 19
BCC 20
BCC 21
BCC 22
BCC 23
BCC 24
LL 01 Letters in the Sand
LL 02 Reading Wordless Books
LL 03 From Drawing to Writing
LL 04 Sing & Move
LL 05 The "Me" Book
LL 06 Sticky Tables
LL 07 Pretend Phone Calls
LL 08 Outdoor Mobiles
LL 09 Cardboard Village
LL 10 Yummy Foods
LL 11 Let's Talk
LL 12 What's in the Picture?
LL 13 Lift the Flap and See Who's Here
LL 14 Ice-Block Play
LL 15 Whisper Songs
LL 16 Tissue-Paper Play
LL 17 Three Bears
LL 18 Tissue-Box Pull
LL 19 Shake That Bell!
LL 20 This Is the Same
LL 21 Will You Read to Me?
LL 22 Neighborhood Walk
LL 23 Bathing Babies
LL 24 Fingers, Nose, and Toes
LL 25 A Book of Faces
LL 26 Reading Rhyming Books
LL 27 A Cup Is For...
LL 28 Family Faces
LL 29 Describing Food
LL 30 Family Picture Walk
LL 31 I'll Find You
LL 32 Observing Insect Life
LL 33 Silly Clothes
LL 34 Our Names, Our Things
LL 35 Light Up
LL 36 Puppet Stories
LL 37 My Clothes Today
LL 38 The Same and Different
LL 39 Texture Board
LL 40 Sticky Surface
LL 41 Letters, Letters, Letters
LL 42 Textured Letters
LL 43 Lemonade
LL 44 Fruit Salad
LL 45 Animal Books
LL 46 Veggie Mash-Up
LL 47 Roll-Ups
LL 48 Applesauce
LL 49 Pancakes
LL 50 What Do I See?
LL 51 Dance & Remember
LL 52 Fruit Smoothies
LL 53 Bookworm Boogie
LL 54 Sharing Storybooks
LL 55 Silly Names
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LL 56 Where Did It Go? LL 57 Waterworks LL 58 Tuneful Tales LL 59 Playground Textures LL 60 Potty Talk LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 03 Everyday Patterns M 04 Cookie-Cutter Fun M 05 Sink or Float? M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments M 15 Good Night, Toys M 16 Growing Sizes M 17 This Little Piggy M 18 Rock Collection M 19 In, On, and Around M 20 Where's the Water? M 21 Build a Zoo M 22 Jump Counting M 23 Find the Sound M 24 Putting Puzzles Together M 25 The Crunchy Bread M 26 Obstacle Course M 27 Buried Shapes M 28 Counting Books MM 01 A Toy for Kitty MM 02 Silly Animal Walk MM 03 Hello Cheer MM 04 Let's Put On Your Pants MM 05 I Can Do It! MM 06 The Creeping Ladybug MM 07 The Hungry Crane MM 08 From Seed to Tree MM 09 The Answer is No! MM 10 T Dance MM 100 Sounds on the Farm MM 11 A-Bouncing We Will Go MM 12 Wiggle, Wiggle MM 13 The Way or That? MM 14 My Sticky Hands MM 15 Window Conversations MM 16 That's How I Roll MM 17 Dream MM 18 Going Fishing MM 19 Time to Clean Up! MM 20 Please Find... MM 21 Little Mouse MM 22 Shake It Up MM 23 Old Uncle Lou MM 24 Tick-Tock Clock MM 25 We Are the Clouds MM 26 Thank You MM 27 Half Past Eight MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 30 One for You, One for Me

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MM 31 The Farmer in the Dell
MM 32 Jump and Twirl
MM 33 Crawling Mouse
MM 34 Clapping Hands
MM 35 Pirate's Plank
MM 36 Hello, How Are You?
MM 37 The Rain and Me
MM 38 Ten Little Toes
MM 39 Motion Magic
MM 40 Wave Good-bye
MM 41 The Dish & the Spoon
MM 42 Two Little Ducks
MM 43 Pitter, Patter, Splash!
MM 44 Jack and Jill
MM 45 Hush, My Baby
MM 46 Where Can He Be?
MM 47 Wake Up!
MM 48 Roll Play
MM 49 Merry Movements
MM 50 You Help Me & I Help You
MM 51 Boing Boing
MM 52 Row, Row, Row Your Boat
MM 53 Bouncing Baby
MM 54 Pop Like a Weasel!
MM 55 Little Train
MM 56 Seesaw and Slide
MM 57 Remember When...
MM 58 Sing-Song Sit-Ups
MM 59 Can You Do This?
MM 60 On the Spot
MM 61 How Slowly Can You Go?
MM 62 Busy, Dizzy Hands
MM 63 Where Is Teddy?
MM 64 Jumping Jack
MM 65 Peek at You
MM 66 What Can That Sound Be?
MM 67 Shoo, Fly!
MM 68 Let's See What We Can Find
MM 69 Big Red Fish
MM 70 Hickory Dickory Dock
MM 71 Catch a Wish
MM 72 What's in the Bag?
MM 73 Copy Me!
MM 74 I'm Big, I'm Small
MM 75 Baby Massage
MM 76 Now I'm Crawling
MM 77 Rise and Shine
MM 78 Hello Toes
MM 79 Sammy the Starfish
MM 80 Follow That Toy
MM 81 Where Are Baby's Tiny Ears?
MM 82 Tell Me a Story
MM 83 Time to Close Your Eyes
MM 84 Fiddly Fingers
MM 85 Terrific Tummy Time
MM 86 Daddy Loves You
MM 87 Let's Go!
MM 88 Just Like Me!
MM 89 Hop Around
MM 90 Special Letter Chant
MM 91 You Have Two
MM 92 Creepy Crawly Spiders
MM 93 Up, Down
MM 94 Detailed Descriptions
MM 95 Shape Finders
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MM 96 Baby Two-Step MM 97 Swim and Run MM 98 Let's Explore! MM 99 Buzz Like a Bee P 01 Cups of Water P 02 Nature Painting P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 13 1, 2, 3 Hops P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 26 Let's Fill Up the Box P 27 Stand Up and Dance P 28 Tape Trails P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys P 36 Water Painting SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 08 Playful Interactions SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes SE 11 Learning a Stop Sign SE 12 Playful Routines SE 13 Looking for Toes SE 14 Sing the Same Song SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 18 Picture Help SE 19 Dos and Don'ts Book SE 20 Conflict Resolution SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 24 Stop!

SE 25 Sleep Routines

		SE 26 Dressing for the Weather
DESCRIPTOR	16.2.YT.A.4.	Seek to be near familiar adults.
		ITO Our ether Country laws
		IT2 Creative Curriculum BCC 01
		BCC 02
		BCC 03
		BCC 04
		BCC 05
		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10
		BCC 11
		BCC 12
		BCC 13
		BCC 14 BCC 15
		BCC 16
		BCC 17
		BCC 18
		BCC 19
		BCC 20
		BCC 21
		BCC 22
		BCC 23
		BCC 24
		LL 02 Reading Wordless Books
		MM 02 Silly Animal Walk
		MM 15 Window Conversations
		MM 17 Dream
		MM 40 Wave Good-bye
		MM 41 The Dish & the Spoon
		MM 43 Pitter, Patter, Splash!
		MM 45 Hush, My Baby
		MM 75 Baby Massage
		MM 77 Rise and Shine
		MM 85 Terrific Tummy Time SE 01 Actively Listening to Children
		SE 03 Good-Byes
		SE 10 Hellos and Good-Byes
		SE 15 Song Time
		SE 16 Baby Faces
		SE 17 Calm-Down Place
		SE 22 Hello Activities
		SE 24 Stop!
		SE 25 Sleep Routines
DESCRIPTOR	16.2.YT.A.5.	Display apprehension when an unfamiliar adult comes near.
		IT2 Creative Curriculum
		BCC 14
		BCC 15
		BCC 16
		LL 29 Describing Food
DESCRIPTOR	16.2.YT.A.6.	Seek attention from trusted adults.
		IT2 Creative Curriculum
		BCC 01
		BCC 02
		BCC 03
		BCC 04
		BCC 05
		BCC 06

		BCC 07 BCC 08
		BCC 09
		BCC 10
		BCC 11
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 17
		BCC 18
		BCC 19
		BCC 20
		BCC 21
		BCC 22
		BCC 23
		BCC 24
		LL 02 Reading Wordless Books
		MM 02 Silly Animal Walk MM 15 Window Conversations
		MM 17 Dream
		MM 40 Wave Good-bye
		MM 41 The Dish & the Spoon
		MM 43 Pitter, Patter, Splash! MM 45 Hush, My Baby
		MM 75 Baby Massage
		MM 77 Rise and Shine
		MM 85 Terrific Tummy Time
		SE 01 Actively Listening to Children
		SE 03 Good-Byes
		SE 10 Hellos and Good-Byes
		SE 15 Song Time
		SE 16 Baby Faces
		SE 17 Calm-Down Place
		SE 22 Hello Activities
		SE 24 Stop!
		SE 25 Sleep Routines
STANDARD AREA / STATEMENT	16.2.YT.	Establishing and Maintaining Relationships
STANDARD		Dis Ideas Forth adult abild relationships based on attachment and
STANDARD		Big Idea: Early adult-child relationships, based on attachment and
		trust, set the stage for life-long expectations that impact children's
		ability to learn, respect adult authority, and express themselves.
		Positive peer interactions create collaborative learning
		opportunities. Relationships with others provide a means of
		support. Essential Question: How do my relationships with adults and peers help me feel secure, supported, and successful?
DESCRIPTOR / STANDARD	16.2.YT.B.	Diversity: Recognize similarities and differences between self and others.
DESCRIPTOR	4C 2 VT D 4	
DESCRIPTOR	16.2.YT.B.1.	Engage in activities that reflect home culture (e.g. dramatic play – cooking food served in the home).
		cooking food served in the nome).
		IT2 Creative Curriculum
		BCC 02
		BCC 02 BCC 03
		BCC 04 BCC 08
		BCC 09
		BCC 11
		BCC 14
		BCC 15 BCC 17
		LL 25 A Book of Faces
		LL 36 Puppet Stories
]	EE 00 1 appet otolies

		LL 45 Animal Books MM 27 Half Past Eight MM 28 Animals in the Barn MM 76 Now I'm Crawling MM 79 Sammy the Starfish P 24 Crawling Through a Tunnel SE 01 Actively Listening to Children SE 05 Take Care of Baby SE 21 Big Rule, Little Rule SE 26 Dressing for the Weather
DESCRIPTOR	16.2.YT.B.2.	Engage in activities that promote labeling of personal characteristics (e.g. likes, dislikes, physical characteristics, family make-up). IT2 Creative Curriculum BCC 12 BCC 14 BCC 15 BCC 16 LL 24 Fingers, Nose, and Toes LL 28 Family Faces LL 29 Describing Food LL 30 Family Picture Walk
DESCRIPTOR	16.2.YT.B.3.	Attempt to touch face or hair of peer. IT2 Creative Curriculum SE 08 Playful Interactions
DESCRIPTOR	16.2.YT.B.4.	Cry when unfamiliar adult approaches. IT2 Creative Curriculum BCC 14 BCC 15 BCC 16 LL 29 Describing Food
STANDARD AREA / STATEMENT	16.2.YT.	Establishing and Maintaining Relationships
STANDARD		Big Idea: Early adult-child relationships, based on attachment and trust, set the stage for life-long expectations that impact children's ability to learn, respect adult authority, and express themselves. Positive peer interactions create collaborative learning opportunities. Relationships with others provide a means of support. Essential Question: How do my relationships with adults and peers help me feel secure, supported, and successful?
DESCRIPTOR / STANDARD	16.2.YT.C.	Communication: Use sounds, gestures and words as a form of reciprocal communication.
DESCRIPTOR	16.2.YT.C.1.	Reference 1.5.YT.A. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15

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BCC 16
BCC 17
BCC 18
BCC 19
BCC 20
BCC 21
BCC 22
BCC 23
BCC 24
LL 01 Letters in the Sand
LL 02 Reading Wordless Books
LL 03 From Drawing to Writing
LL 04 Sing & Move
LL 05 The "Me" Book
LL 06 Sticky Tables
LL 07 Pretend Phone Calls
LL 08 Outdoor Mobiles
LL 09 Cardboard Village
LL 10 Yummy Foods
LL 11 Let's Talk
LL 12 What's in the Picture?
LL 13 Lift the Flap and See Who's Here
LL 14 Ice-Block Play
LL 15 Whisper Songs
LL 16 Tissue-Paper Play
LL 17 Three Bears
LL 18 Tissue-Box Pull
LL 19 Shake That Bell!
LL 20 This Is the Same
LL 21 Will You Read to Me?
LL 22 Neighborhood Walk
LL 23 Bathing Babies
LL 24 Fingers, Nose, and Toes
LL 25 A Book of Faces
LL 26 Reading Rhyming Books
LL 27 A Cup Is For...
LL 28 Family Faces
LL 29 Describing Food
LL 30 Family Picture Walk
LL 31 I'll Find You
LL 32 Observing Insect Life
LL 33 Silly Clothes
LL 34 Our Names, Our Things
LL 35 Light Up
LL 36 Puppet Stories
LL 37 My Clothes Today
LL 38 The Same and Different
LL 39 Texture Board
LL 40 Sticky Surface
LL 41 Letters, Letters, Letters
LL 42 Textured Letters
LL 43 Lemonade
LL 44 Fruit Salad
LL 45 Animal Books
LL 46 Veggie Mash-Up
LL 47 Roll-Ups
LL 48 Applesauce
LL 49 Pancakes
LL 50 What Do I See?
LL 51 Dance & Remember
LL 52 Fruit Smoothies
LL 53 Bookworm Boogie
LL 54 Sharing Storybooks
LL 55 Silly Names
LL 56 Where Did It Go?
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LL 57 Waterworks LL 58 Tuneful Tales LL 59 Playground Textures LL 60 Potty Talk LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 03 Everyday Patterns M 04 Cookie-Cutter Fun M 05 Sink or Float? M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments M 15 Good Night, Toys M 16 Growing Sizes M 17 This Little Piggy M 18 Rock Collection M 19 In, On, and Around M 20 Where's the Water? M 21 Build a Zoo M 22 Jump Counting M 23 Find the Sound M 24 Putting Puzzles Together M 25 The Crunchy Bread M 26 Obstacle Course M 27 Buried Shapes M 28 Counting Books MM 01 A Toy for Kitty MM 02 Silly Animal Walk MM 03 Hello Cheer MM 04 Let's Put On Your Pants MM 05 I Can Do It! MM 06 The Creeping Ladybug MM 07 The Hungry Crane MM 08 From Seed to Tree MM 09 The Answer is No! MM 10 T Dance MM 100 Sounds on the Farm MM 11 A-Bouncing We Will Go MM 12 Wiggle, Wiggle MM 13 The Way or That? MM 14 My Sticky Hands MM 15 Window Conversations MM 16 That's How I Roll MM 17 Dream MM 18 Going Fishing MM 19 Time to Clean Up! MM 20 Please Find... MM 21 Little Mouse MM 22 Shake It Up MM 23 Old Uncle Lou MM 24 Tick-Tock Clock MM 25 We Are the Clouds MM 26 Thank You MM 27 Half Past Eight MM 28 Animals in the Barn MM 29 Let's Start Our Day

MM 30 One for You, One for Me MM 31 The Farmer in the Dell

MM 32 Jump and Twirl MM 33 Crawling Mouse MM 34 Clapping Hands MM 35 Pirate's Plank MM 36 Hello, How Are You? MM 37 The Rain and Me MM 38 Ten Little Toes MM 39 Motion Magic MM 40 Wave Good-bye MM 41 The Dish & the Spoon MM 42 Two Little Ducks MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 45 Hush, My Baby MM 46 Where Can He Be? MM 47 Wake Up! MM 48 Roll Play MM 49 Merry Movements MM 50 You Help Me & I Help You MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 57 Remember When... MM 58 Sing-Song Sit-Ups MM 59 Can You Do This? MM 60 On the Spot MM 61 How Slowly Can You Go? MM 62 Busy, Dizzy Hands MM 63 Where Is Teddy? MM 64 Jumping Jack MM 65 Peek at You MM 66 What Can That Sound Be? MM 67 Shoo, Fly! MM 68 Let's See What We Can Find MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 72 What's in the Bag? MM 73 Copy Me! MM 74 I'm Big, I'm Small MM 75 Baby Massage MM 76 Now I'm Crawling MM 77 Rise and Shine MM 78 Hello Toes MM 79 Sammy the Starfish MM 80 Follow That Toy MM 81 Where Are Baby's Tiny Ears? MM 82 Tell Me a Story MM 83 Time to Close Your Eyes MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 86 Daddy Loves You MM 87 Let's Go! MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 91 You Have Two MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 94 Detailed Descriptions MM 95 Shape Finders MM 96 Baby Two-Step

MM 97 Swim and Run MM 98 Let's Explore! MM 99 Buzz Like a Bee P 01 Cups of Water P 02 Nature Painting P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 13 1, 2, 3 Hops P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 26 Let's Fill Up the Box P 27 Stand Up and Dance P 28 Tape Trails P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys P 36 Water Painting SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 08 Playful Interactions SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes SE 11 Learning a Stop Sign SE 12 Playful Routines SE 13 Looking for Toes SE 14 Sing the Same Song SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 18 Picture Help SE 19 Dos and Don'ts Book SE 20 Conflict Resolution SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 24 Stop! SE 25 Sleep Routines

SE 26 Dressing for the Weather

STANDARD AREA /	16.2.YT.	Establishing and Maintaining Relationships
STATEMENT		
STANDARD		Big Idea: Early adult-child relationships, based on attachment and trust, set the stage for life-long expectations that impact children's ability to learn, respect adult authority, and express themselves. Positive peer interactions create collaborative learning opportunities. Relationships with others provide a means of support. Essential Question: How do my relationships with adults and peers help me feel secure, supported, and successful?
DESCRIPTOR / STANDARD	16.2.YT.D.	Managing Interpersonal Conflicts: Express emotion relating to a conflict.
DESCRIPTOR	16.2.YT.D.1.	Cry or use inappropriate action to express frustration. IT2 Creative Curriculum MM 04 Let's Put On Your Pants MM 08 From Seed to Tree MM 40 Wave Good-bye MM 45 Hush, My Baby MM 59 Can You Do This? MM 60 On the Spot MM 77 Rise and Shine MM 86 Daddy Loves You SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 05 Take Care of Baby SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 10 Hellos and Good-Byes SE 11 Learning a Stop Sign SE 12 Playful Routines SE 13 Looking for Toes SE 14 Sing the Same Song SE 15 Song Time SE 17 Calm-Down Place SE 18 Picture Help SE 19 Dos and Don'ts Book SE 20 Conflict Resolution SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 25 Sleep Routines
DESCRIPTOR	16.2.YT.D.2.	Use some language to express emotion (e.g. "no," "mine"). IT2 Creative Curriculum BCC 01 BCC 06 BCC 08 BCC 13 BCC 15 LL 11 Let's Talk LL 22 Neighborhood Walk LL 39 Texture Board LL 57 Waterworks LL 60 Potty Talk LL 61 What's the Problem? MM 40 Wave Good-bye MM 45 Hush, My Baby MM 77 Rise and Shine MM 86 Daddy Loves You SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 05 Take Care of Baby

		SE 07 Right Where It Belongs SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 13 Looking for Toes SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 20 Conflict Resolution SE 22 Hello Activities SE 23 Encouragement SE 24 Stop!
STANDARD AREA / STATEMENT	16.2.YT.	Establishing and Maintaining Relationships
STANDARD		Big Idea: Early adult-child relationships, based on attachment and trust, set the stage for life-long expectations that impact children's ability to learn, respect adult authority, and express themselves. Positive peer interactions create collaborative learning opportunities. Relationships with others provide a means of support. Essential Question: How do my relationships with adults and peers help me feel secure, supported, and successful?
DESCRIPTOR / STANDARD	16.2.YT.E.	Support: Asking for Help - Communicate needs.
DESCRIPTOR	16.2.YT.E.1.	Cry to express need.
		IT2 Creative Curriculum LL 11 Let's Talk LL 22 Neighborhood Walk LL 39 Texture Board LL 57 Waterworks LL 60 Potty Talk SE 03 Good-Byes SE 24 Stop!
DESCRIPTOR	16.2.YT.E.2.	Point and move towards desired object. IT2 Creative Curriculum BCC 14 BCC 15 BCC 16 LL 29 Describing Food
DESCRIPTOR	16.2.YT.E.3.	Use basic language to indicate need (e.g. "mine," basic signs). IT2 Creative Curriculum MM 30 One for You, One for Me SE 10 Hellos and Good-Byes
		SE 16 Baby Faces
DESCRIPTOR	16.2.YT.E.4.	Use gestures to indicate need. IT2 Creative Curriculum BCC 04 BCC 05 BCC 08 BCC 10 BCC 12 BCC 13 BCC 17 BCC 18 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods

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		LL 11 Let's Talk LL 15 Whisper Songs LL 24 Fingers, Nose, and Toes LL 42 Textured Letters LL 50 What Do I See? LL 60 Potty Talk M 01 Matching Shapes M 04 Cookie-Cutter Fun M 11 Garden Party M 17 This Little Piggy M 18 Rock Collection MM 42 Two Little Ducks MM 62 Busy, Dizzy Hands MM 69 Big Red Fish MM 92 Creepy Crawly Spiders P 03 Splash Pad P 05 Surprise! P 07 Making Bubbles P 24 Crawling Through a Tunnel P 25 Pushing and Pulling SE 03 Good-Byes SE 05 Take Care of Baby SE 10 Hellos and Good-Byes SE 15 Song Time SE 22 Hello Activities SE 24 Stop!
STANDADD ADEA /	46 2 VT	
STANDARD AREA / STATEMENT	16.3.YT.	Decision Making & Responsibility
STANDARD		Big Idea: Actions and behaviors either positively or negatively affect
		how I learn, and how I get along with others. Essential Question: How do I use healthy strategies to manage my behavior?
DESCRIPTOR / STANDARD	16.3.YT.A.	Decision Making Skills: Make simple choices.
DESCRIPTOR	16.3.YT.A.1.	Choose between two options provided by adult.
		IT2 Creative Curriculum M 15 Good Night, Toys M 16 Growing Sizes MM 02 Silly Animal Walk SE 02 Let's Try this Instead SE 12 Playful Routines SE 17 Calm-Down Place SE 23 Encouragement
DESCRIPTOR	16.3.YT.A.2.	Seek favorite object or activity.
		IT2 Creative Curriculum M 15 Good Night, Toys M 16 Growing Sizes MM 02 Silly Animal Walk SE 02 Let's Try this Instead SE 12 Playful Routines SE 17 Calm-Down Place SE 23 Encouragement
STANDARD AREA / STATEMENT	16.3.YT.	Decision Making & Responsibility
STANDARD		Big Idea: Actions and behaviors either positively or negatively affect how I learn, and how I get along with others. Essential Question: How do I use healthy strategies to manage my behavior?
DESCRIPTOR / STANDARD	16.3.YT.B.	Understanding Social Norms (Social Identity): Demonstrate basic understanding of rules.
DESCRIPTOR	16.3.YT.B.3.	Test limits.
		IT2 Creative Curriculum

		BCC 13 BCC 19 BCC 20 BCC 22 LL 61 What's the Problem? M 03 Everyday Patterns M 15 Good Night, Toys MM 05 I Can Do It! MM 59 Can You Do This? P 30 Flowers in the Garden P 31 Drinking Cups SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 15 Song Time SE 18 Picture Help SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 24 Stop!
		SE 25 Sleep Routines
DESCRIPTOR	16.3.YT.B.4.	Follow simple rules with adult guidance. IT2 Creative Curriculum BCC 13 BCC 19 BCC 20 BCC 22 LL 61 What's the Problem? M 03 Everyday Patterns M 15 Good Night, Toys MM 05 I Can Do It! MM 59 Can You Do This? P 30 Flowers in the Garden P 31 Drinking Cups SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 15 Song Time SE 18 Picture Help SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 24 Stop! SE 25 Sleep Routines
STANDARD AREA /	16.3.YT.	Decision Making & Responsibility
STATEMENT STANDARD		Big Idea: Actions and behaviors either positively or negatively affect how I learn, and how I get along with others. Essential Question: How do I use healthy strategies to manage my behavior?
DESCRIPTOR / STANDARD	16.3.YT.C.	Responsible Active Engagement: Empathy: Engage in empathy and compassion in some situations.
DESCRIPTOR	16.3.YT.C.1.	Attempt to soothe another who is distressed. IT2 Creative Curriculum P 13 1, 2, 3 Hops P 33 Balancing Act SE 21 Big Rule, Little Rule SE 26 Dressing for the Weather
DESCRIPTOR	16.3.YT.C.2.	Hand another child an object when he/her notices him/her looking at it. IT2 Creative Curriculum P 13 1, 2, 3 Hops P 33 Balancing Act
	II.	

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		SE 21 Big Rule, Little Rule SE 26 Dressing for the Weather
DESCRIPTOR	16.3.YT.C.3.	Give hugs. IT2 Creative Curriculum P 13 1, 2, 3 Hops P 33 Balancing Act SE 21 Big Rule, Little Rule SE 26 Dressing for the Weather
SUBJECT / STANDARD AREA	PA.AL.	Approaches to Learning Through Play (Older Toddler)
STANDARD AREA / STATEMENT	AL.1.OT.	Constructing and Gathering Knowledge
STANDARD		Big Idea: Children actively construct knowledge through routines, play, practices, and language. Children use a variety of strategies to gather information based upon their own individualized approach to learning. Essential Questions: What strategies can be used to gather information? What can I learn from my every day experiences, including play?
DESCRIPTOR / STANDARD	AL.1.OT.A.	Curiosity and Initiative: Explore characteristics of and ask questions about objects people, activities and environments.
DESCRIPTOR	AL.1.OT.A.1.	Explore object to see how they work (e.g. pushing buttons to start and stop turning object over). IT2 Creative Curriculum
		BCC 09 BCC 12 LL 19 Shake That Bell! LL 32 Observing Insect Life LL 35 Light Up LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 01 Cups of Water P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 10 Icy Paintings P 15 Let's Practice Dressing P 16 Squeezing Sponges P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 26 Let's Fill Up the Box P 33 Balancing Act P 34 Follow the Leader

		P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes
DESCRIPTOR	AL.1.OT.A.2.	Approach others at play and ask what they are doing or attempt to join in.
		IT2 Creative Curriculum BCC 02 LL 09 Cardboard Village M 06 Construction Zone M 07 Peek-a-Boo Box M 14 Ramp Experiments M 19 In, On, and Around M 20 Where's the Water? MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 60 On the Spot P 02 Nature Painting P 03 Splash Pad P 11 Laundry Time!
		P 27 Stand Up and Dance P 28 Tape Trails P 29 Nesting Bag P 32 Water Soup SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 09 Build It Up, Knock It Down SE 16 Baby Faces SE 20 Conflict Resolution SE 21 Big Rule, Little Rule SE 24 Stop!
		SE 26 Dressing for the Weather
DESCRIPTOR	AL.1.OT.A.3.	Make independent play choices. IT2 Creative Curriculum SE 01 Actively Listening to Children SE 08 Playful Interactions SE 09 Build It Up, Knock It Down
DESCRIPTOR	AL.1.OT.A.4.	Ask questions to seek information. IT2 Creative Curriculum
		MM 09 The Answer is No!
STANDARD AREA / STATEMENT	AL.1.OT.	Constructing and Gathering Knowledge
STANDARD		Big Idea: Children actively construct knowledge through routines, play, practices, and language. Children use a variety of strategies to gather information based upon their own individualized approach to learning. Essential Questions: What strategies can be used to gather information? What can I learn from my every day experiences, including play?
DESCRIPTOR / STANDARD	AL.1.OT.B.	Risk Taking: Explore the environment independently seeking occasional approval from adults.
DESCRIPTOR	AL.1.OT.B.1.	Turn and look to adult for reassurance when attempting new things or meeting new people. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03
		BCC 04

		BCC 05
1		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10
		BCC 11
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 17
		BCC 18
		BCC 19
		BCC 20
		BCC 21
		BCC 22
		BCC 23
		BCC 24
		LL 02 Reading Wordless Books
		MM 02 Cilly Animal Walk
		MM 02 Silly Animal Walk
		MM 15 Window Conversations
		MM 17 Dream
		MM 40 Wave Good-bye
		MM 41 The Dish & the Spoon
		MM 43 Pitter, Patter, Splash!
		MM 45 Hush, My Baby
		MM 75 Baby Massage
		MM 77 Rise and Shine
		MM 85 Terrific Tummy Time
		SE 01 Actively Listening to Children
		SE 03 Good-Byes
		SE 10 Hellos and Good-Byes
		SE 15 Song Time
		SE 16 Baby Faces
		SE 17 Calm-Down Place
		SE 22 Hello Activities
		SE 24 Stopl
		SE 24 Stop!
		SE 24 Stop! SE 25 Sleep Routines
DESCRIPTOR	AL 4 OT P 2	SE 25 Sleep Routines
DESCRIPTOR	AL.1.OT.B.2.	SE 25 Sleep Routines Observe adult completing a task, then independently attempt the
DESCRIPTOR	AL.1.OT.B.2.	SE 25 Sleep Routines
DESCRIPTOR	AL.1.OT.B.2.	SE 25 Sleep Routines Observe adult completing a task, then independently attempt the
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task.
DESCRIPTOR	AL.1.OT.B.2.	SE 25 Sleep Routines Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life
DESCRIPTOR	AL.1.OT.B.2.	SE 25 Sleep Routines Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem?
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes
DESCRIPTOR	AL.1.OT.B.2.	SE 25 Sleep Routines Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It!
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter
DESCRIPTOR	AL.1.OT.B.2.	SE 25 Sleep Routines Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It!
DESCRIPTOR	AL.1.OT.B.2.	SE 25 Sleep Routines Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside?
DESCRIPTOR	AL.1.OT.B.2.	SE 25 Sleep Routines Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books
DESCRIPTOR	AL.1.OT.B.2.	SE 25 Sleep Routines Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It!
DESCRIPTOR	AL.1.OT.B.2.	SE 25 Sleep Routines Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be?
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be?
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag?
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be?
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling
DESCRIPTOR	AL.1.OT.B.2.	Observe adult completing a task, then independently attempt the task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles

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		P 15 Let's Practice Dressing
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 25 Pushing and Pulling
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 02 Let's Try this Instead
		SE 06 This Is the Way We Get Dressed
		SE 09 Build It Up, Knock It Down
		SE 10 Hellos and Good-Byes
STANDARD AREA /	AL.1.OT.	Constructing and Gathering Knowledge
STATEMENT		
STANDARD		Big Idea: Children actively construct knowledge through routines,
		play, practices, and language. Children use a variety of strategies to
		gather information based upon their own individualized approach to
		learning. Essential Questions: What strategies can be used to gather
		information? What can I learn from my every day experiences,
		including play?
DESCRIPTOR / STANDARD	AL.1.OT.C.	Stages of Play: Engage with others in simple cooperative play.
DESCRIPTOR	AL.1.OT.C.1.	Interact with other children during play.
		IT2 Creative Curriculum
		BCC 02
		LL 09 Cardboard Village
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 14 Ramp Experiments
		M 19 In, On, and Around
		M 20 Where's the Water?
		MM 29 Let's Start Our Day
		MM 36 Hello, How Are You?
		MM 60 On the Spot
		P 02 Nature Painting
		P 03 Splash Pad
		P 11 Laundry Time!
		P 27 Stand Up and Dance
		P 28 Tape Trails
		P 29 Nesting Bag
		P 32 Water Soup
		SE 04 Picnic
		SE 05 Take Care of Baby
		SE 08 Playful Interactions
		SE 09 Build It Up, Knock It Down
		SE 16 Baby Faces
		SE 20 Conflict Resolution
		SE 21 Big Rule, Little Rule
		SE 24 Stop!
		SE 24 Stop: SE 26 Dressing for the Weather
DESCRIPTOR	AL 1 OT C 2	
DESCRIPTOR	AL.1.OT.C.2.	Join others play, first watching and later joining in.
		IT2 Creative Curriculum
		BCC 02
		LL 09 Cardboard Village
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 14 Ramp Experiments
		M 19 In, On, and Around
		M 20 Where's the Water?
		MM 29 Let's Start Our Day
		inin 23 Lot 9 Start Our Day

		MM 00 Halla Halla Ala Va O
		MM 36 Hello, How Are You?
		MM 60 On the Spot
		P 02 Nature Painting
		P 03 Splash Pad
		P 11 Laundry Time!
		P 27 Stand Up and Dance
		P 28 Tape Trails
		P 29 Nesting Bag
		P 32 Water Soup
		SE 04 Picnic
		SE 05 Take Care of Baby
		SE 08 Playful Interactions
		SE 09 Build It Up, Knock It Down
		SE 16 Baby Faces
		SE 20 Conflict Resolution
		SE 21 Big Rule, Little Rule
		SE 24 Stop!
		SE 26 Dressing for the Weather
DESCRIPTOR	AL.1.OT.C.3.	Act out familiar scenarios.
		IT2 Creative Curriculum
		BCC 05
		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 19
		BCC 21
		BCC 22
		BCC 24
		LL 07 Pretend Phone Calls
		LL 09 Cardboard Village
		LL 23 Bathing Babies
		LL 33 Silly Clothes
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 15 Good Night, Toys
		MM 02 Silly Animal Walk
		MM 08 From Seed to Tree
		MM 100 Sounds on the Farm
		MM 16 That's How I Roll
		MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 47 Wake Up!
		MM 69 Big Red Fish
		MM 79 Sammy the Starfish
		P 01 Cups of Water
		P 15 Let's Practice Dressing
		P 22 Bang With a Hammer
		P 32 Water Soup
		SE 03 Good-Byes
		SE 04 Picnic
		SE 05 Take Care of Baby
		SE 08 Playful Interactions
		SE 12 Playful Routines
		SE 26 Dressing for the Weather
CTANDADD ADEA /	AL 2 OT	-
STANDARD AREA /	AL.2.OT.	Organizing and Understanding Information

STATEMENT		
STANDARD		Big Idea: Strategies for filtering and organizing information are important to the learning process. Essential Questions: How do I decide what information/task to attend to? What strategies do I use to organize information?
DESCRIPTOR / STANDARD	AL.2.OT.A.	Engagement and Attention: Focus attention and participate in task oriented activities.
DESCRIPTOR	AL.2.OT.A.1.	Complete short, simple task with adult support. IT2 Creative Curriculum SE 02 Let's Try this Instead SE 20 Conflict Resolution SE 24 Stop!
DESCRIPTOR	AL.2.OT.A.2.	Engage with peers in play for an extended period of time. IT2 Creative Curriculum BCC 02 LL 09 Cardboard Village M 06 Construction Zone M 07 Peek-a-Boo Box M 14 Ramp Experiments M 19 In, On, and Around M 20 Where's the Water? MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 60 On the Spot P 02 Nature Painting P 03 Splash Pad P 11 Laundry Time! P 27 Stand Up and Dance P 28 Tape Trails P 29 Nesting Bag P 32 Water Soup SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 09 Build It Up, Knock It Down SE 16 Baby Faces SE 20 Conflict Resolution SE 21 Big Rule, Little Rule SE 24 Stop! SE 26 Dressing for the Weather
DESCRIPTOR	AL.2.OT.A.3.	Participate with others focusing on a specific task. IT2 Creative Curriculum MM 26 Thank You MM 47 Wake Up! SE 04 Picnic SE 07 Right Where It Belongs
DESCRIPTOR	AL.2.OT.A.4.	Try a task or activity several times. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty

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		MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed
		SE 09 Build It Up, Knock It Down
		SE 10 Hellos and Good-Byes
STANDARD AREA / STATEMENT	AL.2.OT.	Organizing and Understanding Information
STANDARD		Big Idea: Strategies for filtering and organizing information are important to the learning process. Essential Questions: How do I decide what information/task to attend to? What strategies do I use to organize information?
DESCRIPTOR / STANDARD	AL.2.OT.B.	Task Analysis: Identify and complete the sequence of familiar routines and tasks.
DESCRIPTOR	AL.2.OT.B.1.	Complete a multi-step task with adult support.
		IT2 Creative Curriculum BCC 06
DESCRIPTOR	AL.2.OT.B.2.	Verbalize the daily schedule (e.g. breakfast comes after morning meeting).
		IT2 Creative Curriculum BCC 19
		BCC 20 BCC 22
		M 03 Everyday Patterns
		M 15 Good Night, Toys
DESCRIPTOR	AL.2.OT.B.3.	Talk about ways to complete a task or activity and act on it.
		IT2 Creative Curriculum BCC 06
DESCRIPTOR	AL.2.OT.B.4.	Describe the sequential steps of basic routines and activities.
		IT2 Creative Curriculum BCC 06 BCC 19 BCC 20 BCC 22 M 03 Everyday Patterns M 15 Good Night, Toys
STANDARD AREA / STATEMENT	AL.2.OT.	Organizing and Understanding Information
STANDARD		Big Idea: Strategies for filtering and organizing information are important to the learning process. Essential Questions: How do I

		decide what information/task to attend to? What strategies do I use to organize information?
DESCRIPTOR / STANDARD	AL.2.OT.C.	Persistence: Attempt to accomplish challenging tasks by employing familiar strategies.
DESCRIPTOR	AL.2.OT.C.1.	Attempt to complete a task in more than one way (e.g. using materials in more than one way, trial and error, and breaking tasks into steps). IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 15 Good Night, Toys M 16 Growing Sizes M 21 Build a Zoo M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 14 My Sticky Hands MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 72 What's in the Bag? MM 73 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 29 Nesting Bag P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes
DESCRIPTOR	AL.2.OT.C.2.	Focus on an activity or object while other things are occurring in the environment. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It!

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		MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam
		P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader
		P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes
DESCRIPTOR	AL.2.OT.C.3.	Stick to a task for a short period of time before asking for help.
		IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books M M0 1 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down
STANDARD AREA /	AL.2.OT.	SE 10 Hellos and Good-Byes Organizing and Understanding Information
STATEMENT		
STANDARD		Big Idea: Strategies for filtering and organizing information are

		important to the learning process. Essential Questions: How do I decide what information/task to attend to? What strategies do I use to organize information?
DESCRIPTOR / STANDARD	AL.2.OT.D.	Patterning: Recognize and create simple patterns.
DESCRIPTOR	AL.2.OT.D.1.	Identify patterns in the environment (e.g. spots on an animal, stripes on a shirt, predictable text).
		IT2 Creative Curriculum M 08 Pots and Pans Band MM 74 I'm Big, I'm Small MM 83 Time to Close Your Eyes MM 87 Let's Go! MM 93 Up, Down
DESCRIPTOR	AL.2.OT.D.2.	Clap out rhythmic patterns.
		IT2 Creative Curriculum M 08 Pots and Pans Band
DESCRIPTOR	AL.2.OT.D.3.	Create simple patterns using manipulatives.
		IT2 Creative Curriculum M 08 Pots and Pans Band MM 93 Up, Down
STANDARD AREA / STATEMENT	AL.2.OT.	Organizing and Understanding Information
STANDARD		Big Idea: Strategies for filtering and organizing information are important to the learning process. Essential Questions: How do I decide what information/task to attend to? What strategies do I use to organize information?
DESCRIPTOR / STANDARD	AL.2.OT.E.	Memory: Retain and recall information from previous experiences.
DESCRIPTOR	AL.2.OT.E.1.	Relate information and/or experiences from the past. IT2 Creative Curriculum
		LL 56 Where Did It Go? MM 06 The Creeping Ladybug
		MM 57 Remember When
		MM 63 Where Is Teddy? MM 68 Let's See What We Can Find
		MM 78 Hello Toes
		P 30 Flowers in the Garden
DESCRIPTOR	AL.2.OT.E.2.	Engage in memory games.
		IT2 Creative Curriculum
		LL 56 Where Did It Go?
		MM 06 The Creeping Ladybug MM 57 Remember When
		MM 63 Where Is Teddy?
		MM 68 Let's See What We Can Find
		MM 78 Hello Toes P 30 Flowers in the Garden
DESCRIPTOR	AL.2.OT.E.3.	Recall details from stories, events, and experiences.
		IT2 Creative Curriculum LL 56 Where Did It Go?
		MM 06 The Creeping Ladybug
		MM 57 Remember When
		MM 63 Where Is Teddy? MM 68 Let's See What We Can Find
		MM 78 Hello Toes
		P 30 Flowers in the Garden
STANDARD AREA /	AL.3.OT.	Applying Knowledge
STATEMENT		

STANDARD		Big Idea: Prior knowledge and experiences can be used to express and create new understandings. Essential Questions: How do I use what I already know to understand new things? How do I represent new understandings?
DESCRIPTOR / STANDARD	AL.3.OT.A/B.	Creativity/Invention: Construct music, art and stories as a means of self- expression.
DESCRIPTOR	AL.3.OT.A/B.1.	Reference 9.1.V.OT. A; 9.1.V.OT.B; 9.1.M.OT.E.
		IT2 Creative Curriculum BCC 13 BCC 19 BCC 21 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 04 Sing & Move LL 05 The "Me" Book LL 09 Cardboard Village LL 15 Whisper Songs LL 17 Three Bears LL 37 My Clothes Today LL 40 Sticky Surface LL 51 Dance & Remember M 06 Construction Zone M 08 Pots and Pans Band M 10 Making Butter M 16 Growing Sizes MM 05 I Can Do It! MM 15 Window Conversations MM 52 Row, Row, Row Your Boat MM 60 On the Spot MM 65 Peek at You MM 66 What Can That Sound Be? MM 67 Shoo, Fly! MM 73 Copy Me! MM 82 Tell Me a Story P 02 Nature Painting P 10 lcy Paintings P 12 Molding Dough P 17 Tap and Shake My Tambourine P 23 Silly Wavy Lines P 27 Stand Up and Dance SE 03 Good-Byes SE 09 Build It Up, Knock It Down SE 15 Song Time SE 17 Calm-Down Place SE 24 Stop!
STANDARD AREA / STATEMENT	AL.3.OT.	Applying Knowledge
STANDARD		Big Idea: Prior knowledge and experiences can be used to express and create new understandings. Essential Questions: How do I use what I already know to understand new things? How do I represent new understandings?
DESCRIPTOR / STANDARD	AL.3.OT.C.	Representation: Experiment with materials to represent objects.
DESCRIPTOR	AL.3.OT.C.1.	Use non-conforming objects to create representations of real-life objects or activities (e.g. block for phone, stick for spoon). IT2 Creative Curriculum BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village

		LL 37 My Clothes Today
		LL 40 Sticky Surface
		M 06 Construction Zone
		M 16 Growing Sizes
		MM 05 I Can Do It!
		MM 15 Window Conversations
		MM 66 What Can That Sound Be?
		MM 82 Tell Me a Story
		P 02 Nature Painting
		P 10 Icy Paintings
		P 12 Molding Dough
		P 23 Silly Wavy Lines
		SE 03 Good-Byes
		SE 09 Build It Up, Knock It Down
DESCRIPTOR	AL.3.OT.C.2.	Use real-life objects to represent make-believe or fantasy objects
		(e.g. spoon for magic wand, broom for a flying horse).
		IT2 Creative Curriculum
		BCC 05
		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 19
		BCC 21
		BCC 22
		BCC 24
		LL 07 Pretend Phone Calls
		LL 09 Cardboard Village
		LL 23 Bathing Babies
		LL 33 Silly Clothes
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 15 Good Night, Toys
		MM 02 Silly Animal Walk
		MM 08 From Seed to Tree
		MM 100 Sounds on the Farm
		MM 16 That's How I Roll
		MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 47 Wake Up!
		MM 69 Big Red Fish
		MM 79 Sammy the Starfish
		P 01 Cups of Water
		P 15 Let's Practice Dressing
		P 22 Bang With a Hammer
		P 32 Water Soup
		the state of the s
		SE 03 Good-Byes
		SE 04 Picnic
		SE 05 Take Care of Baby
		SE 08 Playful Interactions
		SE 12 Playful Routines
		SE 26 Dressing for the Weather
STANDARD AREA /	AL.4.OT.	Learning Through Experience
STATEMENT	AL.4.01.	Leaning Through Expendice
STANDARD		Big Idea: Experiences provide the context in which learning is
		constructed. Essential Questions: In what ways does an experience

		in one setting influence my learning and experiences in another setting? How do I learn from my mistakes and/or from challenging situations?
DESCRIPTOR / STANDARD	AL.4.OT.A.	Making Connections: Notice similarities and differences between settings.
DESCRIPTOR	AL.4.OT.A.1.	Relate personal experiences during play.
		IT2 Creative Curriculum
		BCC 05
		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10
		BCC 12
		BCC 13 BCC 14
		BCC 14
		BCC 16
		BCC 19
		BCC 21
		BCC 22
		BCC 24
		LL 07 Pretend Phone Calls
		LL 09 Cardboard Village
		LL 23 Bathing Babies
		LL 33 Silly Clothes
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 15 Good Night, Toys
		MM 02 Silly Animal Walk MM 08 From Seed to Tree
		MM 100 Sounds on the Farm
		MM 16 That's How I Roll
		MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 47 Wake Up!
		MM 69 Big Red Fish
		MM 79 Sammy the Starfish
		P 01 Cups of Water
		P 15 Let's Practice Dressing
		P 22 Bang With a Hammer
		P 32 Water Soup
		SE 03 Good-Byes SE 04 Picnic
		SE 04 PICNIC SE 05 Take Care of Baby
		SE 08 Playful Interactions
		SE 12 Playful Routines
		SE 26 Dressing for the Weather
DESCRIPTOR	AL.4.OT.A.3.	Tell another that he or she is doing something wrong when it varies from a familiar routine.
		IT2 Creative Curriculum
		BCC 19
		BCC 20
		BCC 22
		M 03 Everyday Patterns M 15 Good Night, Toys
DESCRIPTOR	AL.4.OT.A.4.	Ask questions about differences, similarities among peers.
		IT2 Creative Curriculum
		LL 25 A Book of Faces
		MM 09 The Answer is No!

		SE 05 Take Care of Baby
		SE 26 Dressing for the Weather
STANDARD AREA / STATEMENT	AL.4.OT.	Learning Through Experience
STANDARD		Big Idea: Experiences provide the context in which learning is constructed. Essential Questions: In what ways does an experience in one setting influence my learning and experiences in another setting? How do I learn from my mistakes and/or from challenging situations?
DESCRIPTOR / STANDARD	AL.4.OT.B.	Resiliency – Competence: Approach new experiences with confidence.
DESCRIPTOR	AL.4.OT.B.1.	REFERENCE 16.1.OT.C.
		IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes
STANDARD AREA / STATEMENT	AL.4.OT.	Learning Through Experience
STANDARD		Big Idea: Experiences provide the context in which learning is constructed. Essential Questions: In what ways does an experience in one setting influence my learning and experiences in another setting? How do I learn from my mistakes and/or from challenging situations?
DESCRIPTOR / STANDARD	AL.4.OT.C.	Problem Solving: Attempt problem solving activities to achieve a positive outcome.
DESCRIPTOR	AL.4.OT.C.1.	Observe other's actions with materials to learn strategies for problem-solving.
		IT2 Creative Curriculum LL 61 What's the Problem?

		M 15 Good Night, Toys M 16 Growing Sizes M 21 Build a Zoo MM 14 My Sticky Hands P 15 Let's Practice Dressing P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down
DESCRIPTOR	AL.4.OT.C.2.	Try new ways to complete a familiar task. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 15 Good Night, Toys M 16 Growing Sizes M 21 Build a Zoo M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 14 My Sticky Hands MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 29 Nesting Bag P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes
DESCRIPTOR	AL.4.OT.C.3.	Attempt to complete a task in more than one way (e.g. using materials in new ways, trial and error, breaking tasks into steps, ask for assistance). IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 15 Good Night, Toys M 16 Growing Sizes M 21 Build a Zoo

DESCRIPTOR		M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 14 My Sticky Hands MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 29 Nesting Bag P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead SE 06 This Is the Way We Get Dressed SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes SE 24 Stop!
DESCRIPTOR	AL.4.OT.C.4.	Use a previously successful strategy. IT2 Creative Curriculum LL 61 What's the Problem? M 15 Good Night, Toys M 16 Growing Sizes M 21 Build a Zoo MM 14 My Sticky Hands P 15 Let's Practice Dressing P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down
DESCRIPTOR	AL.4.OT.C.5.	Discuss the different ways used to accomplish a task or to solve a problem. IT2 Creative Curriculum LL 61 What's the Problem? M 15 Good Night, Toys M 16 Growing Sizes M 21 Build a Zoo MM 14 My Sticky Hands P 15 Let's Practice Dressing P 21 Big Beads P 29 Nesting Bag SE 09 Build It Up, Knock It Down
SUBJECT / STANDARD AREA	PA.LLD.	Language and Literacy Development (Older Toddler)
STANDARD AREA / STATEMENT	1.1.OT.	Foundational Skills
STANDARD		Big Idea: Emerging reading involves the use of pictures, symbols and text to gain information and derive meaning. Essential Question:

		How do I acquire and practice pre-reading skills?
DESCRIPTOR / STANDARD	1.1.OT.A.	Book Handling: Demonstrate book handling skills.
DESCRIPTOR	1.1.OT.A.1.	Independently seek books to read during free play.
DESCRIPTOR	1.1.OT.A.1.	Independently seek books to read during free play. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 20 BCC 21 BCC 22 BCC 21 BCC 21 BCC 22 BCC 23 BCC 24 LL 02 Reading Wordless Books LL 05 The "Me" Book LL 21 Will You Read to Me? LL 26 Reading Rhyming Books LL 36 Puppet Stories LL 45 Animal Books LL 45 Animal Books LL 53 Bookworm Boogie LL 54 Sharing Storybooks LL 58 Tuneful Tales M 28 Counting Books
DESCRIPTOR	1.1.OT.A.2.	Orient book correctly. IT2 Creative Curriculum BCC 04 LL 02 Reading Wordless Books LL 05 The "Me" Book LL 21 Will You Read to Me? LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 36 Puppet Stories LL 45 Animal Books LL 53 Bookworm Boogie LL 54 Sharing Storybooks LL 58 Tuneful Tales M 28 Counting Books
DESCRIPTOR	1.1.OT.A.3.	Turn pages in order. IT2 Creative Curriculum BCC 04 LL 02 Reading Wordless Books LL 05 The "Me" Book LL 21 Will You Read to Me? LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 36 Puppet Stories

		LL 45 Animal Books LL 53 Bookworm Boogie
		LL 54 Sharing Storybooks
		LL 58 Tuneful Tales
		M 28 Counting Books
STANDARD AREA / STATEMENT	1.1.OT.	Foundational Skills
STANDARD		Big Idea: Emerging reading involves the use of pictures, symbols and text to gain information and derive meaning. Essential Question: How do I acquire and practice pre-reading skills?
DESCRIPTOR / STANDARD	1.1.OT.B.	Print Concepts: Recognize that print has meaning.
DESCRIPTOR	1.1.OT.B.3.	Recognize some letters in their name.
		IT2 Creative Curriculum LL 01 Letters in the Sand LL 34 Our Names, Our Things LL 41 Letters, Letters, Letters LL 42 Textured Letters LL 55 Silly Names
STANDARD AREA / STATEMENT	1.1.OT.	Foundational Skills
STANDARD		Big Idea: Emerging reading involves the use of pictures, symbols and text to gain information and derive meaning. Essential Question: How do I acquire and practice pre-reading skills?
DESCRIPTOR / STANDARD	1.1.OT.C.	Phonological Awareness: Categorize familiar sounds.
DESCRIPTOR	1.1.OT.C.1.	Identify animal sounds.
		IT2 Creative Curriculum LL 26 Reading Rhyming Books LL 31 I'll Find You LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock
DESCRIPTOR	1.1.OT.C.2.	Listen to sounds and guess what they are.
		IT2 Creative Curriculum LL 26 Reading Rhyming Books LL 31 I'll Find You LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock
DESCRIPTOR	1.1.OT.C.3.	Use and imitate sounds when playing.
		IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 21 BCC 21 BCC 21 BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village
		LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Babies

		LL 33 Silly Clothes
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 15 Good Night, Toys
		MM 02 Silly Animal Walk
		MM 08 From Seed to Tree
		MM 100 Sounds on the Farm
		MM 16 That's How I Roll
		MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 47 Wake Up!
		MM 69 Big Red Fish
		MM 79 Sammy the Starfish
		P 01 Cups of Water
		P 15 Let's Practice Dressing
		P 22 Bang With a Hammer
		P 32 Water Soup
		SE 03 Good-Byes
		SE 04 Picnic
		SE 05 Take Care of Baby
		SE 08 Playful Interactions
		SE 12 Playful Routines
		SE 26 Dressing for the Weather
DESCRIPTOR	1.1.OT.C.4.	Recognize sounds that are similar to those found in name.
		IT2 Creative Curriculum
		LL 01 Letters in the Sand
		LL 26 Reading Rhyming Books
		LL 31 I'll Find You
		LL 34 Our Names, Our Things
		LL 41 Letters, Letters
	III	LL 42 Textured Letters
		LL 42 Textured Letters LL 55 Silly Names
		LL 55 Silly Names
		LL 55 Silly Names MM 21 Little Mouse
DESCRIPTOR	440765	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration.
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 09 BCC 10
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 10
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 12 BCC 13
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 15 BCC 16
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 15 BCC 16 BCC 17 BCC 18 BCC 19
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 17 BCC 18 BCC 19 BCC 19 BCC 20
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 17 BCC 18 BCC 19 BCC 20 BCC 20 BCC 21
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 17 BCC 18 BCC 19 BCC 20 BCC 20 BCC 21 BCC 21
DESCRIPTOR	1.1.OT.C.5.	LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock Engage in activities that include rhyme and alliteration. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 17 BCC 18 BCC 19 BCC 20 BCC 20 BCC 20 BCC 21 BCC 22 BCC 23

		LL 31 I'll Find You LL 55 Silly Names M 17 This Little Piggy MM 01 A Toy for Kitty MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 100 Sounds on the Farm MM 12 Wiggle, Wiggle MM 13 The Way or That? MM 14 My Sticky Hands MM 21 Little Mouse MM 23 Old Uncle Lou MM 24 Tick-Tock Clock MM 34 Clapping Hands MM 37 The Rain and Me MM 38 Ten Little Toes MM 39 Motion Magic MM 41 The Dish & the Spoon MM 42 Two Little Ducks MM 44 Jack and Jill MM 49 Merry Movements MM 51 Boing Boing MM 65 Peek at You MM 65 Peek at You MM 69 Big Red Fish
		MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time
STANDARD AREA /	1.1.OT.	MM 88 Just Like Me! Foundational Skills
STATEMENT STANDARD		Big Idea: Emerging reading involves the use of pictures, symbols and text to gain information and derive meaning. Essential Question:
DESCRIPTOR / STANDARD	1.1.OT.D.	How do I acquire and practice pre-reading skills? Phonics and Word Recognition: Recognize familiar environmental print.
DESCRIPTOR	1.1.OT.D.1.	Recognize and associate familiar logos (e.g. restaurants, stores, teams).
		IT2 Creative Curriculum BCC 18
DESCRIPTOR	1.1.OT.D.2.	Recognize objects labeled with his/her name.
		IT2 Creative Curriculum LL 01 Letters in the Sand LL 34 Our Names, Our Things LL 41 Letters, Letters, Letters LL 42 Textured Letters LL 55 Silly Names
STANDARD AREA / STATEMENT	1.2.OT.	Reading Informational Text
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD DESCRIPTOR	1.2.OT.B. 1.2.OT.B.2.	Key Ideas and: Answer simple questions about a text. Answer "who" or "what" the text is about.
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		IT2 Creative Curriculum M 28 Counting Books SE 16 Baby Faces SE 19 Dos and Don'ts Book
STANDARD AREA / STATEMENT	1.2.OT.	Reading Informational Text
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.2.OT.E.	Craft and Structure - Text Structure: Identify a text by the front cover.
DESCRIPTOR	1.2.OT.E.1.	Locate a familiar text when provided with title.
		IT2 Creative Curriculum LL 05 The "Me" Book M 28 Counting Books
DESCRIPTOR	1.2.OT.E.2.	Locate an unfamiliar text when provided a description of the front cover.
		IT2 Creative Curriculum LL 05 The "Me" Book M 28 Counting Books
STANDARD AREA / STATEMENT	1.2.OT.	Reading Informational Text
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.2.OT.G.	Integration of Knowledge and: Notice details in illustration or picture.
DESCRIPTOR	1.2.OT.G.1.	Describe details about pictures in text. IT2 Creative Curriculum BCC 12 BCC 15 BCC 24 LL 01 Letters in the Sand LL 05 The "Me" Book LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 28 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns

		M 05 Sink or Float?
		M 06 Construction Zone
		M 10 Making Butter
		M 11 Garden Party M 18 Rock Collection
		M 20 Where's the Water?
		M 26 Obstacle Course
		M 28 Counting Books
		MM 03 Hello Cheer
		MM 100 Sounds on the Farm
		MM 17 Dream
		MM 25 We Are the Clouds
		MM 28 Animals in the Barn
		MM 29 Let's Start Our Day
		MM 36 Hello, How Are You?
		MM 40 Wave Good-bye
		MM 73 Copy Me!
		MM 80 Follow That Toy
		MM 90 Special Letter Chant
		MM 95 Shape Finders MM 98 Let's Explore!
		P 02 Nature Painting
		P 03 Splash Pad
		P 10 Icy Paintings
		P 30 Flowers in the Garden
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 01 Actively Listening to Children
		SE 03 Good-Byes
		SE 06 This Is the Way We Get Dressed
		SE 07 Right Where It Belongs
		SE 16 Baby Faces
		SE 18 Picture Help
		SE 19 Dos and Don'ts Book
		SE 21 Big Rule, Little Rule SE 22 Hello Activities
STANDARD AREA /	1.2.OT.	Reading Informational Text
STATEMENT		
STANDARD		Big Idea: Effective readers use appropriate strategies to construct
		meaning. Critical thinkers actively and skillfully interpret, analyze,
		evaluate, and synthesize information. An expanded vocabulary
		enhances one's ability to express ideas and information. Essential
		Questions: What is the text really about? How does interaction with
		the text promote thinking and response? Why learn new words?
		What strategies and resources does the learner use to figure out
		unknown vocabulary?
DESCRIPTOR / STANDARD	1.2.OT.J.	Vocabulary Acquisition and Use: Use expanded vocabulary in
		everyday speech.
DESCRIPTOR	1.2.OT.J.1.	Talk about pictures using new vocabulary words or phrases.
		IT2 Creative Courievalore
		IT2 Creative Curriculum BCC 12
		BCC 12
		BCC 24
		LL 01 Letters in the Sand
		LL 05 The "Me" Book
		LL 06 Sticky Tables
		LL 09 Cardboard Village
		LL 10 Yummy Foods
		LL 12 What's in the Picture?
		LL 13 Lift the Flap and See Who's Here
		LL 18 Tissue-Box Pull
		LL 20 This Is the Same
	II .	LL 21 Will You Read to Me?
		LL 21 Will Tou Read to we?

LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 27 A Cup Is For LL 38 Family Faces LL 30 Family Picture Walk LL 30 Family Picture Walk LL 30 Family Picture Walk LL 31 Smilly Clothes LL 34 Our Names, Our Things LL 33 The Same and Different LL 39 Texture Board LL 44 Fruit Salad LL 47 Roil-Ups LL 48 Fruit Salad LL 47 Roil-Ups LL 49 Pancakes LL 57 Waterworks LL 59 Palyground Textures M 03 Everyday Patterns M 03 Everyday Patterns M 03 Sink or Float? M 10 Gonstruction Zone M 10 Making Butter M 11 Garden Floatry M 18 Rock Collection M 20 Where's the Water? M 10 Sunds on the Farm M 10 Sunds the Water? M 10 Sunds on the Farm M 10 Sunds the Water? M 10 Sunds the Water Sunds the Water? M 10 Sunds the Water Sunds the Sunds the Water Sunds the Water Sunds the Water Sunds the Sunds the W			LL 22 Noighbarhood Walls
SE 21 Big Rule, Little Rule SE 22 Hello Activities DESCRIPTOR 1.2.OT.J.2. Use new vocabulary in the context of dramatic play, daily routines and classroom conversations. IT2 Creative Curriculum			LL 25 A Book of Faces LL 27 A Cup Is For LL 28 Family Faces LL 29 Describing Food LL 30 Family Picture Walk LL 33 Silly Clothes LL 34 Our Names, Our Things LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names LL 55 Silly Names LL 55 Silly Names LL 57 Waterworks LL 59 Playground Textures M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 107 Dounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 30 Crawling Mouse MM 33 Crawling Mouse MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 37 Copy Mel MM 30 Follow That Toy MM 32 Tell Me a Story MM 38 Just Like Mel MM 90 Special Letter Chant MM 94 Detailed Descriptions MM 95 Shape Finders MM 98 Let's Explore! MM 99 Buzz Like a Bee P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 11 Laundry Time! P 36 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 16 Baby Faces SE 16 Bricture Help
	DESCRIPTOR	1.2.OT.J.2.	and classroom conversations. IT2 Creative Curriculum

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BCC 02
BCC 03
BCC 04
BCC 05
BCC 06
BCC 07
BCC 08
BCC 09
BCC 10
BCC 11
BCC 12
BCC 13
BCC 14
BCC 15
BCC 16
BCC 17
BCC 18
BCC 19
BCC 20
BCC 21
BCC 22
BCC 23
BCC 24
LL 01 Letters in the Sand
LL 02 Reading Wordless Books
LL 03 From Drawing to Writing
LL 04 Sing & Move
LL 05 The "Me" Book
LL 06 Sticky Tables
LL 07 Pretend Phone Calls
LL 08 Outdoor Mobiles
LL 09 Cardboard Village
LL 10 Yummy Foods
LL 11 Let's Talk
LL 12 What's in the Picture?
LL 13 Lift the Flap and See Who's Here
LL 14 Ice-Block Play
LL 15 Whisper Songs
LL 16 Tissue-Paper Play
LL 17 Three Bears
LL 18 Tissue-Box Pull
LL 19 Shake That Bell!
LL 20 This Is the Same
LL 21 Will You Read to Me?
LL 22 Neighborhood Walk
LL 23 Bathing Babies
LL 24 Fingers, Nose, and Toes
LL 25 A Book of Faces
LL 26 Reading Rhyming Books
LL 27 A Cup Is For...
LL 28 Family Faces
LL 29 Describing Food
LL 30 Family Picture Walk
LL 31 I'll Find You
LL 32 Observing Insect Life
LL 33 Silly Clothes
LL 34 Our Names, Our Things
LL 35 Light Up
LL 36 Puppet Stories
LL 37 My Clothes Today
LL 38 The Same and Different
LL 39 Texture Board
LL 40 Sticky Surface
LL 41 Letters, Letters, Letters
LL 42 Textured Letters
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LL 43 Lemonade LL 44 Fruit Salad LL 45 Animal Books LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 50 What Do I See? LL 51 Dance & Remember LL 52 Fruit Smoothies LL 53 Bookworm Boogie LL 54 Sharing Storybooks LL 55 Silly Names LL 56 Where Did It Go? LL 57 Waterworks LL 58 Tuneful Tales LL 59 Playground Textures LL 60 Potty Talk LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 03 Everyday Patterns M 04 Cookie-Cutter Fun M 05 Sink or Float? M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments M 15 Good Night, Toys M 16 Growing Sizes M 17 This Little Piggy M 18 Rock Collection M 19 In, On, and Around M 20 Where's the Water? M 21 Build a Zoo M 22 Jump Counting M 23 Find the Sound M 24 Putting Puzzles Together M 25 The Crunchy Bread M 26 Obstacle Course M 27 Buried Shapes M 28 Counting Books MM 01 A Toy for Kitty MM 02 Silly Animal Walk MM 03 Hello Cheer MM 04 Let's Put On Your Pants MM 05 I Can Do It! MM 06 The Creeping Ladybug MM 07 The Hungry Crane MM 08 From Seed to Tree MM 09 The Answer is No! MM 10 T Dance MM 100 Sounds on the Farm MM 11 A-Bouncing We Will Go MM 12 Wiggle, Wiggle MM 13 The Way or That? MM 14 My Sticky Hands MM 15 Window Conversations MM 16 That's How I Roll

MM 17 Dream

MM 18 Going Fishing MM 19 Time to Clean Up! MM 20 Please Find... MM 21 Little Mouse MM 22 Shake It Up MM 23 Old Uncle Lou MM 24 Tick-Tock Clock MM 25 We Are the Clouds MM 26 Thank You MM 27 Half Past Eight MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 30 One for You, One for Me MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 33 Crawling Mouse MM 34 Clapping Hands MM 35 Pirate's Plank MM 36 Hello, How Are You? MM 37 The Rain and Me MM 38 Ten Little Toes MM 39 Motion Magic MM 40 Wave Good-bye MM 41 The Dish & the Spoon MM 42 Two Little Ducks MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 45 Hush, My Baby MM 46 Where Can He Be? MM 47 Wake Up! MM 48 Roll Play MM 49 Merry Movements MM 50 You Help Me & I Help You MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 57 Remember When... MM 58 Sing-Song Sit-Ups MM 59 Can You Do This? MM 60 On the Spot MM 61 How Slowly Can You Go? MM 62 Busy, Dizzy Hands MM 63 Where Is Teddy? MM 64 Jumping Jack MM 65 Peek at You MM 66 What Can That Sound Be? MM 67 Shoo, Fly! MM 68 Let's See What We Can Find MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 72 What's in the Bag? MM 73 Copy Me! MM 74 I'm Big, I'm Small MM 75 Baby Massage MM 76 Now I'm Crawling MM 77 Rise and Shine MM 78 Hello Toes MM 79 Sammy the Starfish MM 80 Follow That Toy MM 81 Where Are Baby's Tiny Ears?

MM 82 Tell Me a Story

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MM 83 Time to Close Your Eves
MM 84 Fiddly Fingers
MM 85 Terrific Tummy Time
MM 86 Daddy Loves You
MM 87 Let's Go!
MM 88 Just Like Me!
MM 89 Hop Around
MM 90 Special Letter Chant
MM 91 You Have Two
MM 92 Creepy Crawly Spiders
MM 93 Up, Down
MM 94 Detailed Descriptions
MM 95 Shape Finders
MM 96 Baby Two-Step
MM 97 Swim and Run
MM 98 Let's Explore!
MM 99 Buzz Like a Bee
P 01 Cups of Water
P 02 Nature Painting
P 03 Splash Pad
P 04 Throwing Plush Balls
P 05 Surprise!
P 06 Rocking on a Roller
P 07 Making Bubbles
P 08 Beach-Ball Bowling
P 09 Balance on a Beam
P 10 Icy Paintings
P 11 Laundry Time!
P 12 Molding Dough
P 13 1, 2, 3 Hops
P 14 Pull Box
P 15 Let's Practice Dressing
P 16 Squeezing Sponges
P 17 Tap and Shake My Tambourine
P 18 Roll It to Me!
P 19 Beach-Ball Kicker
P 20 Bumpy Blanket
P 21 Big Beads
P 22 Bang With a Hammer
P 23 Silly Wavy Lines
P 24 Crawling Through a Tunnel
P 25 Pushing and Pulling
P 26 Let's Fill Up the Box
P 27 Stand Up and Dance
P 28 Tape Trails
P 29 Nesting Bag
P 30 Flowers in the Garden
P 31 Drinking Cups
P 32 Water Soup
P 33 Balancing Act
P 34 Follow the Leader
P 35 Riding Toys
P 36 Water Painting
SE 01 Actively Listening to Children
SE 02 Let's Try this Instead
SE 03 Good-Byes
SE 04 Picnic
SE 05 Take Care of Baby
SE 06 This Is the Way We Get Dressed
SE 07 Right Where It Belongs
SE 08 Playful Interactions
SE 09 Build It Up, Knock It Down
SE 10 Hellos and Good-Byes
SE 11 Learning a Stop Sign
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SE 12 Playful Routines

SE 13 Looking for Toes SE 14 Sing the Same Song SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 18 Picture Help SE 19 Dos and Don'ts Book SE 20 Conflict Resolution SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 24 Stop! SE 25 Sleep Routines SE 26 Dressing for the Weather DESCRIPTOR 1.2.OT.J.3. Begin to use new vocabulary when asking questions or describing situations or objects. ITZ Creative Curriculum LL 06 Sticky Tables LL 12 What's in the Picture? LL 18 Tissue-Box Pull LL 20 This Is the Same LL 21 Will You Read to Me? LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes LL 27 A Cup Is For LL 28 Family Faces LL 29 Describing Food LL 33 Silly Cothes LL 33 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 59 Playground Textures MM 33 Crawling Mouse MM 32 Tell Me a Story MM 83 Just Like Me! MM 94 Detailed Descriptions MM 99 Buzz Like a Bee	DESCRIPTOR
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LL 29 Describing Food LL 33 Silly Clothes LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 57 Waterworks LL 59 Playground Textures MM 33 Crawling Mouse MM 82 Tell Me a Story MM 88 Just Like Me! MM 94 Detailed Descriptions	
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LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 57 Waterworks LL 59 Playground Textures MM 33 Crawling Mouse MM 82 Tell Me a Story MM 88 Just Like Me! MM 94 Detailed Descriptions	
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LL 40 Sticky Surface LL 57 Waterworks LL 59 Playground Textures MM 33 Crawling Mouse MM 82 Tell Me a Story MM 88 Just Like Me! MM 94 Detailed Descriptions	
LL 40 Sticky Surface LL 57 Waterworks LL 59 Playground Textures MM 33 Crawling Mouse MM 82 Tell Me a Story MM 88 Just Like Me! MM 94 Detailed Descriptions	
LL 57 Waterworks LL 59 Playground Textures MM 33 Crawling Mouse MM 82 Tell Me a Story MM 88 Just Like Me! MM 94 Detailed Descriptions	
LL 59 Playground Textures MM 33 Crawling Mouse MM 82 Tell Me a Story MM 88 Just Like Me! MM 94 Detailed Descriptions	
MM 33 Crawling Mouse MM 82 Tell Me a Story MM 88 Just Like Me! MM 94 Detailed Descriptions	
MM 82 Tell Me a Story MM 88 Just Like Me! MM 94 Detailed Descriptions	
MM 88 Just Like Me! MM 94 Detailed Descriptions	
MM 94 Detailed Descriptions	
WW 99 BUZZ LIKE A BEE	
P 11 Laundry Time!	
DESCRIPTOR 1.2.OT.J.5. Understand as many as 900 words and use about 300 in everyday	DESCRIPTOR
speech.	
IT2 Creative Curriculum	
LL 06 Sticky Tables	
LL 12 What's in the Picture?	
LL 18 Tissue-Box Pull	
LL 20 This Is the Same	
LL 21 Will You Read to Me?	
LL 22 Neighborhood Walk	
LL 24 Fingers, Nose, and Toes	
LL 27 A Cup is For	
LL 28 Family Faces	
LL 29 Describing Food	
LL 33 Silly Clothes	
LL 38 The Same and Different	
LL 39 Texture Board	
LL 40 Sticky Surface	
LL 57 Waterworks	
LL 59 Playground Textures	
MM 33 Crawling Mouse	
MM 82 Tell Me a Story	
MM 88 Just Like Me!	
MM 94 Detailed Descriptions	

	11	
		MM 99 Buzz Like a Bee P 11 Laundry Time!
STANDARD AREA / STATEMENT	1.2.OT.	Reading Informational Text
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.2.OT.L.	Range of Reading: Actively engage in small group reading activities.
DESCRIPTOR	1.2.OT.L.2.	Ask and answer questions about text being read aloud. IT2 Creative Curriculum M 28 Counting Books SE 16 Baby Faces
		SE 19 Dos and Don'ts Book
DESCRIPTOR	1.2.OT.L.3.	Respond to comments from other children. IT2 Creative Curriculum M 28 Counting Books MM 82 Tell Me a Story SE 16 Baby Faces SE 19 Dos and Don'ts Book
DESCRIPTOR	1.2.OT.L.4.	Use ideas gained in group reading, other daily routines, learning centers and activities. IT2 Creative Curriculum M 28 Counting Books MM 82 Tell Me a Story SE 16 Baby Faces SE 19 Dos and Don'ts Book
STANDARD AREA / STATEMENT	1.3.OT.	Reading Literature
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.3.OT.A.	Key Ideas and Details – Theme - Recall an event from a story.
DESCRIPTOR	1.3.OT.A.2.	Talk about what the story is about. IT2 Creative Curriculum LL 17 Three Bears LL 36 Puppet Stories
STANDARD AREA / STATEMENT	1.3.OT.	Reading Literature
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.3.OT.B.	Key Ideas and Details Text Analysis: Answer simple questions about

		a story.
DESCRIPTOR	1.3.OT.B.1.	Use some details from the story to answer questions.
		IT2 Creative Curriculum BCC 01
		BCC 02
		BCC 03
		BCC 04
		BCC 05
		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10 BCC 11
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 17
		BCC 18
		BCC 19
		BCC 20 BCC 21
		BCC 22
		BCC 23
		BCC 24
DESCRIPTOR	1.3.OT.B.2.	Answer "who" or "what" the story is about.
DESCRIPTOR	1.3.01.6.2.	Answer who or what the story is about.
		IT2 Creative Curriculum
		BCC 01
		BCC 02
		BCC 03
		BCC 04
		BCC 05 BCC 06
		BCC 06
		BCC 08
		BCC 09
		BCC 10
		BCC 11
		BCC 12
		BCC 13
		BCC 14
		BCC 15 BCC 16
		BCC 16
		BCC 18
		BCC 19
		BCC 20
		BCC 21
		BCC 22
		BCC 23
		BCC 24
		LL 02 Reading Wordless Books
		LL 21 Will You Read to Me? LL 26 Reading Rhyming Books
		LL 36 Puppet Stories
		LL 45 Animal Books
		LL 53 Bookworm Boogie
		LL 54 Sharing Storybooks
		LL 58 Tuneful Tales
STANDARD AREA /	1.3.OT.	Reading Literature

STATEMENT		
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.3.OT.C.	Key Ideas and Details - Literary Elements - Recognize pictures of familiar characters in a book.
DESCRIPTOR	1.3.OT.C.1.	Name characters in the story. IT2 Creative Curriculum BCC 04 LL 02 Reading Wordless Books
STANDARD AREA / STATEMENT	1.3.OT.	Reading Literature
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.3.OT.G.	Integration of Knowledge and: Notice details in illustration or picture.
DESCRIPTOR	1.3.OT.G.1.	Describe details about pictures in stories. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 21 BCC 22 BCC 23 BCC 24 LL 02 Reading Wordless Books LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 26 Reading Rhyming Books LL 36 Puppet Stories LL 45 Animal Books LL 53 Bookworm Boogie LL 54 Sharing Storybooks

		LL 58 Tuneful Tales
STANDARD AREA / STATEMENT	1.3.OT.	Reading Literature
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.3.OT.J.	Vocabulary Acquisition and Use: Use expanded vocabulary in everyday speech.
DESCRIPTOR	1.3.OT.J.1.	Talk about pictures using new vocabulary words or phrases. IT2 Creative Curriculum BCC 12 BCC 24 LL 01 Letters in the Sand LL 05 The "Me" Book LL 06 Sticky Tables LL 19 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 18 Tissue-Box Pull LL 20 This Is the Same LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 25 A Book of Faces LL 27 A Cup Is For LL 28 Family Faces LL 29 Describing Food LL 30 Family Picture Walk LL 33 Silly Clothes LL 34 Our Names, Our Things LL 34 Our Names, Our Things LL 39 Texture Board LL 40 Sticky Surface LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names LL 57 Waterworks LL 59 Playground Textures M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 107 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 33 Crawling Mouse MM 36 Hello, How Are You? MM 40 Wave Good-bye

		MM 73 Copy Me! MM 80 Follow That Toy MM 82 Tell Me a Story MM 88 Just Like Me! MM 90 Special Letter Chant MM 94 Detailed Descriptions MM 95 Shape Finders MM 98 Let's Explore! MM 99 Buzz Like a Bee P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 11 Laundry Time! P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities
DESCRIPTOR	1.3.OT.J.2.	Use new vocabulary in the context of dramatic play, daily routines and classroom conversations. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 16 BCC 20 BCC 21 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 LL 01 Letters in the Sand LL 02 Reading Wordless Books LL 03 From Drawing to Writing LL 04 Sing & Move LL 05 The "Me" Book LL 05 The "Me" Book LL 07 Pretend Phone Calls LL 08 Outdoor Mobiles LL 09 Cardboard Village LL 10 Yummy Foods LL 11 Let's Talk LL 11 What's in the Picture?

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LL 13 Lift the Flap and See Who's Here
LL 14 Ice-Block Play
LL 15 Whisper Songs
LL 16 Tissue-Paper Play
LL 17 Three Bears
LL 18 Tissue-Box Pull
LL 19 Shake That Bell!
LL 20 This Is the Same
LL 21 Will You Read to Me?
LL 22 Neighborhood Walk
LL 23 Bathing Babies
LL 24 Fingers, Nose, and Toes
LL 25 A Book of Faces
LL 26 Reading Rhyming Books
LL 27 A Cup Is For...
LL 28 Family Faces
LL 29 Describing Food
LL 30 Family Picture Walk
LL 31 I'll Find You
LL 32 Observing Insect Life
LL 33 Silly Clothes
LL 34 Our Names, Our Things
LL 35 Light Up
LL 36 Puppet Stories
LL 37 My Clothes Today
LL 38 The Same and Different
LL 39 Texture Board
LL 40 Sticky Surface
LL 41 Letters, Letters, Letters
LL 42 Textured Letters
LL 43 Lemonade
LL 44 Fruit Salad
LL 45 Animal Books
LL 46 Veggie Mash-Up
LL 47 Roll-Ups
LL 48 Applesauce
LL 49 Pancakes
LL 50 What Do I See?
LL 51 Dance & Remember
LL 52 Fruit Smoothies
LL 53 Bookworm Boogie
LL 54 Sharing Storybooks
LL 55 Silly Names
LL 56 Where Did It Go?
LL 57 Waterworks
LL 58 Tuneful Tales
LL 59 Playground Textures
LL 60 Potty Talk
LL 61 What's the Problem?
M 01 Matching Shapes
M 02 Dia It!
M 03 Everyday Patterns
M 04 Cookie-Cutter Fun
M 05 Sink or Float?
M 06 Construction Zone
M 07 Peek-a-Boo Box
M 08 Pots and Pans Band
M 09 Let's Make Two
M 10 Making Butter
M 11 Garden Party
M 12 Where's the Bear?
M 13 What's Inside?
M 14 Ramp Experiments
M 15 Good Night, Toys
M 16 Growing Sizes
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M 17 This Little Piggy M 18 Rock Collection M 19 In, On, and Around M 20 Where's the Water? M 21 Build a Zoo M 22 Jump Counting M 23 Find the Sound M 24 Putting Puzzles Together M 25 The Crunchy Bread M 26 Obstacle Course M 27 Buried Shapes M 28 Counting Books MM 01 A Toy for Kitty MM 02 Silly Animal Walk MM 03 Hello Cheer MM 04 Let's Put On Your Pants MM 05 I Can Do It! MM 06 The Creeping Ladybug MM 07 The Hungry Crane MM 08 From Seed to Tree MM 09 The Answer is No! MM 10 T Dance MM 100 Sounds on the Farm MM 11 A-Bouncing We Will Go MM 12 Wiggle, Wiggle MM 13 The Way or That? MM 14 My Sticky Hands MM 15 Window Conversations MM 16 That's How I Roll MM 17 Dream MM 18 Going Fishing MM 19 Time to Clean Up! MM 20 Please Find... MM 21 Little Mouse MM 22 Shake It Up MM 23 Old Uncle Lou MM 24 Tick-Tock Clock MM 25 We Are the Clouds MM 26 Thank You MM 27 Half Past Eight MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 30 One for You, One for Me MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 33 Crawling Mouse MM 34 Clapping Hands MM 35 Pirate's Plank MM 36 Hello, How Are You? MM 37 The Rain and Me MM 38 Ten Little Toes MM 39 Motion Magic MM 40 Wave Good-bye MM 41 The Dish & the Spoon MM 42 Two Little Ducks MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 45 Hush, My Baby MM 46 Where Can He Be? MM 47 Wake Up! MM 48 Roll Play MM 49 Merry Movements MM 50 You Help Me & I Help You MM 51 Boing Boing MM 52 Row, Row, Row Your Boat

MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 57 Remember When... MM 58 Sing-Song Sit-Ups MM 59 Can You Do This? MM 60 On the Spot MM 61 How Slowly Can You Go? MM 62 Busy, Dizzy Hands MM 63 Where Is Teddy? MM 64 Jumping Jack MM 65 Peek at You MM 66 What Can That Sound Be? MM 67 Shoo, Fly! MM 68 Let's See What We Can Find MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 72 What's in the Bag? MM 73 Copy Me! MM 74 I'm Big, I'm Small MM 75 Baby Massage MM 76 Now I'm Crawling MM 77 Rise and Shine MM 78 Hello Toes MM 79 Sammy the Starfish MM 80 Follow That Toy MM 81 Where Are Baby's Tiny Ears? MM 82 Tell Me a Story MM 83 Time to Close Your Eyes MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 86 Daddy Loves You MM 87 Let's Go! MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 91 You Have Two MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 94 Detailed Descriptions MM 95 Shape Finders MM 96 Baby Two-Step MM 97 Swim and Run MM 98 Let's Explore! MM 99 Buzz Like a Bee P 01 Cups of Water P 02 Nature Painting P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 13 1, 2, 3 Hops P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me!

		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 23 Silly Wavy Lines
		P 24 Crawling Through a Tunnel
		P 25 Pushing and Pulling
		P 26 Let's Fill Up the Box
		P 27 Stand Up and Dance
		P 28 Tape Trails
		P 29 Nesting Bag
		P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		P 36 Water Painting
		SE 01 Actively Listening to Children
		SE 02 Let's Try this Instead
		SE 03 Good-Byes
		SE 04 Picnic
		SE 05 Take Care of Baby
		SE 06 This Is the Way We Get Dressed
		SE 07 Right Where It Belongs
		SE 08 Playful Interactions
		SE 09 Build It Up, Knock It Down
		SE 10 Hellos and Good-Byes
		SE 11 Learning a Stop Sign
		SE 12 Playful Routines
		SE 13 Looking for Toes
		SE 14 Sing the Same Song
		SE 15 Song Time
		SE 16 Baby Faces
		SE 17 Calm-Down Place
		SE 18 Picture Help
		SE 19 Dos and Don'ts Book
		SE 20 Conflict Resolution
		SE 21 Big Rule, Little Rule
		SE 22 Hello Activities
		SE 23 Encouragement
		SE 24 Stop!
		SE 25 Sleep Routines
		SE 26 Dressing for the Weather
DESCRIPTOR	1.3.OT.J.3.	Begin to use new vocabulary when asking questions or describing
		situations or objects.
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		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 12 What's in the Picture?
		LL 18 Tissue-Box Pull
		LL 20 This Is the Same
		LL 21 Will You Read to Me?
		LL 22 Neighborhood Walk
		LL 24 Fingers, Nose, and Toes
		LL 27 A Cup Is For
		LL 28 Family Faces
		LL 29 Describing Food
		LL 33 Silly Clothes
		LL 38 The Same and Different
		LL 39 Texture Board
		LL 40 Sticky Surface
		LL 57 Waterworks

		MM 82 Tell Me a Story MM 88 Just Like Me! MM 94 Detailed Descriptions MM 99 Buzz Like a Bee
		P 11 Laundry Time!
DESCRIPTOR	1.3.OT.J.5.	Understand as many as 900 words and use about 300 in everyday speech.
		IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 16 BCC 17 BCC 18 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23
		BCC 24
STANDARD AREA / STATEMENT	1.3.OT.	Reading Literature
STANDARD		Big Idea: Effective readers use appropriate strategies to construct meaning. Critical thinkers actively and skillfully interpret, analyze, evaluate, and synthesize information. An expanded vocabulary enhances one's ability to express ideas and information. Essential Questions: What is the text really about? How does interaction with the text promote thinking and response? Why learn new words? What strategies and resources does the learner use to figure out unknown vocabulary?
DESCRIPTOR / STANDARD	1.3.OT.L.	Range of Reading: Actively engage in small group reading activities.
DESCRIPTOR	1.3.OT.L.2.	Ask and answer questions about text being read aloud. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 12 BCC 13 BCC 14 BCC 15 BCC 15 BCC 16

		BCC 17
		BCC 18
		BCC 19
		BCC 20
		BCC 21
		BCC 22
		BCC 23
		BCC 24
		LL 02 Reading Wordless Books
		LL 21 Will You Read to Me?
		LL 26 Reading Rhyming Books
		LL 36 Puppet Stories
		LL 45 Animal Books
		LL 53 Bookworm Boogie
		LL 54 Sharing Storybooks
		LL ST True follows
		LL 58 Tuneful Tales
DESCRIPTOR	1.3.OT.L.3.	Respond to comments from other children.
DESCRIPTOR	1.3.01.L.3.	Respond to comments from other children.
		IT2 Creative Curriculum
		BCC 01
		BCC 02
		BCC 03
		BCC 04
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		BCC 07
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		BCC 09
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		BCC 14
		BCC 15
		BCC 16
		BCC 17
		BCC 18
		BCC 19
		BCC 20
		BCC 21
		BCC 22
		BCC 23
		BCC 24
		LL 02 Reading Wordless Books
		LL 21 Will You Read to Me?
		LL 26 Reading Rhyming Books
		LL 36 Puppet Stories
		LL 45 Animal Books
		LL 53 Bookworm Boogie
		LL 54 Sharing Storybooks
		LL 58 Tuneful Tales
		MM 92 Creepy Crawly Spiders
DESCRIPTOR	1.3.OT.L.4.	Hen ideas gained in group reading, other deily reutines, leaveing
DESCRIPTOR	1.3.01.L.4.	Use ideas gained in group reading, other daily routines, learning
		centers and activities.
		IT2 Creative Curriculum
		BCC 01
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		BCC 04
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		BCC 07
		BCC 08

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		BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 LL 02 Reading Wordless Books LL 21 Will You Read to Me? LL 26 Reading Rhyming Books LL 36 Puppet Stories LL 45 Animal Books LL 53 Bookworm Boogie LL 54 Sharing Storybooks LL 58 Tuneful Tales MM 92 Creepy Crawly Spiders
STANDARD AREA / STATEMENT	1.4.OT.	Writing
STANDARD		Big Idea: Audience and purpose influence a writer's choice of organizational pattern, language, and literary techniques. Effective research requires the use of varied resources to gain or expand knowledge. Essential Questions: What makes clear and effective writing? Why do writers write? Who is the audience? What will work best for the audience? Where can one find information to answer questions?
DESCRIPTOR / STANDARD	1 4 OT M	Narrative: Tell a story about a picture.
DESCRIPTOR / STANDARD		
DESCRIPTOR	1.4.OT.M.1.	Tell a real or make-believe story. IT2 Creative Curriculum LL 17 Three Bears SE 24 Stop!
DESCRIPTOR	1.4.OT.M.2.	Describe the shapes in a drawn pictures (e.g. "This is a dog and that is her dog house"). IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today
DESCRIPTOR	1.4.OT.M.3.	Respond when asked "who" or "what" is in the picture. IT2 Creative Curriculum BCC 12 BCC 15 BCC 24 LL 01 Letters in the Sand LL 05 The "Me" Book LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk

The second secon		LL 25 A Book of Faces
		LL 28 Family Faces
		LL 30 Family Picture Walk
		LL 34 Our Names, Our Things
		LL 44 Fruit Salad
		LL 47 Roll-Ups
		LL 49 Pancakes
		LL 55 Silly Names
		M 03 Everyday Patterns
		M 05 Sink or Float?
		M 06 Construction Zone
		M 10 Making Butter
		M 11 Garden Party
		M 18 Rock Collection
		M 20 Where's the Water?
		M 26 Obstacle Course
		MM 03 Hello Cheer
		MM 100 Sounds on the Farm
		MM 17 Dream
		MM 25 We Are the Clouds
		MM 28 Animals in the Barn
		MM 29 Let's Start Our Day
		MM 36 Hello, How Are You?
		MM 40 Wave Good-bye
		MM 73 Copy Me!
		MM 80 Follow That Toy
		MM 90 Special Letter Chant
		MM 95 Shape Finders
		MM 98 Let's Explore!
		P 02 Nature Painting
		P 03 Splash Pad
		P 10 Icy Paintings
		P 30 Flowers in the Garden
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 01 Actively Listening to Children
		SE 03 Good-Byes
		SE 06 This Is the Way We Get Dressed
I and the second		SE 07 Right Where It Belongs
		SE 16 Baby Faces
		SE 16 Baby Faces SE 18 Picture Help
		SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book
		SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule
		SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of the picture.
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of the picture. IT2 Creative Curriculum BCC 01
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of the picture. IT2 Creative Curriculum BCC 01 BCC 02
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of the picture. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of the picture. IT2 Creative Curriculum BCC 01 BCC 02
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of the picture. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of the picture. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of the picture. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of the picture. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of the picture. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of the picture. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of the picture. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of the picture. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of the picture. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of the picture. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of the picture. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 00 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of the picture. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15
DESCRIPTOR	1.4.OT.M.4.	SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities When prompted, provide details to further support the description of the picture. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 00 BCC 10 BCC 11 BCC 12 BCC 13 BCC 14

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BCC 18
BCC 19
BCC 20
BCC 21
BCC 22
BCC 23
BCC 24
LL 01 Letters in the Sand
LL 02 Reading Wordless Books
LL 03 From Drawing to Writing
LL 04 Sing & Move
LL 05 The "Me" Book
LL 06 Sticky Tables
LL 07 Pretend Phone Calls
LL 08 Outdoor Mobiles
LL 09 Cardboard Village
LL 10 Yummy Foods
LL 11 Let's Talk
LL 12 What's in the Picture?
LL 13 Lift the Flap and See Who's Here
LL 14 Ice-Block Play
LL 15 Whisper Songs
LL 16 Tissue-Paper Play
LL 17 Three Bears
LL 18 Tissue-Box Pull
LL 19 Shake That Bell!
LL 20 This Is the Same
LL 21 Will You Read to Me?
LL 22 Neighborhood Walk
LL 23 Bathing Babies
LL 24 Fingers, Nose, and Toes
LL 25 A Book of Faces
LL 26 Reading Rhyming Books
LL 27 A Cup Is For...
LL 28 Family Faces
LL 29 Describing Food
LL 30 Family Picture Walk
LL 31 I'll Find You
LL 32 Observing Insect Life
LL 33 Silly Clothes
LL 34 Our Names, Our Things
LL 35 Light Up
LL 36 Puppet Stories
LL 37 My Clothes Today
LL 38 The Same and Different
LL 39 Texture Board
LL 40 Sticky Surface
LL 41 Letters, Letters, Letters
LL 42 Textured Letters
LL 43 Lemonade
LL 44 Fruit Salad
LL 45 Animal Books
LL 46 Veggie Mash-Up
LL 47 Roll-Ups
LL 48 Applesauce
LL 49 Pancakes
LL 50 What Do I See?
LL 51 Dance & Remember
LL 52 Fruit Smoothies
LL 53 Bookworm Boogie
LL 54 Sharing Storybooks
LL 55 Silly Names
LL 56 Where Did It Go?
LL 57 Waterworks
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LL 58 Tuneful Tales

LL 59 Playground Textures LL 60 Potty Talk LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 03 Everyday Patterns M 04 Cookie-Cutter Fun M 05 Sink or Float? M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments M 15 Good Night, Toys M 16 Growing Sizes M 17 This Little Piggy M 18 Rock Collection M 19 In, On, and Around M 20 Where's the Water? M 21 Build a Zoo M 22 Jump Counting M 23 Find the Sound M 24 Putting Puzzles Together M 25 The Crunchy Bread M 26 Obstacle Course M 27 Buried Shapes M 28 Counting Books MM 01 A Toy for Kitty MM 02 Silly Animal Walk MM 03 Hello Cheer MM 04 Let's Put On Your Pants MM 05 I Can Do It! MM 06 The Creeping Ladybug MM 07 The Hungry Crane MM 08 From Seed to Tree MM 09 The Answer is No! MM 10 T Dance MM 100 Sounds on the Farm MM 11 A-Bouncing We Will Go MM 12 Wiggle, Wiggle MM 13 The Way or That? MM 14 My Sticky Hands MM 15 Window Conversations MM 16 That's How I Roll MM 17 Dream MM 18 Going Fishing MM 19 Time to Clean Up! MM 20 Please Find... MM 21 Little Mouse MM 22 Shake It Up MM 23 Old Uncle Lou MM 24 Tick-Tock Clock MM 25 We Are the Clouds MM 26 Thank You MM 27 Half Past Eight MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 30 One for You, One for Me MM 31 The Farmer in the Dell MM 32 Jump and Twirl

MM 33 Crawling Mouse

MM 34 Clapping Hands MM 35 Pirate's Plank MM 36 Hello, How Are You? MM 37 The Rain and Me MM 38 Ten Little Toes MM 39 Motion Magic MM 40 Wave Good-bye MM 41 The Dish & the Spoon MM 42 Two Little Ducks MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 45 Hush, My Baby MM 46 Where Can He Be? MM 47 Wake Up! MM 48 Roll Play MM 49 Merry Movements MM 50 You Help Me & I Help You MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 57 Remember When... MM 58 Sing-Song Sit-Ups MM 59 Can You Do This? MM 60 On the Spot MM 61 How Slowly Can You Go? MM 62 Busy, Dizzy Hands MM 63 Where Is Teddy? MM 64 Jumping Jack MM 65 Peek at You MM 66 What Can That Sound Be? MM 67 Shoo, Fly! MM 68 Let's See What We Can Find MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 72 What's in the Bag? MM 73 Copy Me! MM 74 I'm Big, I'm Small MM 75 Baby Massage MM 76 Now I'm Crawling MM 77 Rise and Shine MM 78 Hello Toes MM 79 Sammy the Starfish MM 80 Follow That Toy MM 81 Where Are Baby's Tiny Ears? MM 82 Tell Me a Story MM 83 Time to Close Your Eyes MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 86 Daddy Loves You MM 87 Let's Go! MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 91 You Have Two MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 94 Detailed Descriptions MM 95 Shape Finders MM 96 Baby Two-Step MM 97 Swim and Run

MM 98 Let's Explore!

MM 99 Buzz Like a Bee P 01 Cups of Water P 02 Nature Painting P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 13 1, 2, 3 Hops P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 26 Let's Fill Up the Box P 27 Stand Up and Dance P 28 Tape Trails P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys P 36 Water Painting SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 08 Playful Interactions SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes SE 11 Learning a Stop Sign SE 12 Playful Routines SE 13 Looking for Toes SE 14 Sing the Same Song SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 18 Picture Help SE 19 Dos and Don'ts Book SE 20 Conflict Resolution SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 24 Stop! SE 25 Sleep Routines SE 26 Dressing for the Weather **DESCRIPTOR** 1.4.OT.M.5. Communicate the beginning and end of an event.

		IT2 Creative Curriculum LL 17 Three Bears
STANDARD AREA / STATEMENT	1.4.OT.	SE 24 Stop! Writing
STANDARD		Big Idea: Audience and purpose influence a writer's choice of organizational pattern, language, and literary techniques. Effective research requires the use of varied resources to gain or expand knowledge. Essential Questions: What makes clear and effective writing? Why do writers write? Who is the audience? What will work best for the audience? Where can one find information to answer questions?
DESCRIPTOR / STANDARD	1.4.OT.R.	Narrative Conventions of Language: Intentionally make marks with writing and drawing tools.
DESCRIPTOR	1.4.OT.R.1.	Choose from a variety of writing tools and surfaces during play. IT2 Creative Curriculum LL 03 From Drawing to Writing LL 37 My Clothes Today P 10 Icy Paintings P 23 Silly Wavy Lines
DESCRIPTOR	1.4.OT.R.2.	Engage in tactile experiences creating letters and other forms. IT2 Creative Curriculum BCC 06 BCC 07 BCC 08 BCC 09 BCC 11 BCC 13 BCC 14 BCC 15 BCC 20 LL 01 Letters in the Sand LL 06 Sticky Tables LL 08 Outdoor Mobiles LL 09 Cardboard Village LL 10 Yummy Foods LL 14 Ice-Block Play LL 18 Tissue-Box Pull LL 20 This Is the Same LL 22 Neighborhood Walk LL 23 Bathing Babies LL 24 Fingers, Nose, and Toes LL 29 Describing Food LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 41 Fextured Letters LL 44 Fruit Salad LL 45 Animal Books LL 46 Veggie Mash-Up LL 50 What Do I See? LL 57 Waterworks LL 59 Playground Textures M 02 Dig It! M 04 Cookie-Cutter Fun M 05 Sink or Float? M 06 Construction Zone M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear?

M 13 Good Night, Toys M 18 Rock Collection M 25 The Crunchy Bread M 27 Buried Shapes MM 01 A Toy for Kitty MM 01 A Toy for Kitty MM 02 The Creeping Ladybug MM 14 My Sticky Hands MM 18 Going Fishing MM 21 Little Mouse MM 32 Crawling Mouse MM 32 Crawling Mouse MM 33 Crawling Mouse MM 33 Crawling Mouse MM 35 Crawling Mouse MM 35 Crawling Mouse MM 35 Crawling Mouse MM 36 Lot's Explore! P 10 Cups of Water P 03 Splash Pad P 14 Throwing Plush Balls P 10 Ly Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 23 Silly Way Lines P 36 Plowers in the Garden P 37 Riding Toys P 38 Salancing Act P 34 Follow the Leader P 36 Riding Toys P 38 Salancing for the Weather DESCRIPTOR 1.4.OT.R.3. Scribble writes deliberately. IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawling to Writing LL 03 From 16" Book LL 37 My Cichnes Today P 33 Silly Ways Lines P 36 Good-Byes DESCRIPTOR 1.4.OT.R.4. Scribble ines, circles, zig-zags or in rows. IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawling to Writing LL 04 Letters in the Sand LL 03 From Drawling to Writing LL 05 The "Me" Book LL 07 From Drawling to Writing LL 05 Tree Two Book LL 07 From Drawling to Writing LL 07 Letters in the Sand LL 03 From Drawling to Writing LL 05 Tree Two Book LL 07 From Drawling to Writing LL 05 Tree Two Book LL 07 From Drawling to Writing LL 05 From Drawling to Writing LT 2 Creative Curriculum LT 2 Creative Cu			
LL 37 My Clothes Today P 23 Silly Wavy Lines SE 03 Good-Byes DESCRIPTOR 1.4.OT.R.4. Scribble lines, circles, zig-zags or in rows. IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 37 My Clothes Today P 23 Silly Wavy Lines SE 03 Good-Byes DESCRIPTOR 1.4.OT.R.5. Write segments of letter forms (e.g. lines, curves). IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing DESCRIPTOR 1.4.OT.R.6. Begin to use letter like forms. IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing DESCRIPTOR 1.4.OT.R.7. Trace and create letters and other shapes using tactile materials (e.g. sand, sandpaper, glue, foam).	DESCRIPTOR	1.4.OT.R.3.	M 15 Good Night, Toys M 18 Rock Collection M 25 The Crunchy Bread M 27 Buried Shapes MM 01 A Toy for Kitty MM 06 The Creeping Ladybug MM 14 My Sticky Hands MM 18 Going Fishing MM 21 Little Mouse MM 33 Crawling Mouse MM 43 Pitter, Patter, Splash! MM 72 What's in the Bag? MM 75 Baby Massage MM 98 Let's Explore! P 01 Cups of Water P 03 Splash Pad P 04 Throwing Plush Balls P 07 Making Bubbles P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 23 Silly Wavy Lines P 30 Flowers in the Garden P 32 Water Soup P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 26 Dressing for the Weather Scribble writes deliberately. IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing
DESCRIPTOR 1.4.OT.R.4. Scribble lines, circles, zig-zags or in rows. IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 57 The "Me" Book LL 37 My Clothes Today P 23 Silly Wavy Lines SE 03 Good-Byes DESCRIPTOR 1.4.OT.R.5. Write segments of letter forms (e.g. lines, curves). IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing DESCRIPTOR 1.4.OT.R.6. Begin to use letter like forms. IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing DESCRIPTOR 1.4.OT.R.6. Trace and create letters and other shapes using tactile materials (e.g. sand, sandpaper, glue, foam).			
IT2 Creative Curriculum			SE 03 Good-Byes
DESCRIPTOR 1.4.OT.R.6. Begin to use letter like forms. IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing Begin to use letter like forms. IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing DESCRIPTOR 1.4.OT.R.7. Trace and create letters and other shapes using tactile materials (e.g. sand, sandpaper, glue, foam).	DESCRIPTOR	1.4.OT.R.4.	IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 37 My Clothes Today P 23 Silly Wavy Lines
LL 01 Letters in the Sand LL 03 From Drawing to Writing DESCRIPTOR 1.4.OT.R.6. Begin to use letter like forms. IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing DESCRIPTOR 1.4.OT.R.7. Trace and create letters and other shapes using tactile materials (e.g. sand, sandpaper, glue, foam).	DESCRIPTOR	1.4.OT.R.5.	
IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing DESCRIPTOR 1.4.OT.R.7. Trace and create letters and other shapes using tactile materials (e.g. sand, sandpaper, glue, foam).			LL 01 Letters in the Sand
LL 01 Letters in the Sand LL 03 From Drawing to Writing DESCRIPTOR 1.4.OT.R.7. Trace and create letters and other shapes using tactile materials (e.g. sand, sandpaper, glue, foam).	DESCRIPTOR	1.4.OT.R.6.	Begin to use letter like forms.
(e.g. sand, sandpaper, glue, foam).			LL 01 Letters in the Sand
IT2 Creative Curriculum	DESCRIPTOR	1.4.OT.R.7.	
			IT2 Creative Curriculum

BCC 06 BCC 07 BCC 08 BCC 09 **BCC 11 BCC 13** BCC 14 **BCC 15** BCC 20 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 06 Sticky Tables LL 08 Outdoor Mobiles LL 09 Cardboard Village LL 10 Yummy Foods LL 14 Ice-Block Play LL 18 Tissue-Box Pull LL 20 This Is the Same LL 22 Neighborhood Walk LL 23 Bathing Babies LL 24 Fingers, Nose, and Toes LL 29 Describing Food LL 38 The Same and Different LL 39 Texture Board LL 40 Sticky Surface LL 42 Textured Letters LL 44 Fruit Salad LL 45 Animal Books LL 46 Veggie Mash-Up LL 50 What Do I See? LL 57 Waterworks LL 59 Playground Textures M 02 Dig It! M 04 Cookie-Cutter Fun M 05 Sink or Float? M 06 Construction Zone M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 15 Good Night, Toys M 18 Rock Collection M 25 The Crunchy Bread M 27 Buried Shapes MM 01 A Toy for Kitty MM 06 The Creeping Ladybug MM 14 My Sticky Hands MM 18 Going Fishing MM 21 Little Mouse MM 33 Crawling Mouse MM 43 Pitter, Patter, Splash! MM 72 What's in the Bag? MM 75 Baby Massage MM 98 Let's Explore! P 01 Cups of Water P 03 Splash Pad P 04 Throwing Plush Balls P 07 Making Bubbles P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 23 Silly Wavy Lines

		P 30 Flowers in the Garden
		P 32 Water Soup
		P 33 Balancing Act
		P 34 Follow the Leader P 35 Riding Toys
		SE 26 Dressing for the Weather
OTANDARD AREA /	4.4.07	
STANDARD AREA / STATEMENT	1.4.OT.	Writing
STANDARD		Big Idea: Audience and purpose influence a writer's choice of organizational pattern, language, and literary techniques. Effective research requires the use of varied resources to gain or expand knowledge. Essential Questions: What makes clear and effective writing? Why do writers write? Who is the audience? What will work best for the audience? Where can one find information to answer questions?
DESCRIPTOR / STANDARD	1.4.OT.V.	Conducting Research: Ask questions about topics of personal interest to gain information.
DESCRIPTOR	1.4.OT.V.1.	Ask about a new toy or object in the classroom (e.g. "How does that work?").
		IT2 Creative Curriculum MM 09 The Answer is No!
DESCRIPTOR	1.4.OT.V.2.	Ask questions about familiar and unfamiliar people.
		IT2 Creative Curriculum MM 09 The Answer is No!
STANDARD AREA / STATEMENT	1.5.OT.	Speaking and Listening
STANDARD		Big Idea: Active listeners make meaning from what they hear by questioning, reflecting, responding, and evaluating. Effective speakers prepare and communicate messages to address the audience and purpose. Essential Questions: What do good listeners do? How do active listeners make meaning? How do speakers effectively communicate a message?
DESCRIPTOR / STANDARD	1.5.OT.A.	Comprehension and Collaboration: Engage in reciprocal conversations and interactions with peers and adults.
DESCRIPTOR	1.5.OT.A.1.	Engage in conversational turn taking.
		IT2 Creative Curriculum BCC 02 BCC 04 BCC 06 BCC 07 BCC 09 BCC 23 P 08 Beach-Ball Bowling P 18 Roll It to Me! P 19 Beach-Ball Kicker SE 09 Build It Up, Knock It Down SE 26 Dressing for the Weather
DESCRIPTOR	1.5.OT.A.2.	Pose questions.
		IT2 Creative Curriculum MM 09 The Answer is No!
DESCRIPTOR	1.5.OT.A.3.	Allow wait time before responding.
		IT2 Creative Curriculum
		BCC 01
		BCC 02
		BCC 03
		BCC 04

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BCC 05
BCC 06
BCC 07
BCC 08
BCC 09
BCC 10
BCC 11
BCC 12
BCC 13
BCC 14
BCC 15
BCC 16
BCC 17
BCC 18
BCC 19
BCC 20
BCC 21
BCC 22
BCC 23
BCC 24
LL 01 Letters in the Sand
LL 02 Reading Wordless Books
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LL 08 Outdoor Mobiles
LL 09 Cardboard Village
LL 10 Yummy Foods
LL 11 Let's Talk
LL 12 What's in the Picture?
LL 13 Lift the Flap and See Who's Here
LL 14 Ice-Block Play
LL 15 Whisper Songs
LL 16 Tissue-Paper Play
LL 17 Three Bears
LL 18 Tissue-Box Pull
LL 19 Shake That Bell!
LL 20 This Is the Same
LL 21 Will You Read to Me?
LL 22 Neighborhood Walk
LL 23 Bathing Babies
LL 24 Fingers, Nose, and Toes
LL 25 A Book of Faces
LL 26 Reading Rhyming Books
LL 27 A Cup Is For...
LL 28 Family Faces
LL 29 Describing Food
LL 30 Family Picture Walk
LL 31 I'll Find You
LL 32 Observing Insect Life
LL 33 Silly Clothes
LL 34 Our Names, Our Things
LL 35 Light Up
LL 36 Puppet Stories
LL 37 My Clothes Today
LL 38 The Same and Different
LL 39 Texture Board
LL 40 Sticky Surface
LL 41 Letters, Letters, Letters
LL 42 Textured Letters
LL 43 Lemonade
LL 44 Fruit Salad
LL 45 Animal Books
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LL 46 Veggie Mash-Up
LL 47 Roll-Ups
LL 48 Applesauce
LL 49 Pancakes
LL 50 What Do I See?
LL 51 Dance & Remember
LL 52 Fruit Smoothies
LL 53 Bookworm Boogie
LL 54 Sharing Storybooks
LL 55 Silly Names
LL 56 Where Did It Go?
LL 57 Waterworks
LL 58 Tuneful Tales
LL 59 Playground Textures
LL 60 Potty Talk
LL 61 What's the Problem?
M 01 Matching Shapes
M 02 Dig It!
M 03 Everyday Patterns
M 04 Cookie-Cutter Fun
M 05 Sink or Float?
M 06 Construction Zone
M 07 Peek-a-Boo Box
M 08 Pots and Pans Band
M 09 Let's Make Two
M 10 Making Butter
M 11 Garden Party
M 12 Where's the Bear?
M 13 What's Inside?
M 14 Ramp Experiments
M 15 Good Night, Toys
M 16 Growing Sizes
M 17 This Little Piggy
M 18 Rock Collection
M 19 In, On, and Around
M 20 Where's the Water?
M 21 Build a Zoo
M 22 Jump Counting
M 23 Find the Sound
M 24 Putting Puzzles Together
M 25 The Crunchy Bread
M 26 Obstacle Course
M 27 Buried Shapes
M 28 Counting Books
MM 01 A Toy for Kitty
MM 02 Silly Animal Walk
MM 03 Hello Cheer
MM 04 Let's Put On Your Pants
MM 05 I Can Do It!
MM 06 The Creeping Ladybug
MM 07 The Hungry Crane
MM 08 From Seed to Tree
MM 09 The Answer is No!
MM 10 T Dance
MM 100 Sounds on the Farm
MM 11 A-Bouncing We Will Go
MM 12 Wiggle, Wiggle
MM 13 The Way or That?
MM 14 My Sticky Hands
MM 15 Window Conversations
MM 16 That's How I Roll
MM 17 Dream
MM 18 Going Fishing
MM 19 Time to Clean Up!
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MM 20 Please Find...

MM 21 Little Mouse MM 22 Shake It Up MM 23 Old Uncle Lou MM 24 Tick-Tock Clock MM 25 We Are the Clouds MM 26 Thank You MM 27 Half Past Eight MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 30 One for You, One for Me MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 33 Crawling Mouse MM 34 Clapping Hands MM 35 Pirate's Plank MM 36 Hello, How Are You? MM 37 The Rain and Me MM 38 Ten Little Toes MM 39 Motion Magic MM 40 Wave Good-bye MM 41 The Dish & the Spoon MM 42 Two Little Ducks MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 45 Hush, My Baby MM 46 Where Can He Be? MM 47 Wake Up! MM 48 Roll Play MM 49 Merry Movements MM 50 You Help Me & I Help You MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 57 Remember When... MM 58 Sing-Song Sit-Ups MM 59 Can You Do This? MM 60 On the Spot MM 61 How Slowly Can You Go? MM 62 Busy, Dizzy Hands MM 63 Where Is Teddy? MM 64 Jumping Jack MM 65 Peek at You MM 66 What Can That Sound Be? MM 67 Shoo, Fly! MM 68 Let's See What We Can Find MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 72 What's in the Bag? MM 73 Copy Me! MM 74 I'm Big, I'm Small MM 75 Baby Massage MM 76 Now I'm Crawling MM 77 Rise and Shine MM 78 Hello Toes MM 79 Sammy the Starfish MM 80 Follow That Toy MM 81 Where Are Baby's Tiny Ears? MM 82 Tell Me a Story MM 83 Time to Close Your Eyes MM 84 Fiddly Fingers

MM 85 Terrific Tummy Time

MM 86 Daddy Loves You MM 87 Let's Go! MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 91 You Have Two MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 94 Detailed Descriptions MM 95 Shape Finders MM 96 Baby Two-Step MM 97 Swim and Run MM 98 Let's Explore! MM 99 Buzz Like a Bee P 01 Cups of Water P 02 Nature Painting P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 13 1, 2, 3 Hops P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 26 Let's Fill Up the Box P 27 Stand Up and Dance P 28 Tape Trails P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys P 36 Water Painting SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 08 Playful Interactions SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes SE 11 Learning a Stop Sign SE 12 Playful Routines SE 13 Looking for Toes SE 14 Sing the Same Song

SE 15 Song Time

		SE 16 Baby Faces SE 17 Calm-Down Place SE 18 Picture Help SE 19 Dos and Don'ts Book SE 20 Conflict Resolution SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 24 Stop! SE 25 Sleep Routines SE 26 Dressing for the Weather
STANDARD AREA / STATEMENT	1.5.OT.	Speaking and Listening
STANDARD		Big Idea: Active listeners make meaning from what they hear by questioning, reflecting, responding, and evaluating. Effective speakers prepare and communicate messages to address the audience and purpose. Essential Questions: What do good listeners do? How do active listeners make meaning? How do speakers effectively communicate a message?
DESCRIPTOR / STANDARD	1.5.OT.C.	Comprehension and Collaboration Evaluation: Respond to questions, comments or directions.
DESCRIPTOR	1.5.OT.C.1.	Respond to adults' requests showing understanding of what is being asked (e.g. answer a simple question with a nod of head, go to wash hands when asked). IT2 Creative Curriculum MM 03 Hello Cheer SE 01 Actively Listening to Children SE 21 Big Rule, Little Rule
DESCRIPTOR	1.5.OT.C.2.	Demonstrate understanding of position words. IT2 Creative Curriculum BCC 14 BCC 23 LL 31 I'll Find You LL 56 Where Did It Go? M 06 Construction Zone M 07 Peek-a-Boo Box M 12 Where's the Bear? M 13 What's Inside? M 19 In, On, and Around M 20 Where's the Water? M 23 Find the Sound M 26 Obstacle Course MM 23 Old Uncle Lou P 04 Throwing Plush Balls P 26 Let's Fill Up the Box P 34 Follow the Leader
DESCRIPTOR	1.5.OT.C.3.	Follow 2-step directions with reminders. IT2 Creative Curriculum LL 04 Sing & Move LL 22 Neighborhood Walk LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 43 Lemonade LL 44 Fruit Salad LL 45 Animal Books LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 51 Dance & Remember

		LL 56 Where Did It Go?
		LL 56 Where Did it Go? LL 57 Waterworks
		M 04 Cookie-Cutter Fun
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 12 Where's the Bear?
		M 13 What's Inside?
		M 19 In, On, and Around M 20 Where's the Water?
		M 23 Find the Sound
		M 25 The Crunchy Bread
		M 26 Obstacle Course
		MM 19 Time to Clean Up!
		MM 20 Please Find
		MM 60 On the Spot
		MM 62 Busy, Dizzy Hands
		MM 64 Jumping Jack MM 73 Copy Me!
		P 04 Throwing Plush Balls
		P 06 Rocking on a Roller
		P 08 Beach-Ball Bowling
		P 09 Balance on a Beam
		P 12 Molding Dough
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 21 Big Beads P 23 Silly Wavy Lines
		P 24 Crawling Through a Tunnel
		P 25 Pushing and Pulling
		P 26 Let's Fill Up the Box
		P 28 Tape Trails
		P 29 Nesting Bag
		P 30 Flowers in the Garden
		P 35 Riding Toys
		P 36 Water Painting SE 02 Let's Try this Instead
		SE 04 Picnic
		SE 07 Right Where It Belongs
		SE 09 Build It Up, Knock It Down
		SE 11 Learning a Stop Sign
		SE 12 Playful Routines
		SE 13 Looking for Toes
		SE 14 Sing the Same Song
		SE 18 Picture Help SE 19 Dos and Don'ts Book
		SE 25 Sleep Routines
DESCRIPTOR	4 F OT C 4	-
DESCRIPTOR	1.5.OT.C.4.	Respond to a question with an answer or details related to the topic being discussed.
		being discussed.
		IT2 Creative Curriculum
		LL 03 From Drawing to Writing
		LL 05 The "Me" Book
		LL 07 Pretend Phone Calls
		LL 09 Cardboard Village
		LL 10 Yummy Foods LL 12 What's in the Picture?
		LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here
		LL 14 Ice-Block Play
		LL 16 Tissue-Paper Play
		LL 18 Tissue-Box Pull
		LL 19 Shake That Bell!
		LL 20 This Is the Same
		LL 23 Bathing Babies
		LL 24 Fingers, Nose, and Toes
	JL	LL 27 A Cup Is For

		LL 28 Family Faces LL 30 Family Picture Walk LL 32 Observing Insect Life LL 34 Our Names, Our Things LL 45 Animal Books LL 46 Veggie Mash-Up LL 50 What Do I See? LL 52 Fruit Smoothies LL 57 Waterworks LL 61 What's the Problem? MM 09 The Answer is No!
		MM 18 Going Fishing MM 36 Hello, How Are You? MM 57 Remember When SE 13 Looking for Toes SE 16 Baby Faces
		SE 18 Picture Help SE 21 Big Rule, Little Rule
STANDARD AREA / STATEMENT	1.5.OT.	Speaking and Listening
STANDARD		Big Idea: Active listeners make meaning from what they hear by questioning, reflecting, responding, and evaluating. Effective speakers prepare and communicate messages to address the audience and purpose. Essential Questions: What do good listeners do? How do active listeners make meaning? How do speakers effectively communicate a message?
DESCRIPTOR / STANDARD	1.5.OT.D/E.	Presentation of Knowledge: Use simple sentences; communicating clearly enough to be understood by familiar adults.
DESCRIPTOR	1.5.OT.D./E.1.	Express thoughts, feelings and ideas. IT2 Creative Curriculum BCC 01 BCC 06 BCC 08 BCC 13 BCC 15 LL 61 What's the Problem? MM 40 Wave Good-bye MM 45 Hush, My Baby MM 77 Rise and Shine MM 86 Daddy Loves You SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 05 Take Care of Baby SE 07 Right Where It Belongs SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 13 Looking for Toes SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 20 Conflict Resolution SE 22 Hello Activities SE 23 Encouragement SE 24 Stop!
DESCRIPTOR	1.5.OT.D./E.2.	Talk about stories, experiences and interests. IT2 Creative Curriculum LL 17 Three Bears SE 24 Stop!
DESCRIPTOR	1.5.OT.D./E.3.	Use appropriate volume to be heard by group, paying attention to inside and outside voices.

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		IT2 Creative Curriculum LL 15 Whisper Songs
DESCRIPTOR	1.5.OT.D./E.5.	Use inflection when speaking.
		IT2 Creative Curriculum LL 15 Whisper Songs
STANDARD AREA / STATEMENT	1.5.OT.	Speaking and Listening
STANDARD		Big Idea: Active listeners make meaning from what they hear by questioning, reflecting, responding, and evaluating. Effective speakers prepare and communicate messages to address the audience and purpose. Essential Questions: What do good listeners do? How do active listeners make meaning? How do speakers effectively communicate a message?
DESCRIPTOR / STANDARD	1.5.OT.G.	Conventions of Standard English: Demonstrate command of the conventions of standard English when speaking based on older toddler development.
DESCRIPTOR	1.5.OT.G.1.	Speak in simple sentences.
		IT2 Creative Curriculum LL 06 Sticky Tables LL 09 Cardboard Village LL 10 Yummy Foods LL 22 Neighborhood Walk LL 35 Light Up LL 37 My Clothes Today LL 46 Veggie Mash-Up LL 48 Applesauce LL 52 Fruit Smoothies SE 13 Looking for Toes SE 17 Calm-Down Place SE 20 Conflict Resolution
DESCRIPTOR	1.5.OT.G.3.	May omit some words or use some words incorrectly (e.g. "Mommy goed to work", "I want banana").
		IT2 Creative Curriculum LL 01 Letters in the Sand LL 09 Cardboard Village LL 10 Yummy Foods LL 22 Neighborhood Walk LL 36 Puppet Stories LL 37 My Clothes Today LL 46 Veggie Mash-Up LL 48 Applesauce LL 52 Fruit Smoothies LL 57 Waterworks M 20 Where's the Water? SE 05 Take Care of Baby SE 13 Looking for Toes SE 17 Calm-Down Place SE 20 Conflict Resolution
SUBJECT / STANDARD AREA	PA.M.	Mathematical Thinking and Expression (Older Toddler)
STANDARD AREA / STATEMENT	2.1.OT.	Numbers and Operations
STANDARD		Big Idea: Mathematical relationships among numbers can be represented, compared, and communicated. Essential Question: How is mathematics used to quantify, compare, represent, and model numbers?
DESCRIPTOR / STANDARD	2.1.OT.A.1.	Counting and Cardinality: Cardinality: Know some number names and the count sequence.

DESCRIPTOR	2.1.OT.A.1.1.	Rote count to 5.
		IT2 Creative Curriculum MM 38 Ten Little Toes
DESCRIPTOR	2.1.OT.A.1.2.	Recognize some numerals (e.g. notice numerals in the environment and names some of them, point to a numeral when asked).
		IT2 Creative Curriculum BCC 05
		M 02 Dig It!
		M 11 Garden Party M 17 This Little Piggy
		M 25 The Crunchy Bread
		M 28 Counting Books
		MM 96 Baby Two-Step
DESCRIPTOR	2.1.OT.A.1.3.	Engage in experiences related to numbers (e.g. counting songs, finger plays, reading number books).
		IT2 Creative Curriculum
		BCC 01
		BCC 02 BCC 03
		BCC 04
		BCC 05
		BCC 06
		BCC 07 BCC 08
		BCC 09
		BCC 10
		BCC 11
		BCC 12 BCC 13
		BCC 14
		BCC 15
		BCC 16 BCC 17
		BCC 18
		BCC 19
		BCC 20
		BCC 21 BCC 22
		BCC 23
		BCC 24
		LL 24 Fingers, Nose, and Toes
		M 02 Dig It! M 09 Let's Make Two
		M 11 Garden Party
		M 17 This Little Piggy
		M 18 Rock Collection M 22 Jump Counting
		M 25 The Crunchy Bread
		M 28 Counting Books
		MM 16 That's How I Roll MM 20 Please Find
		MM 30 One for You, One for Me
		MM 38 Ten Little Toes
		MM 55 Little Train
		MM 81 Where Are Baby's Tiny Ears? MM 91 You Have Two
		MM 92 Creepy Crawly Spiders
		P 08 Beach-Ball Bowling
		P 13 1, 2, 3 Hops
STANDARD AREA /	2.1.OT.	Numbers and Operations
STATEMENT		

STANDARD		Big Idea: Mathematical relationships among numbers can be represented, compared, and communicated. Essential Question: How is mathematics used to quantify, compare, represent, and model numbers?
DESCRIPTOR / STANDARD	2.1.OT.A.2.	Counting and Cardinality: Counting: Count to tell the number of objects.
DESCRIPTOR	2.1.OT.A.2.1.	Subitize (visually quantify) to determine how many: attach a numeric value to a set of objects without counting up to 3. IT2 Creative Curriculum BCC 16 M 11 Garden Party
DESCRIPTOR	2.1.OT.A.2.2.	Practice one to one correspondence (e.g. setting out snack, counting children, matching objects). IT2 Creative Curriculum M 09 Let's Make Two M 25 The Crunchy Bread M 28 Counting Books MM 30 One for You, One for Me
DESCRIPTOR	2.1.OT.A.2.3.	Verbalize how many objects they have. IT2 Creative Curriculum BCC 05 M 02 Dig It! M 11 Garden Party M 17 This Little Piggy M 25 The Crunchy Bread M 28 Counting Books
DESCRIPTOR	2.1.OT.A.2.4.	Use counting and numbers as part of play and as a means for determining quantity. IT2 Creative Curriculum BCC 16 M 11 Garden Party
STANDARD AREA / STATEMENT	2.1.OT.	Numbers and Operations
STANDARD		Big Idea: Mathematical relationships among numbers can be represented, compared, and communicated. Essential Question: How is mathematics used to quantify, compare, represent, and model numbers?
DESCRIPTOR / STANDARD	2.1.OT.MP.	Counting and Cardinality: Mathematical Processes: Use mathematical processes when quantifying, comparing and representing numbers.
DESCRIPTOR	2.1.OT.MP.1.	Engage in numerical play. IT2 Creative Curriculum LL 20 This Is the Same LL 38 The Same and Different LL 39 Texture Board M 01 Matching Shapes M 04 Cookie-Cutter Fun M 05 Sink or Float? M 11 Garden Party M 14 Ramp Experiments M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection M 21 Build a Zoo M 24 Putting Puzzles Together M 27 Buried Shapes MM 91 You Have Two

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	DESCRIPTOR / STANDARD	2 3 OT A 1	
	2_COMMITTON / CIANDAND		
DESCRIPTOR 2.3.OT.A.1.1. Describe objects in the environment and name shapes.	DESCRIPTOR	2.3.OT.A.1.1.	Describe objects in the environment and name shapes.
IT2 Creative Curriculum			IT2 Creative Curriculum
M 01 Matching Shapes			
M 04 Cookie-Cutter Fun			
MM 95 Shape Finders			MM 95 Shape Finders

DESCRIPTOR	2.3.OT.A.1.2.	Complete simple puzzles.
		IT2 Creative Curriculum
		BCC 03
		BCC 16
		BCC 22
		LL 01 Letters in the Sand
		LL 20 This Is the Same
		LL 37 My Clothes Today
DESCRIPTOR	2.3.OT.A.1.3.	Manipulate objects of various shape and size.
		IT2 Creative Curriculum
		BCC 04
		BCC 05
		BCC 07
		BCC 08
		BCC 09
		LL 06 Sticky Tables
		LL 20 This Is the Same
		M 05 Sink or Float?
		M 06 Construction Zone
		M 10 Making Butter
		M 15 Good Night, Toys
		M 16 Growing Sizes M 18 Rock Collection
		MM 18 Going Fishing MM 68 Let's See What We Can Find
		MM 74 I'm Big, I'm Small MM 98 Let's Explore!
		P 01 Cups of Water
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 08 Beach-Ball Bowling
		P 19 Beach-Ball Kicker
STANDARD AREA / STATEMENT	2.3.OT.	Geometry
STANDARD		Big Idea: Geometric relationships can be described, analyzed, and
		classified based on spatial reasoning and/or visualization. Essential
		Questions: How are spatial relationships, including shape and
		dimension, used to draw, construct, model, and represent real
		situations or solve problems? How can the application of the
		attributes of geometric shapes support mathematical reasoning and
		problem solving?
DESCRIPTOR / STANDARD		Geometry: Application: Create and compose simple shapes.
DESCRIPTOR	2.3.OT.A.2.1.	Use simple shapes in drawing.
		IT2 Creative Curriculum
		M 01 Matching Shapes
		M 04 Cookie-Cutter Fun
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 12 Where's the Bear?
		M 13 What's Inside?
		M 18 Rock Collection
		M 19 In, On, and Around
		M 20 Where's the Water?
		M 21 Build a Zoo
		M 23 Find the Sound
		M 24 Putting Puzzles Together
		M 26 Obstacle Course
	II	M 27 Buried Shapes
		MM 18 Going Fishing MM 22 Shake It Up

		MM 23 Old Uncle Lou MM 44 Jack and Jill MM 62 Busy, Dizzy Hands MM 68 Let's See What We Can Find MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting
DESCRIPTOR	2.3.OT.A.2.3.	Use fingers or body to represent shapes when asked. IT2 Creative Curriculum M 01 Matching Shapes M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 12 Where's the Bear? M 13 What's Inside? M 18 Rock Collection M 19 In, On, and Around M 20 Where's the Water? M 21 Build a Zoo M 23 Find the Sound M 24 Putting Puzzles Together M 26 Obstacle Course M 27 Buried Shapes
STANDARD AREA /	2.3.OT.	MM 18 Going Fishing MM 22 Shake It Up MM 23 Old Uncle Lou MM 44 Jack and Jill MM 62 Busy, Dizzy Hands MM 68 Let's See What We Can Find MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 05 Surprise!
STATEMENT	2.3.01.	Geometry
STANDARD		Big Idea: Geometric relationships can be described, analyzed, and classified based on spatial reasoning and/or visualization. Essential Questions: How are spatial relationships, including shape and dimension, used to draw, construct, model, and represent real situations or solve problems? How can the application of the attributes of geometric shapes support mathematical reasoning and problem solving?
DESCRIPTOR / STANDARD	2.3.OT.MP.	Geometry : Math Process: Use mathematical processes when creating and composing shapes.
DESCRIPTOR	2.3.OT.MP.1.	Describe objects in the environment and name shapes. IT2 Creative Curriculum M 01 Matching Shapes M 04 Cookie-Cutter Fun MM 95 Shape Finders
DESCRIPTOR	2.3.OT.MP.2.	Complete simple puzzles. IT2 Creative Curriculum BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today
DESCRIPTOR	2.3.OT.MP.3.	Manipulate objects of various shape and size.

		IT2 Creative Curriculum BCC 04 BCC 05 BCC 07 BCC 08 BCC 09 LL 06 Sticky Tables LL 20 This Is the Same M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection MM 18 Going Fishing
		MM 68 Let's See What We Can Find MM 74 I'm Big, I'm Small MM 98 Let's Explore! P 01 Cups of Water P 04 Throwing Plush Balls P 05 Surprise! P 08 Beach-Ball Bowling P 19 Beach-Ball Kicker
STANDARD AREA / STATEMENT	2.4.OT.	Measurement, Data and Probability
STANDARD		Big Idea: Measurement attributes can be quantified and estimated using customary and non-customary units of measure. Mathematical relations and functions can be modeled through multiple representations and analyzed to raise and answer questions. Essential Questions: Why does "what" we measure influence "how" we measure? How can data be organized and represented to provide insight into the relationship between quantities?
DESCRIPTOR / STANDARD	2.4.OT.A.1.	Measurement and Data: Measurement: Use basic measurement vocabulary.
DESCRIPTOR	2.4.OT.A.1.1.	Use size words (e.g. many, big and little). IT2 Creative Curriculum BCC 04 BCC 05 BCC 07 BCC 08 BCC 09 LL 06 Sticky Tables LL 20 This Is the Same M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 15 Good Night, Toys M 16 Growing Sizes M 18 Rock Collection MM 18 Going Fishing MM 68 Let's See What We Can Find MM 74 I'm Big, I'm Small MM 98 Let's Explore! P 01 Cups of Water P 04 Throwing Plush Balls P 05 Surprise! P 08 Beach-Ball Bowling P 19 Beach-Ball Kicker
DESCRIPTOR	2.4.OT.A.1.2.	Compare sizes of objects. IT2 Creative Curriculum BCC 04

STANDARD AREA / STATEMENT STANDARD	2.4.OT.	LL 52 Fruit Smoothies M 02 Dig It! M 11 Garden Party M 18 Rock Collection P 01 Cups of Water P 32 Water Soup Measurement, Data and Probability Big Idea: Measurement attributes can be quantified and estimated using customary and non-customary units of measure. Mathematical relations and functions can be modeled through multiple representations and analyzed to raise and answer questions. Essential Questions: Why does "what" we measure influence "how" we measure? How can data be organized and represented to provide
DESCRIPTOR / STANDARD	2.4.OT.A.2.	insight into the relationship between quantities? Measurement and Data: Data: Classify objects and count the number
DESCRIPTOR	2407424	of objects in each category.
DESCRIPTOR	2.4.OT.A.2.1.	Sort objects by one attribute (e.g. color, size, shape). IT2 Creative Curriculum BCC 19 BCC 20 LL 06 Sticky Tables LL 20 This Is the Same LL 38 The Same and Different LL 39 Texture Board M 05 Sink or Float? M 16 Growing Sizes M 18 Rock Collection M 21 Build a Zoo M 24 Putting Puzzles Together M 27 Buried Shapes MM 95 Shape Finders P 01 Cups of Water P 19 Beach-Ball Kicker
DESCRIPTOR	2.4.OT.A.2.2.	Classify up to five objects using one attribute into categories. IT2 Creative Curriculum BCC 19 BCC 20 LL 06 Sticky Tables LL 20 This Is the Same LL 38 The Same and Different LL 39 Texture Board M 05 Sink or Float? M 16 Growing Sizes M 18 Rock Collection M 21 Build a Zoo M 24 Putting Puzzles Together M 27 Buried Shapes MM 95 Shape Finders P 01 Cups of Water P 19 Beach-Ball Kicker
DESCRIPTOR	2.4.OT.A.2.3.	Count the number of objects in each category and with adult assistance display the number of objects in each category. IT2 Creative Curriculum BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06

		BCC 07
		BCC 08
		BCC 09 BCC 10
		BCC 10
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16 BCC 17
		BCC 18
		BCC 19
		BCC 20
		BCC 21
		BCC 22 BCC 23
		BCC 24
		LL 24 Fingers, Nose, and Toes
		M 02 Dig It!
		M 09 Let's Make Two
		M 11 Garden Party M 17 This Little Piggy
		M 18 Rock Collection
		M 22 Jump Counting
		M 25 The Crunchy Bread
		M 28 Counting Books
		MM 16 That's How I Roll MM 20 Please Find
		MM 30 One for You, One for Me
		MM 38 Ten Little Toes
		MM 55 Little Train
		MM 81 Where Are Baby's Tiny Ears?
		MM 91 You Have Two MM 92 Creepy Crawly Spiders
		P 08 Beach-Ball Bowling
		P 13 1, 2, 3 Hops
STANDARD AREA /	2.4.OT.	Measurement, Data and Probability
STATEMENT		
STANDARD		Big Idea: Measurement attributes can be quantified and estimated using customary and non-customary units of measure. Mathematical
		relations and functions can be modeled through multiple
		representations and analyzed to raise and answer questions. Essential Questions: Why does "what" we measure influence "how"
		we measure? How can data be organized and represented to provide
		insight into the relationship between quantities?
DESCRIPTOR / STANDARD	2.4.OT.MP.	Measurement and Data: Use mathematical processes when measuring; organizing data.
DESCRIPTOR	2.4.OT.MP.2.	Engage in activities that include organizing data.
		IT2 Creative Curriculum
		LL 20 This Is the Same
		LL 38 The Same and Different
		LL 39 Texture Board M 01 Matching Shapes
		M 04 Cookie-Cutter Fun
		M 05 Sink or Float?
		M 11 Garden Party
		M 14 Ramp Experiments
		M 15 Good Night, Toys M 16 Growing Sizes
		M 18 Rock Collection
		M 21 Build a Zoo
		M 24 Putting Puzzles Together

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		M 27 Buried Shapes
		MM 91 You Have Two MM 95 Shape Finders
		P 01 Cups of Water
		P 19 Beach-Ball Kicker
DESCRIPTOR	2.4.OT MD.4	
DESCRIPTOR	2.4.OT.MP.4.	Persist in activities that include organizing data (Reference AL.2.OT.C).
		IT2 Creative Curriculum
		LL 20 This Is the Same
		LL 38 The Same and Different
		LL 39 Texture Board M 01 Matching Shapes
		M 04 Cookie-Cutter Fun
		M 05 Sink or Float?
		M 11 Garden Party
		M 14 Ramp Experiments
		M 15 Good Night, Toys
		M 16 Growing Sizes M 18 Rock Collection
		M 21 Build a Zoo
		M 24 Putting Puzzles Together
		M 27 Buried Shapes
		MM 91 You Have Two
		MM 95 Shape Finders
		P 01 Cups of Water P 19 Beach-Ball Kicker
DESCRIPTOR	2.4.OT.MP.6.	Problem solve in activities that include organizing data (Reference AL.4.OT.C).
		IT2 Creative Curriculum
		LL 20 This Is the Same
		LL 38 The Same and Different
		LL 39 Texture Board
		M 01 Matching Shapes M 04 Cookie-Cutter Fun
		M 05 Sink or Float?
		M 11 Garden Party
		M 14 Ramp Experiments
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		M 16 Growing Sizes
		M 18 Rock Collection
		M 21 Build a Zoo M 24 Putting Puzzles Together
		M 27 Buried Shapes
		MM 91 You Have Two
		MM 95 Shape Finders
		P 01 Cups of Water
		P 19 Beach-Ball Kicker
SUBJECT / STANDARD AREA	PA.S.	Scientific Thinking and Technology (Older Toddler)
STANDARD AREA / STATEMENT	3.1.OT.A.	Biological Sciences: Living and Non-Living Organisms
STANDARD		Big Idea: Living things have unique characteristics which differ from non-living things. The characteristics of living things can be observed and studied Essential Question: In what ways do living
		and non-living things differ? What are similarities, differences, and patterns of living things?
DESCRIPTOR / STANDARD	3.1.OT.A.2.	Energy Flow: Recognize that plants and animals have basic needs.
DESCRIPTOR	3.1.OT.A.2.1.	Engage in basic caretaking of non-toxic plants and safe animals.
		5.5 sales carried and car
		IT2 Creative Curriculum BCC 08

STANDARD AREA / STATEMENT STANDARD DESCRIPTOR / STANDARD	3.1.OT.A.	BCC 11 BCC 18 LL 57 Waterworks LL 59 Playground Textures M 11 Garden Party Biological Sciences: Living and Non-Living Organisms Big Idea: Living things have unique characteristics which differ from non-living things. The characteristics of living things can be observed and studied Essential Question: In what ways do living and non-living things differ? What are similarities, differences, and patterns of living things?
		Life Cycles: Notice plants and animals growing and changing.
DESCRIPTOR	3.1.OT.A.3.1.	Ask questions about plants and animals growing and changing. IT2 Creative Curriculum BCC 08 BCC 11 BCC 18 LL 57 Waterworks LL 59 Playground Textures M 11 Garden Party
DESCRIPTOR	3.1.OT.A.3.2.	Observe and document the growth of a living thing through scribbles, drawings, and/or photos. IT2 Creative Curriculum BCC 12 BCC 15 BCC 24 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 37 My Clothes Today LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 15 Window Conversations MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 66 What Can That Sound Be?

	1	MM 70 O Mal
		MM 73 Copy Me! MM 80 Follow That Toy
		MM 82 Tell Me a Story
		MM 90 Special Letter Chant
		MM 95 Shape Finders
		MM 98 Let's Explore!
		P 02 Nature Painting
		P 03 Splash Pad
		P 10 lcy Paintings P 23 Silly Wavy Lines
		P 30 Flowers in the Garden
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 01 Actively Listening to Children
		SE 03 Good-Byes
		SE 06 This Is the Way We Get Dressed
		SE 07 Right Where It Belongs SE 16 Baby Faces
		SE 18 Picture Help
		SE 19 Dos and Don'ts Book
		SE 21 Big Rule, Little Rule
		SE 22 Hello Activities
DESCRIPTOR	3.1.OT.A.3.4.	Care for plants and animals in the classroom.
		IT2 Creative Curriculum
		BCC 08
		BCC 11
		BCC 18
		LL 57 Waterworks LL 59 Playground Textures
		M 11 Garden Party
STANDADD ADEA /	2 4 OT A	
STANDARD AREA / STATEMENT	3.1.OT.A.	Biological Sciences: Living and Non-Living Organisms
STANDARD		Big Idea: Living things have unique characteristics which differ from
		non-living things. The characteristics of living things can be
		observed and studied Essential Question: In what ways do living and non-living things differ? What are similarities, differences, and
		patterns of living things?
DESCRIPTOR / STANDARD	3.1.OT.A.5.	Form and Function: Identify basic parts of living things.
DESCRIPTOR	3.1.OT.A.5.1.	Point to basic body parts when asked.
		IT2 Creative Curriculum
		IT2 Creative Curriculum BCC 01
		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10
		BCC 12 BCC 14
		BCC 14
		BCC 19
		BCC 20
		BCC 21
		BCC 24
		LL 20 This Is the Same
	II .	LL 24 Fingers, Nose, and Toes
		I I 25 A Book of Faces
		LL 25 A Book of Faces
		LL 33 Silly Clothes
		LL 33 Silly Clothes LL 50 What Do I See?

		MM 12 Wiggle, Wiggle MM 14 My Sticky Hands MM 33 Crawling Mouse MM 73 Copy Me! MM 78 Hello Toes MM 81 Where Are Baby's Tiny Ears? MM 84 Fiddly Fingers MM 91 You Have Two
DESCRIPTOR	3.1.OT.A.5.2.	Participate in simple body part games (e.g. "Head, shoulders, Knees and Toes"). IT2 Creative Curriculum BCC 01 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 14 BCC 16 BCC 19 BCC 20 BCC 21 BCC 21 BCC 24 LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 33 Silly Clothes LL 50 What Do I See? M 09 Let's Make Two M 12 Where's the Bear? MM 06 The Creeping Ladybug MM 12 Wiggle, Wiggle MM 14 My Sticky Hands MM 33 Crawling Mouse MM 73 Copy Me! MM 78 Hello Toes MM 84 Fiddly Fingers
DESCRIPTOR	3.1.OT.A.5.3.	MM 91 You Have Two Name basic parts of plants and animals (e.g. flower, leaf, tail). IT2 Creative Curriculum BCC 08 BCC 11 BCC 18 LL 57 Waterworks LL 59 Playground Textures M 11 Garden Party
DESCRIPTOR	3.1.OT.A.5.4.	Name basic body parts. IT2 Creative Curriculum BCC 01 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 10 BCC 12 BCC 14 BCC 16 BCC 19 BCC 19 BCC 20

		BCC 21 BCC 24 LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 33 Silly Clothes LL 50 What Do I See? M 09 Let's Make Two M 12 Where's the Bear? MM 06 The Creeping Ladybug MM 12 Wiggle, Wiggle MM 14 My Sticky Hands MM 33 Crawling Mouse MM 73 Copy Me! MM 78 Hello Toes MM 81 Where Are Baby's Tiny Ears?
		MM 84 Fiddly Fingers
		MM 91 You Have Two
DESCRIPTOR	3.1.OT.A.5.5.	Include basic parts (e.g. head, flower) in drawing of people, animals or plants.
		IT2 Creative Curriculum
		BCC 01
		BCC 06 BCC 07
		BCC 08
		BCC 09 BCC 10
		BCC 11
		BCC 12
		BCC 14 BCC 16
		BCC 18
		BCC 19
		BCC 20
		BCC 21 BCC 24
		LL 20 This Is the Same
		LL 24 Fingers, Nose, and Toes
		LL 25 A Book of Faces LL 33 Silly Clothes
		LL 50 What Do I See?
		LL 57 Waterworks
		LL 59 Playground Textures M 09 Let's Make Two
		M 11 Garden Party
		M 12 Where's the Bear?
		MM 06 The Creeping Ladybug MM 12 Wiggle, Wiggle
		MM 14 My Sticky Hands
		MM 33 Crawling Mouse
		MM 73 Copy Me! MM 78 Hello Toes
		MM 81 Where Are Baby's Tiny Ears?
		MM 84 Fiddly Fingers MM 91 You Have Two
STANDARD AREA / STATEMENT	3.1.OT.A.	Biological Sciences: Living and Non-Living Organisms
STANDARD		Big Idea: Living things have unique characteristics which differ from
		non-living things. The characteristics of living things can be observed and studied Essential Question: In what ways do living
		and non-living things differ? What are similarities, differences, and
		patterns of living things?
DESCRIPTOR / STANDARD	3.1.OT.A.9.	Science as Inquiry: Participate in simple investigations of living and

		non-living things to answer a question.
DESCRIPTOR	3.1.OT.A.9.1.	Ask questions about objects, organisms, and events.
		IT2 Creative Curriculum MM 98 Let's Explore!
DESCRIPTOR	3.1.OT.A.9.2.	Use the five senses and simple equipment to gather data.
		IT2 Creative Curriculum LL 08 Outdoor Mobiles LL 38 The Same and Different LL 39 Texture Board LL 50 What Do I See? LL 59 Playground Textures P 10 Icy Paintings SE 01 Actively Listening to Children SE 19 Dos and Don'ts Book
DESCRIPTOR	3.1.OT.A.9.3.	Collect objects during a nature walk.
		IT2 Creative Curriculum MM 98 Let's Explore!
STANDARD AREA / STATEMENT	3.1.OT.B.	Biological Sciences: Genetics
STANDARD		Big Idea: Living things have unique characteristics which differ from non-living things. The characteristics of living things can be observed and studied Essential Question: In what ways do living and non-living things differ? What are similarities, differences, and patterns of living things?
DESCRIPTOR / STANDARD	3.1.OT.B.1.	Heredity: Notice similarities and differences between living things from the same species.
DESCRIPTOR	3.1.OT.B.1.1.	Identify characteristics of own family (e.g. hair color, eye color and height). IT2 Creative Curriculum BCC 12 BCC 15 LL 24 Fingers, Nose, and Toes
DESCRIPTOR	3.1.OT.B.1.2.	Match parent animal with offspring. IT2 Creative Curriculum BCC 08 BCC 11
DESCRIPTOR	3.1.OT.B.1.3.	Identify characteristics of animals from the same species (e.g. color, size). IT2 Creative Curriculum BCC 08 BCC 11
STANDARD AREA / STATEMENT	3.1.OT.B.	Biological Sciences: Genetics
STANDARD		Big Idea: Living things have unique characteristics which differ from non-living things. The characteristics of living things can be observed and studied Essential Question: In what ways do living and non-living things differ? What are similarities, differences, and patterns of living things?
DESCRIPTOR / STANDARD	3.1.OT.B.6.	Science as Inquiry: Participate in simple investigations of physical characteristics of living things from same species to answer a question.
DESCRIPTOR	3.1.OT.B.6.1.	Ask questions about the physical characteristics of living things from the same species.
		IT2 Creative Curriculum

		MM 98 Let's Explore!
DESCRIPTOR	3.1.OT.B.6.2.	Use the five senses and simple equipment to gather data.
		IT2 Creative Curriculum LL 08 Outdoor Mobiles LL 38 The Same and Different LL 39 Texture Board LL 50 What Do I See? LL 59 Playground Textures P 10 Icy Paintings SE 01 Actively Listening to Children SE 19 Dos and Don'ts Book
DESCRIPTOR	3.1.OT.B.6.3.	Collect observations of living things during a nature walk.
		IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 50 What Do I See? M 14 Ramp Experiments MM 98 Let's Explore!
STANDARD AREA /	3.1.OT.C.	Biological Sciences: Evolution
STATEMENT STANDARD		Big Idea: Living things have unique characteristics which differ from non-living things. The characteristics of living things can be observed and studied Essential Question: In what ways do living and non-living things differ? What are similarities, differences, and patterns of living things?
DESCRIPTOR / STANDARD	3.1.OT.C.4.	Science as Inquiry: Participate in simple investigations of changes that occur in animals.
DESCRIPTOR	3.1.OT.C.4.1.	Ask questions about changes that occur in animals. IT2 Creative Curriculum BCC 08 BCC 11 MM 98 Let's Explore!
DESCRIPTOR	3.1.OT.C.4.3.	Observe during a nature walk. IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 50 What Do I See? M 14 Ramp Experiments MM 98 Let's Explore!
DESCRIPTOR	3.1.OT.C.4.4.	Describe observations. IT2 Creative Curriculum LL 22 Neighborhood Walk LL 32 Observing Insect Life LL 50 What Do I See? M 14 Ramp Experiments MM 98 Let's Explore!
STANDARD AREA / STATEMENT	3.2.OT.A.	Physical Sciences: Chemistry
STANDARD		Big Idea: Physical properties help us to understand the world. Essential Questions: What are physical properties of objects? How are physical properties of objects discovered? What effect does energy have on the physical properties of objects?
DESCRIPTOR / STANDARD	3.2.OT.A.1.	Properties of Matter: Describe objects by their characteristics.
DESCRIPTOR	3.2.OT.A.1.2.	Explore and describe objects of varying sizes. IT2 Creative Curriculum

	M 05 Sink or Float?
	M 10 Making Butter
	M 14 Ramp Experiments
	Explore and describe objects of varying shapes.
	IT2 Creative Curriculum
	M 05 Sink or Float?
	M 10 Making Butter
	M 14 Ramp Experiments
DESCRIPTOR 3.2.OT.A.1.4.	Explore and describe objects of varying textures.
	IT2 Creative Curriculum
	M 05 Sink or Float?
	M 10 Making Butter
	M 14 Ramp Experiments
	Participate in teacher-led exploration of matter (e.g. water and sensory play, explore novel objects introduced into classroom).
	IT2 Creative Curriculum
I II	M 05 Sink or Float?
	M 10 Making Butter
	M 14 Ramp Experiments
DESCRIPTOR 3.2.OT.A.1.7.	Collect and sort objects according to characteristics.
	IT2 Creative Curriculum
	M 05 Sink or Float?
	M 10 Making Butter
	M 14 Ramp Experiments
STANDARD AREA / 3.2.OT.A. STATEMENT	Physical Sciences: Chemistry
	Big Idea: Physical properties help us to understand the world.
	Essential Questions: What are physical properties of objects? How
	are physical properties of objects discovered? What effect does
	energy have on the physical properties of objects?
DESCRIPTOR / STANDARD 3.2.OT.A.3.	Matter and Energy: Notice changes in matter.
DESCRIPTOR 3.2.OT.A.3.1.	Combine materials to make a new substance (e.g. mix paint color, mix water and soil) and describe the result.
	IT2 Creative Curriculum
	M 05 Sink or Float?
	M 10 Making Butter
	M 14 Ramp Experiments
STANDARD AREA / 3.2.OT.A. STATEMENT	Physical Sciences: Chemistry
	Big Idea: Physical properties help us to understand the world.
	Essential Questions: What are physical properties of objects? How
	are physical properties of objects discovered? What effect does
	energy have on the physical properties of objects?
	Science as Inquiry: Participate in simple investigations of matter to answer a question.
DESCRIPTOR 3.2.OT.A.6.1.	Ask questions about matter.
	IT2 Creative Curriculum MM 98 Let's Explore!
DESCRIPTOR 3.2.OT.A.6.2.	Use the five senses and simple equipment to gather data.
	IT2 Creative Curriculum
	LL 08 Outdoor Mobiles
	LL 38 The Same and Different
	LL 39 Texture Board

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		LL 50 What Do I See?
		LL 59 Playground Textures P 10 Icy Paintings
		SE 01 Actively Listening to Children
		SE 19 Dos and Don'ts Book
DESCRIPTOR	3.2.OT.A.6.3.	Collect and sort objects according to characteristics.
		IT2 Creative Curriculum
		M 05 Sink or Float?
		M 10 Making Butter M 14 Ramp Experiments
STANDARD AREA / STATEMENT	3.2.OT.B.	Physical Sciences: Physics
STANDARD		Big Idea: Physical properties help us to understand the world.
		Essential Questions: What are physical properties of objects? How
		are physical properties of objects discovered? What effect does energy have on the physical properties of objects?
DESCRIPTOR / STANDARD	3.2.OT.B.1.	Force & Motion of Practices & Rigid Bodies: Communicate about the
DECODINE	0.007.04.4	motion of objects.
DESCRIPTOR	3.2.OT.B.1.1.	Recognize that objects can be moved.
		IT2 Creative Curriculum
		M 14 Ramp Experiments
DESCRIPTOR	3.2.OT.B.1.2.	Act upon objects to make them move in various ways.
		IT2 Creative Curriculum
		M 14 Ramp Experiments
DESCRIPTOR	3.2.OT.B.1.3.	Participate in teacher-led activities involving moving objects.
		IT2 Creative Curriculum M 14 Ramp Experiments
DESCRIPTOR	3.2.OT.B.1.4.	Comment about the motion of a variety of objects during play.
		IT2 Creative Curriculum M 14 Ramp Experiments
DESCRIPTOR	3.2.OT.B.1.6.	Participate in discussions about the motion of objects.
		IT2 Creative Curriculum
		M 14 Ramp Experiments
STANDARD AREA /	3.2.OT.B.	Physical Sciences: Physics
STATEMENT		
STANDARD		Big Idea: Physical properties help us to understand the world.
		Essential Questions: What are physical properties of objects? How
		are physical properties of objects discovered? What effect does
		energy have on the physical properties of objects?
DESCRIPTOR / STANDARD	3.2.OT.B.7.	Science as Inquiry: Participate in simple investigations of motion and sound to answer a question.
DESCRIPTOR	3.2.OT.B.7.1.	Ask questions about motion and sound.
		IT2 Creative Curriculum
		M 14 Ramp Experiments
		MM 98 Let's Explore!
DESCRIPTOR	3.2.OT.B.7.2.	Use the five senses and simple equipment to gather data.
		IT2 Creative Curriculum
		LL 08 Outdoor Mobiles
		LL 38 The Same and Different
		LL 39 Texture Board
		LL 50 What Do I See?
		LL 59 Playground Textures

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		P 10 lcy Paintings SE 01 Actively Listening to Children SE 19 Dos and Don'ts Book
DESCRIPTOR	3.2.OT.B.7.4.	Participate in teacher-led exploration of motion and sound (e.g. ramp and ball experiments, sound bingo, sound comparisons).
		IT2 Creative Curriculum M 14 Ramp Experiments
STANDARD AREA / STATEMENT	3.3.OT.A.	Earth and Space Sciences: Earth Structure, Processes and Cycles
STANDARD		Big Idea: The earth, which is part of a larger solar system, consists of structures, processes and cycles which affect its inhabitants. Essential Questions: What structures, processes, and cycles make up the earth? How do the various structures, processes and cycles affect the earth's inhabitants? How do we know the earth is part of a larger solar system?
DESCRIPTOR / STANDARD	3.3.OT.A.1.	Earth Features and the Processes that Change it: Describe earth materials.
DESCRIPTOR	3.3.OT.A.1.2.	Explore a variety of earth materials (e.g. large rocks, soil, wood, minerals).
		IT2 Creative Curriculum M 18 Rock Collection
DESCRIPTOR	3.3.OT.A.1.4.	Use simple scientific vocabulary to label earth materials (e.g. rock, stone, soil, dirt).
		IT2 Creative Curriculum MM 98 Let's Explore!
STANDARD AREA / STATEMENT	3.3.OT.A.	Earth and Space Sciences: Earth Structure, Processes and Cycles
STANDARD		Big Idea: The earth, which is part of a larger solar system, consists of structures, processes and cycles which affect its inhabitants. Essential Questions: What structures, processes, and cycles make up the earth? How do the various structures, processes and cycles affect the earth's inhabitants? How do we know the earth is part of a larger solar system?
DESCRIPTOR / STANDARD	3.3.OT.A.4.	Water: Discuss basic uses of water.
DESCRIPTOR	3.3.OT.A.4.1.	Use senses and simple tools to explore water.
		IT2 Creative Curriculum M 05 Sink or Float?
DESCRIPTOR	3.3.OT.A.4.2.	Participate in teacher-led activities (e.g. watering plants, filling fish tank, washing hands, sponges and water).
		IT2 Creative Curriculum BCC 13 BCC 18 LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies LL 57 Waterworks LL 59 Playground Textures M 04 Cookie-Cutter Fun M 05 Sink or Float? M 10 Making Butter M 11 Garden Party M 25 The Crunchy Bread

		MM 05 I Can Do It! MM 59 Can You Do This? MM 87 Let's Go! SE 14 Sing the Same Song SE 18 Picture Help
DESCRIPTOR	3.3.OT.A.4.3.	Use simple scientific vocabulary to label water (e.g. wet, sink, float, warm, cold). IT2 Creative Curriculum
		M 05 Sink or Float? MM 98 Let's Explore!
DESCRIPTOR	3.3.OT.A.4.4.	Answer questions about observations of water. IT2 Creative Curriculum
		M 05 Sink or Float?
STANDARD AREA / STATEMENT	3.3.OT.A.	Earth and Space Sciences: Earth Structure, Processes and Cycles
STANDARD		Big Idea: The earth, which is part of a larger solar system, consists of structures, processes and cycles which affect its inhabitants. Essential Questions: What structures, processes, and cycles make up the earth? How do the various structures, processes and cycles affect the earth's inhabitants? How do we know the earth is part of a larger solar system?
DESCRIPTOR / STANDARD	3.3.OT.A.5.	Weather and Climate: Describe changes in weather conditions, and discuss how weather affects daily life.
DESCRIPTOR	3.3.OT.A.5.1.	Respond to weather (e.g. point to or move to window when raining or snowing, notice puddles).
		IT2 Creative Curriculum BCC 16 BCC 20
		LL 22 Neighborhood Walk SE 26 Dressing for the Weather
DESCRIPTOR	3.3.OT.A.5.2.	Use senses to observe weather conditions.
		IT2 Creative Curriculum BCC 16 BCC 20
		LL 22 Neighborhood Walk SE 26 Dressing for the Weather
DESCRIPTOR	3.3.OT.A.5.3.	Use words or signs to label weather (e.g. sun, snow, rain, cloud).
		IT2 Creative Curriculum BCC 16 BCC 20
		LL 03 From Drawing to Writing LL 22 Neighborhood Walk LL 25 A Book of Faces
		SE 26 Dressing for the Weather
DESCRIPTOR	3.3.OT.A.5.4.	Name the four seasons and an observable condition for that season (e.g. falling leaves, snow, rain, buds on trees or green grass).
		IT2 Creative Curriculum BCC 12 BCC 14 BCC 24
DESCRIPTOR	3.3.OT.A.5.5.	Match types of clothing or activities to seasonal weather conditions
		(e.g. we use an umbrella when it is raining; we wear coats, hats, scarves and mittens when it's cold outside).
		IT2 Creative Curriculum

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		BCC 12
		BCC 14 BCC 16
		BCC 20
		BCC 24
		LL 22 Neighborhood Walk
		SE 26 Dressing for the Weather
STANDARD AREA / STATEMENT	3.3.OT.A.	Earth and Space Sciences: Earth Structure, Processes and Cycles
STANDARD		Big Idea: The earth, which is part of a larger solar system, consists of structures, processes and cycles which affect its inhabitants. Essential Questions: What structures, processes, and cycles make up the earth? How do the various structures, processes and cycles affect the earth's inhabitants? How do we know the earth is part of a larger solar system?
DESCRIPTOR / STANDARD	3.3.OT.A.7.	Science as Inquiry: Participate in simple investigations of earth materials, processes, and cycles to answer a question.
DESCRIPTOR	3.3.OT.A.7.1.	Ask questions about earth materials, processes, and cycles.
		IT2 Creative Curriculum MM 98 Let's Explore!
DESCRIPTOR	3.3.OT.A.7.2.	Use the five senses and simple equipment to gather data.
		IT2 Creative Curriculum
		LL 08 Outdoor Mobiles
		LL 38 The Same and Different LL 39 Texture Board
		LL 50 What Do I See?
		LL 59 Playground Textures
		P 10 Icy Paintings
		SE 01 Actively Listening to Children SE 19 Dos and Don'ts Book
DESCRIPTOR	3.3.OT.A.7.4.	Participate in teacher-led exploration of earth materials, processes, and cycles.
		IT2 Creative Curriculum MM 98 Let's Explore!
STANDARD AREA /	4.1.OT.	Environment and Ecology: Ecology
STATEMENT		
STANDARD		Big Idea: People live in an environment. People share the environment with other living things. People are impacted and have impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment?
DESCRIPTOR / STANDARD	4.1.OT.A.	The Environment: Identify basic characteristics of some living and non-living things.
DESCRIPTOR	4.1.OT.A.1.	Use technology (e.g. magnifying glass, digital camera, light table) to observe and describe objects.
		IT2 Creative Curriculum
		LL 32 Observing Insect Life
		LL 59 Playground Textures
DESCRIPTOR	4.1.OT.A.2.	Identify the external characteristics of living (e.g. size, shape, color, and texture of leaves or insects).
		IT2 Creative Curriculum BCC 18
		LL 32 Observing Insect Life
		LL 57 Waterworks
		LL 59 Playground Textures

		M 11 Garden Party
DESCRIPTOR	4.1.OT.A.3.	Identify the external characteristics of non-living things (e.g. size, shape, color, and texture of rocks and toys). IT2 Creative Curriculum BCC 09 M 06 Construction Zone M 10 Making Butter M 17 This Little Piggy M 18 Rock Collection M 27 Buried Shapes MM 18 Going Fishing P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 20 Bumpy Blanket P 21 Big Beads P 33 Balancing Act SE 26 Dressing for the Weather
STANDARD AREA / STATEMENT	4.1.OT.	Environment and Ecology: Ecology
STANDARD		Big Idea: People live in an environment. People share the environment with other living things. People are impacted and have impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment?
DESCRIPTOR / STANDARD	4.1.OT.D.	Biodiversity: Recognize that plants and animals have basic needs.
DESCRIPTOR	4.1.OT.D.1.	Reference 3.1.OT.A.2. IT2 Creative Curriculum BCC 08 BCC 11 BCC 18 LL 57 Waterworks LL 59 Playground Textures M 11 Garden Party
STANDARD AREA /	4.1.OT.	Environment and Ecology: Ecology
STATEMENT STANDARD		Big Idea: People live in an environment. People share the environment with other living things. People are impacted and have impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment?
DESCRIPTOR / STANDARD	4.1.OT.E.	Succession: Describe changes in weather conditions, and discuss how weather affects daily life.
DESCRIPTOR	4.1.OT.E.1.	Reference 3.3.OT.A.5. IT2 Creative Curriculum BCC 16 BCC 20 LL 22 Neighborhood Walk SE 26 Dressing for the Weather
STANDARD AREA / STATEMENT	4.2.OT.	Environment and Ecology: Watersheds and Wetlands
STANDARD		Big Idea: People live in an environment. People share the environment with other living things. People are impacted and have

		impact on the environment. Essential Questions: How can I describe
		my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment?
DESCRIPTOR / STANDARD	4.2.OT.A.	Watersheds: Participate in discussions about water in the environment.
DESCRIPTOR	4.2.OT.A.1.	Name basic bodies of water (e.g. rivers, lakes, streams, creeks, puddles).
		IT2 Creative Curriculum M 05 Sink or Float?
DESCRIPTOR	4.2.OT.A.2.	Recognize differences in types of water (e.g. moving versus still).
		IT2 Creative Curriculum M 05 Sink or Float?
STANDARD AREA / STATEMENT	4.3.OT.	Environment and Ecology: Agriculture and Society
STANDARD		Big Idea: People live in an environment. People share the environment with other living things. People are impacted and have impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment?
DESCRIPTOR / STANDARD	4.3.OT.C.	Applying Sciences to Agriculture: Notice plants and animals growing and changing.
DESCRIPTOR	4.3.OT.C.1.	Reference 3.1.OT.A.3.
		IT2 Creative Curriculum BCC 08 BCC 11 BCC 18 LL 57 Waterworks LL 59 Playground Textures M 11 Garden Party
STANDARD AREA / STATEMENT	4.4.OT.	Environment and Ecology: Humans and the Environment
STANDARD		Big Idea: People live in an environment. People share the environment with other living things. People are impacted and have impact on the environment. Essential Questions: How can I describe my immediate environment? In what ways can I use the environment? How does what I do (positive or negative) affect my environment?
DESCRIPTOR / STANDARD	4.4.OT.B.	Integrated Pest Management: Communicate about insects and animals that can be harmful.
DESCRIPTOR	4.4.OT.B.1.	Recognize and avoid unsafe insects and animals within the immediate natural environment.
		IT2 Creative Curriculum BCC 08 BCC 11 LL 32 Observing Insect Life
DESCRIPTOR	4.4.OT.B.2.	Discuss insects and animals that could be harmful; share personal experiences when relevant.
		IT2 Creative Curriculum BCC 08 BCC 11 LL 32 Observing Insect Life
SUBJECT / STANDARD AREA	PA.SS.	Social Studies Thinking (Older Toddler)
AILA		

STANDARD AREA / STATEMENT	5.1.OT.	Civics and Government: Principles and Documents of Government
STANDARD		Big Idea: Learning to be a good citizen helps one contribute to society in a meaningful way. Essential Questions: What rules and consequences are important? Can I identify some American symbols?
DESCRIPTOR / STANDARD	5.1.OT.A.	Rule of Law: Follow basic rules.
DESCRIPTOR	5.1.OT.A.1.	Reference 16.3.OT.B. IT2 Creative Curriculum BCC 13 BCC 19 BCC 20 BCC 22 LL 61 What's the Problem? M 03 Everyday Patterns M 15 Good Night, Toys MM 05 I Can Do It! MM 59 Can You Do This? P 30 Flowers in the Garden P 31 Drinking Cups SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 15 Song Time SE 18 Picture Help SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 24 Stop! SE 25 Sleep Routines
STANDARD AREA / STATEMENT	5.2.OT.	Civics and Government: Rights and Responsibilities of Citizenship
STANDARD		Big Idea: Learning to be a good citizen helps one contribute to society in a meaningful way. Essential Questions: What rules and consequences are important? Can I identify some American symbols?
DESCRIPTOR / STANDARD	5.2.OT.A.	Civics Rights and Responsibilities: Communicate a sense of belonging to a group such as a class or family.
DESCRIPTOR	5.2.OT.A.1.	Talk about family members. IT2 Creative Curriculum BCC 12 BCC 15 LL 24 Fingers, Nose, and Toes
DESCRIPTOR	5.2.OT.A.2.	Participate in decision making. IT2 Creative Curriculum M 15 Good Night, Toys M 16 Growing Sizes MM 02 Silly Animal Walk SE 02 Let's Try this Instead SE 12 Playful Routines SE 17 Calm-Down Place SE 23 Encouragement
DESCRIPTOR	5.2.OT.A.3.	Others in the family. IT2 Creative Curriculum BCC 12 BCC 15 LL 24 Fingers, Nose, and Toes
DESCRIPTOR	5.2.OT.A.4.	Identify self in relationship to others in a group (e.g. brother, sister, son, daughter, friend).

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		IT2 Creative Curriculum BCC 12 BCC 15 LL 24 Fingers, Nose, and Toes
DESCRIPTOR	5.2.OT.A.5.	Talk about things the family does together.
		IT2 Creative Curriculum BCC 12 BCC 15 LL 24 Fingers, Nose, and Toes
STANDARD AREA / STATEMENT	5.2.OT.	Civics and Government: Rights and Responsibilities of Citizenship
STANDARD		Big Idea: Learning to be a good citizen helps one contribute to society in a meaningful way. Essential Questions: What rules and consequences are important? Can I identify some American symbols?
DESCRIPTOR / STANDARD	5.2.OT.B.	Conflict and: Communicate about a conflict and seek help to solve.
DESCRIPTOR	5.2.OT.B.1.	Reference 16.2.OT.D.
		IT2 Creative Curriculum SE 02 Let's Try this Instead SE 20 Conflict Resolution SE 24 Stop!
STANDARD AREA / STATEMENT	5.2.OT.	Civics and Government: Rights and Responsibilities of Citizenship
STANDARD		Big Idea: Learning to be a good citizen helps one contribute to society in a meaningful way. Essential Questions: What rules and consequences are important? Can I identify some American symbols?
DESCRIPTOR / STANDARD	5.3.OT.C.	Government Services: Recognize community workers through their uniforms and equipment.
DESCRIPTOR	5.3.OT.C.2.	Engage in dress up play. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 19 BCC 21 BCC 21 BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Babies LL 33 Silly Clothes M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Night, Toys MM 02 Silly Animal Walk MM 08 From Seed to Tree MM 100 Sounds on the Farm MM 16 That's How I Roll MM 25 We Are the Clouds

		MM 27 Half Past Eight MM 28 Animals in the Barn MM 47 Wake Up! MM 69 Big Red Fish MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather
STANDARD AREA / STATEMENT	6.1.OT.	Economics: Scarcity and Choice
STANDARD		Big Idea: Money can be used to purchase goods and services, or can be saved. People make choices about how to spend money based on different influences. Essential Questions: How can I use money? What influences the choices I make about spending what I have earned?
DESCRIPTOR / STANDARD	6.1.OT.D.	Incentives and Choice: Communicate about a choice based on individual interest.
DESCRIPTOR	6.1.OT.D.1.	Make a choice and explain the reason for the choice. IT2 Creative Curriculum M 15 Good Night, Toys M 16 Growing Sizes MM 02 Silly Animal Walk SE 02 Let's Try this Instead SE 12 Playful Routines SE 17 Calm-Down Place SE 23 Encouragement
STANDARD AREA / STATEMENT	6.5.OT.	Economics: Income, Profit, and Wealth
STANDARD		Big Idea: Money can be used to purchase goods and services, or can be saved. People make choices about how to spend money based on different influences. Essential Questions: How can I use money? What influences the choices I make about spending what I have earned?
DESCRIPTOR / STANDARD	6.5.OT.C.	Types of Business: Communicate about local businesses.
DESCRIPTOR	6.5.OT.C.2.	Act out play scenarios that relate to local businesses (e.g. getting haircut, pet school, farmer's market). IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 12 BCC 13 BCC 14 BCC 15 BCC 15 BCC 16 BCC 21 BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village

LL 33 Silly Ciothes M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Night, Toys MM 02 Silly Animal Walk MM 08 From Seed to Tree MM 100 Sounds on the Farm MM 16 That's How I Roll MM 25 We Are the Clouds MM 27 Half Past Eight MM 28 Animals in the Barn MM 47 Wake Up! MM 69 Big Red Fish MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather STANDARD Big Idea: Past experiences and ideas help us make sense of the			
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Sequence of familiar routines and tasks.	STANDARD		world. Essential Questions: In what ways can events be sequenced? How do I use past experiences and events to understand the
IT2 Creative Curriculum BCC 06 BCC 19 BCC 20 BCC 22 M 03 Everyday Patterns M 15 Good Night, Toys SUBJECT / STANDARD AREA STANDARD AREA / STANDARD STANDARD STANDARD STANDARD Big Idea: Music can be used to express and initiate aesthetic and physical responses. Essential Question: How can I express my thoughts, feelings, and ideas through music and movement? DESCRIPTOR / STANDARD 9.1.M.OT.A. Elements and Principles: Know and use basic elements of music and movement. Explore rhythm instruments. IT2 Creative Curriculum BCC 16 BCC 21 M 08 Pots and Pans Band MM 80 Follow That Toy P 17 Tap and Shake My Tambourine DESCRIPTOR 9.1.M.OT.A.2. Use rhythm instruments as intended.	DESCRIPTOR / STANDARD	8.1.OT.A.	
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IT2 Creative Curriculum BCC 16 BCC 21 M 08 Pots and Pans Band MM 80 Follow That Toy P 17 Tap and Shake My Tambourine DESCRIPTOR 9.1.M.OT.A.2. Use rhythm instruments as intended.	DESCRIPTOR / STANDARD	9.1.M.OT.A.	
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BCC 16 BCC 21 M 08 Pots and Pans Band MM 80 Follow That Toy P 17 Tap and Shake My Tambourine DESCRIPTOR 9.1.M.OT.A.2. Use rhythm instruments as intended.			IT2 Creative Curriculum
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IT2 Creative Curriculum	DESCRIPTOR	9.1.M.OT.A.2.	
			IT2 Creative Curriculum

		BCC 16
		BCC 21
		M 08 Pots and Pans Band
		MM 80 Follow That Toy
		P 17 Tap and Shake My Tambourine
DESCRIPTOR	9.1.M.OT.A.3.	Participate in teacher guided music and movement activities.
		IT2 Creative Curriculum
		BCC 11
		BCC 12
		BCC 13
		BCC 15
		BCC 17
		BCC 18
		BCC 21
		BCC 22
		BCC 23
		LL 04 Sing & Move
		LL 15 Whisper Songs
		LL 45 Animal Books
		LL 51 Dance & Remember
		LL 53 Bookworm Boogie M 08 Pots and Pans Band
		M 10 Making Butter
		M 22 Jump Counting
		MM 03 Hello Cheer
		MM 07 The Hungry Crane
		MM 08 From Seed to Tree
		MM 10 T Dance
		MM 11 A-Bouncing We Will Go
		MM 14 My Sticky Hands
		MM 21 Little Mouse
		MM 24 Tick-Tock Clock
		MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 31 The Farmer in the Dell
		MM 32 Jump and Twirl
		MM 34 Clapping Hands
		MM 37 The Rain and Me
		MM 39 Motion Magic
		MM 41 The Dish & the Spoon
		MM 43 Pitter, Patter, Splash!
		MM 44 Jack and Jill
		MM 49 Merry Movements
		MM 51 Boing Boing
		MM 52 Row, Row, Row Your Boat
		MM 53 Bouncing Baby
		MM 54 Pop Like a Weasel!
		MM 55 Little Train
		MM 56 Seesaw and Slide
		MM 58 Sing-Song Sit-Ups
		MM 60 On the Spot MM 62 Busy, Dizzy Hands
		MM 64 Jumping Jack
		MM 65 Peek at You
		MM 67 Shoo, Fly!
		MM 70 Hickory Dickory Dock
		MM 71 Catch a Wish
		MM 73 Copy Me!
		MM 74 I'm Big, I'm Small
		MM 76 Now I'm Crawling
		MM 79 Sammy the Starfish
		MM 84 Fiddly Fingers
		MM 85 Terrific Tummy Time
		MM 88 Just Like Me!
		min 55 Guot Eino mo.

		MM 89 Hop Around MM 90 Special Letter Chant MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 06 Rocking on a Roller P 13 1, 2, 3 Hops
		P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 15 Song Time SE 17 Calm-Down Place
DESCRIPTOR	9.1.M.OT.A.4.	Demonstrate understanding of fast, slow, loud and soft. IT2 Creative Curriculum
STANDARD AREA / STATEMENT	9.1.M.OT.	M 08 Pots and Pans Band Production and Performance: Music and Movement
STANDARD		Big Idea: Music can be used to express and initiate aesthetic and physical responses. Essential Question: How can I express my thoughts, feelings, and ideas through music and movement?
DESCRIPTOR / STANDARD	9.1.M.OT.B.	Demonstration: Respond to and communicate about music.
DESCRIPTOR	9.1.M.OT.B.1.	Respond to a variety of music types, including culturally diverse music.
		IT2 Creative Curriculum BCC 13 BCC 21
		LL 04 Sing & Move
		LL 15 Whisper Songs
		LL 25 A Book of Faces
		LL 51 Dance & Remember M 08 Pots and Pans Band
		M 10 Making Butter
		MM 52 Row, Row, Row Your Boat
		MM 60 On the Spot
		MM 65 Peek at You
		MM 67 Shoo, Fly! MM 73 Copy Me!
		P 17 Tap and Shake My Tambourine
		P 27 Stand Up and Dance
		SE 05 Take Care of Baby
		SE 15 Song Time SE 17 Calm-Down Place
		SE 26 Dressing for the Weather
DESCRIPTOR	9.1.M.OT.B.2.	
DESCRIF FOR	3. 1.IVI.U 1.B.Z.	Request favorite types of music. IT2 Creative Curriculum
		BCC 13
		BCC 21
		LL 04 Sing & Move LL 15 Whisper Songs
		LL 51 Dance & Remember
		M 08 Pots and Pans Band
		M 10 Making Butter
		MM 52 Row, Row, Row Your Boat
		MM 60 On the Spot MM 65 Peek at You
		MM 67 Shoo, Fly!
		MM 73 Copy Me!
		P 17 Tap and Shake My Tambourine
		P 27 Stand Up and Dance
		SE 15 Song Time

		SE 17 Calm-Down Place
DESCRIPTOR	9.1.M.OT.B.3.	Sing songs in recognizable ways.
		ITO One office Counting to the second
		IT2 Creative Curriculum BCC 01
		BCC 01
		BCC 02 BCC 10
		BCC 11
		BCC 12
		BCC 16
		BCC 17
		BCC 19
		BCC 20
		BCC 21
		BCC 22
		BCC 23
		BCC 24
		LL 04 Sing & Move
		LL 15 Whisper Songs
		LL 24 Fingers, Nose, and Toes
		LL 26 Reading Rhyming Books
		LL 31 I'll Find You
		LL 51 Dance & Remember
		LL 58 Tuneful Tales
		MM 03 Hello Cheer
		MM 04 Let's Put On Your Pants
		MM 06 The Creeping Ladybug MM 11 A-Bouncing We Will Go
		MM 16 That's How I Roll
		MM 19 Time to Clean Up!
		MM 22 Shake It Up
		MM 26 Thank You
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 29 Let's Start Our Day
		MM 31 The Farmer in the Dell
		MM 32 Jump and Twirl
		MM 33 Crawling Mouse
		MM 36 Hello, How Are You?
		MM 40 Wave Good-bye
		MM 43 Pitter, Patter, Splash!
		MM 44 Jack and Jill
		MM 45 Hush, My Baby
		MM 46 Where Can He Be?
		MM 48 Roll Play
		MM 52 Row, Row Your Boat
		MM 53 Bouncing Baby MM 54 Pop Like a Weasel!
		MM 58 Sing-Song Sit-Ups
		MM 63 Where Is Teddy?
		MM 66 What Can That Sound Be?
		MM 67 Shoo, Fly!
		MM 68 Let's See What We Can Find
		MM 76 Now I'm Crawling
		MM 77 Rise and Shine
		MM 81 Where Are Baby's Tiny Ears?
		MM 83 Time to Close Your Eyes
		MM 86 Daddy Loves You
		MM 87 Let's Go!
		MM 89 Hop Around
		MM 90 Special Letter Chant
		MM 95 Shape Finders
		P 06 Rocking on a Roller
		P 26 Let's Fill Up the Box
		P 27 Stand Up and Dance

		SE 03 Good-Byes
		SE 06 This Is the Way We Get Dressed
		SE 11 Learning a Stop Sign
		SE 12 Playful Routines
		SE 14 Sing the Same Song
		SE 15 Song Time
		SE 25 Sleep Routines
DESCRIPTOR	9.1.M.OT.B.4.	React to music with increasingly coordinated body movements (e.g. move, dance, clap, sway: movements may not match rhythm).
		IT2 Creative Curriculum BCC 02
		BCC 02
		BCC 05
		BCC 07
		BCC 11
		BCC 12
		BCC 13
		BCC 15
		BCC 17
		BCC 18
		BCC 21
		BCC 22
		BCC 23
		LL 04 Sing & Move
		LL 15 Whisper Songs
		LL 45 Animal Books LL 51 Dance & Remember
		LL 53 Bookworm Boogie M 08 Pots and Pans Band
		M 10 Making Butter
		M 22 Jump Counting
		MM 03 Hello Cheer
		MM 07 The Hungry Crane
		MM 08 From Seed to Tree
		MM 10 T Dance
		MM 11 A-Bouncing We Will Go
		MM 13 The Way or That?
		MM 14 My Sticky Hands
		MM 21 Little Mouse
		MM 24 Tick-Tock Clock
		MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 31 The Farmer in the Dell
		MM 32 Jump and Twirl
		MM 34 Clapping Hands MM 37 The Rain and Me
		MM 39 Motion Magic
		MM 41 The Dish & the Spoon
		MM 43 Pitter, Patter, Splash!
		MM 44 Jack and Jill
		MM 49 Merry Movements
		MM 51 Boing Boing
		MM 52 Row, Row, Row Your Boat
		MM 53 Bouncing Baby
		MM 54 Pop Like a Weasel!
		MM 55 Little Train
		MM 56 Seesaw and Slide
		MM 58 Sing-Song Sit-Ups
		MM 60 On the Spot
		MM 62 Busy, Dizzy Hands
		MM 64 Jumping Jack
		MM 65 Peek at You
		MM 67 Shoo, Fly!
		MM 70 Hickory Dickory Dock

		BCC 07 BCC 11 BCC 12 BCC 21
		IT2 Creative Curriculum BCC 02 BCC 04 BCC 05
DESCRIPTOR	9.1.M.OT.B.6.	SE 17 Calm-Down Place Attempt to imitate music patterns and dance movements.
		SE 04 Picnic SE 15 Song Time
		P 27 Stand Up and Dance P 32 Water Soup
		P 03 Splash Pad P 17 Tap and Shake My Tambourine
		MM 80 Follow That Toy P 01 Cups of Water
		MM 73 Copy Me! MM 79 Sammy the Starfish
		MM 67 Shoo, Fly!
		MM 62 Busy, Dizzy Hands MM 65 Peek at You
		MM 52 Row, Row, Row Your Boat MM 60 On the Spot
		M 10 Making Butter
		LL 54 Sharing Storybooks M 08 Pots and Pans Band
		LL 36 Puppet Stories LL 51 Dance & Remember
		LL 15 Whisper Songs
		BCC 21 LL 04 Sing & Move
		BCC 13 BCC 16
		IT2 Creative Curriculum BCC 12
- Lookii Tok	J. 1.III. O 1.D.J.	
DESCRIPTOR	9.1.M.OT.B.5.	SE 17 Calm-Down Place Use props in response to music (e.g. scarves, instruments, ribbons).
		SE 15 Song Time
		P 27 Stand Up and Dance SE 11 Learning a Stop Sign
		P 13 1, 2, 3 Hops P 17 Tap and Shake My Tambourine
		MM 97 Swim and Run P 06 Rocking on a Roller
		MM 96 Baby Two-Step
		MM 92 Creepy Crawly Spiders MM 93 Up, Down
		MM 89 Hop Around MM 90 Special Letter Chant
		MM 88 Just Like Me!
		MM 84 Fiddly Fingers MM 85 Terrific Tummy Time
		MM 76 Now I'm Crawling MM 79 Sammy the Starfish
		MM 74 I'm Big, I'm Small
		MM 73 Copy Me!

LL 51 Dance & Remember M 08 Pots and Pans Band M 10 Making Butter M 22 Jump Counting MM 03 Hello Cheer MM 08 From Seed to Tree MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 21 Little Mouse MM 27 Half Past Eight MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 34 Clapping Hands MM 37 The Rain and Me MM 39 Motion Magic MM 41 The Dish & the Spoon MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 49 Merry Movements MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 60 On the Spot MM 65 Peek at You MM 67 Shoo, Fly! MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 73 Copy Me! MM 76 Now I'm Crawling MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 92 Creepy Crawly Spiders MM 97 Swim and Run P 06 Rocking on a Roller P 27 Stand Up and Dance SE 11 Learning a Stop Sign SE 15 Song Time DESCRIPTOR 9.1.M.OT.B.7. Participate in group music activities for short periods of time. IT2 Creative Curriculum **BCC 13 BCC 21** LL 04 Sing & Move LL 15 Whisper Songs LL 51 Dance & Remember M 08 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat MM 60 On the Spot MM 65 Peek at You MM 67 Shoo, Fly! MM 73 Copy Me! P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 15 Song Time SE 17 Calm-Down Place SE 20 Conflict Resolution SE 24 Stop!

		SE 26 Dressing for the Weather
DESCRIPTOR	9.1.M.OT.B.8.	Indicate likes and dislikes in regard to music.
		IT2 Creative Curriculum BCC 13 BCC 21 LL 04 Sing & Move LL 15 Whisper Songs LL 51 Dance & Remember M 08 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat MM 60 On the Spot MM 65 Peek at You MM 67 Shoo, Fly! MM 73 Copy Me! P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 15 Song Time SE 17 Calm-Down Place
STANDARD AREA / STATEMENT	9.1.M.OT.	Production and Performance: Music and Movement
STANDARD		Big Idea: Music can be used to express and initiate aesthetic and physical responses. Essential Question: How can I express my thoughts, feelings, and ideas through music and movement?
DESCRIPTOR / STANDARD	9.1.M.OT.E.	Representation: Engage with music.
DESCRIPTOR	9.1.M.OT.E.1.	Respond to a variety of music types, including culturally diverse music. IT2 Creative Curriculum BCC 13 BCC 21 LL 04 Sing & Move LL 15 Whisper Songs LL 25 A Book of Faces LL 51 Dance & Remember M 08 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat MM 60 On the Spot MM 65 Peek at You MM 67 Shoo, Fly! MM 73 Copy Me! P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 05 Take Care of Baby SE 15 Song Time SE 17 Calm-Down Place SE 26 Dressing for the Weather
DESCRIPTOR	9.1.M.OT.E.2.	Request favorite types of music. IT2 Creative Curriculum BCC 13 BCC 21 LL 04 Sing & Move LL 15 Whisper Songs LL 51 Dance & Remember M 08 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat MM 60 On the Spot MM 65 Peek at You MM 67 Shoo, Fly!

		MM 73 Copy Me!
		P 17 Tap and Shake My Tambourine
		P 27 Stand Up and Dance
		SE 15 Song Time
		SE 17 Calm-Down Place
DESCRIPTOR	9.1.M.OT.E.3.	Sing songs in recognizable ways.
		IT2 Creative Curriculum
		BCC 01
		BCC 02
		BCC 10
		BCC 11
		BCC 12
		BCC 16 BCC 17
		BCC 17
		BCC 20
		BCC 21
		BCC 22
		BCC 23
		BCC 24
		LL 04 Sing & Move
		LL 15 Whisper Songs
		LL 24 Fingers, Nose, and Toes
		LL 26 Reading Rhyming Books
		LL 31 I'll Find You
		LL 51 Dance & Remember
		LL 58 Tuneful Tales
		MM 03 Hello Cheer
		MM 04 Let's Put On Your Pants
		MM 06 The Creeping Ladybug
		MM 11 A-Bouncing We Will Go MM 16 That's How I Roll
		MM 19 Time to Clean Up!
		MM 22 Shake It Up
		MM 26 Thank You
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 29 Let's Start Our Day
		MM 31 The Farmer in the Dell
		MM 32 Jump and Twirl
		MM 33 Crawling Mouse
		MM 36 Hello, How Are You?
		MM 40 Wave Good-bye
		MM 43 Pitter, Patter, Splash!
		MM 44 Jack and Jill
		MM 45 Hush, My Baby
		MM 46 Where Can He Be? MM 48 Roll Play
		MM 52 Row, Row, Row Your Boat
		MM 53 Bouncing Baby
		MM 54 Pop Like a Weasel!
		MM 58 Sing-Song Sit-Ups
		MM 63 Where Is Teddy?
		MM 66 What Can That Sound Be?
		MM 67 Shoo, Fly!
		MM 68 Let's See What We Can Find
		MM 76 Now I'm Crawling
		MM 77 Rise and Shine
		MM 81 Where Are Baby's Tiny Ears?
		MM 83 Time to Close Your Eyes
		MM 86 Daddy Loves You
		MM 87 Let's Go!
		MM 89 Hop Around
		MM 90 Special Letter Chant

MM 95 Shape Finders P 06 Rocking on a Roller P 26 Let's FIII Up the Box P 27 Stand Up and Dance SE 03 Good-Byes SE 06 This is the Way We Get Dressed SE 11 Learning a Stop Sign SE 12 Playful Routines SE 14 Sing the Same Song SE 15 Song Time SE 28 Sleep Routines React to music with increasingly coordinated body movements (e.g. move, dance, clap, sway: movements may not match rhythm). ITZ Creative Curriculum SCC 02 SCC 04 SCC 04 SCC 04 SCC 13 SCC 12 SCC 13 SCC 12 SCC 13 SCC 16 SCC 12 SCC 13 SCC 16 SCC 12 SCC 23 LL 04 Sing & Move LL 15 Whisper Songs LL 45 Animal Books LL 51 Dance & Remember LL 53 Bookworm Boogle M 08 Pots and Pans Band M 10 Making Butter M 22 Jump Counting MM 03 Helio Cheer MM 07 The Hunger MM 07 The Hunger MM 07 The Hunger MM 13 The Way or That? MM 14 The Dance MM 11 The Books MM 21 Little Mouse MM 21 Hard Mouse MM 24 Tick-Tock Clock MM 25 We Are the Clouds MM 27 Half Past Eight MM 31 The Farmer in the Dell MM 33 Jump and Twirl MM 34 Clapping Hands MM 37 The Rain and Me MM 37 The Rain and Me MM 39 Motion Magic MM 41 Story Rainer, Splash1 MM 44 Jack and Jill MM 49 Serencing Boom MM 47 The Dish & the Spoon MM 47 The Dish & the Spoon MM 47 The Dish & the Spoon MM 47 Boing Boing MM 48 Deny Like a Weesel! MM 56 Seesaw and Slide		1	
P 26 Let's Fill Up the Box P 27 Stand Up and Dance SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 11 Learning a Stop Sign SE 12 Playful Routines SE 14 Sing the Same Song SE 15 Song Time SE 25 Sleep Routines DESCRIPTOR 9.1.M.OT.E.4. Roact to music with increasingly coordinated body movements (e.g. move, dance, clap, sway: movements may not match rhythm). IT2 Creative Curriculum SCC 02 SCC 04 SCC 06 SCC 07 SCC 11 SCC 12 SCC 13 SCC 15 SCC 17 SCC 18 SCC 17 SCC 18 SCC 22 SCC 23 SCC 22 SCC 23 SCC 24 SCC 27 SC			
P 27 Stand Up and Dance SE 03 Good-Byes SE 05 This Is the Way We Get Dressed SE 11 Learning a Stop Sign SE 12 Playful Routines SE 14 Sing the Same Song SE 15 Song Time SE 25 Sleep Routines DESCRIPTOR 9.1.M.OT.E.4. React to music with increasingly coordinated body movements (e.g. move, dance, clap, sway: movements may not match rhythm). 172 Creative Curriculum SC 02 SC 04 SC 05 SC 04 SC 05 SC 11 SC 11 SC 13 SC 13 SC 14 SC 13 SC 15 SC 17 SC 13 SC 21 SC 23 LL 04 Sing & Move LL 15 Whisper Songs LL 45 Animal Books LL 51 Dance & Remember LL 53 Bookworm Boogle M 08 Pots and Pans Band M 10 Making Butter M 22 Jump Counting MM 03 Helio Cheer MM 07 The Hungry Crane MM 07 That? MM 11 The Abouncing We Will Go MM 13 The Way or That? MM 14 My Sucky Hands MM 21 Little Mouse MM 27 Half Past Eight MM 32 Hord-Tock Clouds MM 27 Half Past Eight MM 32 Hord-Tock Clouds MM 37 The Rain and Me MM 31 The Farmer in the Dell MM 32 Jump and Twir MM 34 Clapping Hands MM 37 The Rain and Me MM 37 The Rain and Me MM 38 Motion Magic MM 41 The Dish & the Spoon MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 45 Seessaw and Silde MM 55 Seessaw and Silde MM 55 Seessaw and Silde MM 56 Seessaw and Silde			
SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 11 Learning a Stop Sign SE 12 Playful Routines SE 14 Sing the Same Song SE 15 Song Time SE 25 Sleep Routines Pacact to music with increasingly coordinated body movements (e.g. move, dance, clap, sway: movements may not match rhythm). ITZ Creative Curriculum SCC 02 SCC 04 SCC 05 SCC 07 SCC 12 SCC 12 SCC 13 SCC 15 SCC 17 SCC 18 SCC 16 SCC 22 SCC 22 SCC 23 SCC 23 SCC 24 SCC 22 SCC 22 SCC 22 SCC 23 SCC 23 SCC 15 SCC 16 SCC 17 SCC 18 SCC 21 SCC 22 SCC 23 SCC 23 SCC 23 SCC 24 SCC 27 SCC 24 SCC 27 SCC 26 SCC 27 SCC 27 SCC 27 SCC 27 SCC 28 SCC 27 SCC 27 SCC 28 SCC 29 SCC 21 SCC 27 S			
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MM 58 Sing-Song Sit-Ups MM 60 On the Spot			
MM 60 On the Spot			II
			MM 62 Busy, Dizzy Hands

		MM 64 Jumping Jack
		MM 65 Peek at You
		MM 67 Shoo, Fly! MM 70 Hickory Dickory Dock
		MM 71 Catch a Wish
		MM 73 Copy Me!
		MM 74 I'm Big, I'm Small
		MM 74 Thi Big, Thi Shian
		MM 79 Sammy the Starfish
		MM 84 Fiddly Fingers
		MM 85 Terrific Tummy Time
		MM 88 Just Like Me!
		MM 89 Hop Around
		MM 90 Special Letter Chant
		MM 92 Creepy Crawly Spiders
		MM 93 Up, Down
		MM 96 Baby Two-Step
		MM 97 Swim and Run
		P 06 Rocking on a Roller
		P 13 1, 2, 3 Hops
		P 17 Tap and Shake My Tambourine
		P 27 Stand Up and Dance
		SE 11 Learning a Stop Sign
		SE 15 Song Time
		SE 17 Calm-Down Place
DESCRIPTOR	9.1.M.OT.E5.	Use props in response to music (e.g. scarves, instruments, ribbons).
		IT2 Creative Curriculum
		BCC 12
		BCC 13
		BCC 16
		BCC 21
		LL 04 Sing & Move
		LL 15 Whisper Songs
		LL 36 Puppet Stories LL 51 Dance & Remember
		LL 54 Sharing Storybooks
		M 08 Pots and Pans Band
		M 10 Making Butter
		MM 52 Row, Row, Row Your Boat
		MM 60 On the Spot
		MM 62 Busy, Dizzy Hands
		MM 65 Peek at You
		MM 67 Shoo, Fly!
		MM 73 Copy Me!
		MM 79 Sammy the Starfish
		MM 80 Follow That Toy
		P 01 Cups of Water
		P 03 Splash Pad
		P 17 Tap and Shake My Tambourine
		P 27 Stand Up and Dance
		P 32 Water Soup
		SE 04 Picnic
		SE 15 Song Time
		SE 17 Calm-Down Place
DESCRIPTOR	9.1.M.OT.E.6.	Attempt to imitate music patterns and dance movements.
		IT2 Creative Curriculum
		BCC 02
		BCC 04
		BCC 05
		BCC 07
		BCC 11
		BCC 12
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BCC 23 LL 04 Sing & Move LL 15 Whisper Songs LL 51 Dance & Remember M 08 Pots and Pans Band M 10 Making Butter M 22 Jump Counting MM 03 Hello Cheer MM 08 From Seed to Tree MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 21 Little Mouse MM 27 Half Past Eight MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 34 Clapping Hands MM 37 The Rain and Me MM 39 Motion Magic MM 41 The Dish & the Spoon MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 49 Merry Movements MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 60 On the Spot MM 65 Peek at You MM 67 Shoo, Fly! MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 73 Copy Me! MM 76 Now I'm Crawling MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 92 Creepy Crawly Spiders MM 97 Swim and Run P 06 Rocking on a Roller P 27 Stand Up and Dance SE 11 Learning a Stop Sign SE 15 Song Time DESCRIPTOR 9.1.M.OT.E.7. Participate in group music activities for short periods of time. IT2 Creative Curriculum **BCC 13 BCC 21** LL 04 Sing & Move LL 15 Whisper Songs LL 51 Dance & Remember M 08 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat

> MM 60 On the Spot MM 65 Peek at You MM 67 Shoo, Fly! MM 73 Copy Me!

P 27 Stand Up and Dance

P 17 Tap and Shake My Tambourine

BCC 21

SE 17 Calm-Down Place SE 26 Conflict Resolution SE 24 Stop! SE 26 Dressing for the Weather		1	
SE 20 Conflict Resolution SE 24 Stopl SE 26 Drossing for the Weather Indicate likes and dislikes in regard to music. IT 2 Creative Curriculum BCC 13 BCC 21 LU 45 Sing & Move LL 15 Whisper Songs LL 51 Dance & Remember M 89 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat MM 60 On the Spot MM 65 Peek at You MM 67 Shoo, Flyl MM 73 Copy Mel P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 15 Song Time SE 17 Calm-Down Place STANDARD AREA / STATEMENT STANDARD Big Idea: Music can be used to express and initiate aesthetic and physical responses. Essential Question: How can I express my thoughts, feelings, and ideas through music and movement? DESCRIPTOR 9.1.M.OT.J.1. Explore musical instruments, including those which are culturally diverse. IT2 Creative Curriculum BCC 16 BCC 21 LL 25 A Book of Faces M 08 Pots and Pans Band M 80 Follow That Toy P 17 Tap and Shake My Tambourine SE 26 Take Care of Baby SE 26 Dressing for the Weather Use instruments to accompany music. IT2 Creative Curriculum BCC 16 BCC 16 BCC 21 LU 25 A Book of Faces M 9 Pots and Pans Band M 80 Follow That Toy P 17 Tap and Shake My Tambourine SE 05 Take Care of Baby SE 26 Dressing for the Weather Use instruments to accompany music.			SE 15 Song Time
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BCC 21			BCC 16
			BCC 21
M 08 Pots and Pans Band			
MM 80 Follow That Toy P 17 Tap and Shake My Tambourine			
DESCRIPTOR 9.1.M.OT.J.3. Use instruments as intended.	DESCRIPTOR	9.1.M.OT.J.3.	Use instruments as intended.
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BCC 16			
BCC 21			
M 08 Pots and Pans Band			
MM 80 Follow That Toy P 17 Tap and Shake My Tambourine			
DESCRIPTOR 9.1.M.OT.J.4. Use a variety of props to respond to music (e.g. scarves, ribbons, bean bags).	DESCRIPTOR	9.1.M.OT.J.4.	

		IT2 Creative Curriculum BCC 12 BCC 13 BCC 21 LL 04 Sing & Move LL 15 Whisper Songs LL 36 Puppet Stories LL 51 Dance & Remember LL 54 Sharing Storybooks M 08 Pots and Pans Band M 10 Making Butter MM 52 Row, Row, Row Your Boat MM 60 On the Spot MM 62 Busy, Dizzy Hands MM 65 Peek at You MM 67 Shoo, Fly! MM 73 Copy Me! MM 79 Sammy the Starfish P 01 Cups of Water P 03 Splash Pad P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance P 32 Water Soup SE 04 Picnic SE 15 Song Time SE 17 Calm-Down Place
DESCRIPTOR	9.1.M.OT.J.5.	Attempt to imitate music patterns using musical instruments. IT2 Creative Curriculum BCC 16 BCC 21 M 08 Pots and Pans Band MM 80 Follow That Toy P 17 Tap and Shake My Tambourine
STANDARD AREA / STATEMENT	9.1.D.OT.	Production and Performance: Dramatic and Performance Play
STANDARD		Big Idea: Dramatic and performance play is a way to act out reality and fantasy. Essential Question: How can I express my thoughts, feelings, and ideas through dramatic play?
DESCRIPTOR / STANDARD	9.1.D.OT.B.	Demonstrations: Explore real or make believe scenarios through dramatic play.
DESCRIPTOR	9.1.D.OT.B.1.	Imitate familiar actions in play (e.g. hold phone to ear, stir using spoon, use cups and plates to serve pretend meal). IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 15 BCC 16 BCC 21 BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Babies

LL 33 Silly Clothes M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Night, Toys MM 02 Silly Animal Walk MM 08 From Seed to Tree MM 100 Sounds on the Farm MM 16 That's How I Roll MM 25 We Are the Clouds MM 27 Half Past Eight MM 28 Animals in the Barn MM 47 Wake Up! MM 69 Big Red Fish MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather DESCRIPTOR 9.1.D.OT.B.2. Use object for intended purpose during play. IT2 Creative Curriculum BCC 05 BCC 06 **BCC 07** BCC 08 **BCC 09** BCC 10 **BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 19 BCC 21 BCC 22** BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Babies LL 33 Silly Clothes M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Night, Toys MM 02 Silly Animal Walk MM 08 From Seed to Tree MM 100 Sounds on the Farm MM 16 That's How I Roll MM 25 We Are the Clouds MM 27 Half Past Eight MM 28 Animals in the Barn MM 47 Wake Up! MM 69 Big Red Fish MM 79 Sammy the Starfish P 01 Cups of Water

P 15 Let's Practice Dressing P 22 Bang With a Hammer

P 32 Water Soup SE 03 Good-Byes SE 04 Picnic

SE 05 Take Care of Baby SE 09 Playful Interactions SE 12 Playful Routines SE 12 Playful			
SE 12 Playful Routines SE 26 Dressing for the Weather			
SE 28 Dressing for the Weather			
Use one object to represent another object during play.			
T72 Creative Curriculum BCC 05 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 01 BCC 12 BCC 13 BCC 14 BCC 15 BCC 15 BCC 16 BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 33 Silly Clothes M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Might, Toys MM 02 Silly Animal Walk MM 08 From Seed to Tree MM 100 Sounds on the Farm MM 16 That's How I Roll MM 25 Wo Are the Clouds MM 27 Har's How I Roll MM 27 Wake Up MM 69 Big Red Fish MM 72 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 22 Water Soup SE 03 Good-Byes SE 04 Penico SE 05 Take Care of Baby SE 07 Payful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather DESCRIPTOR 9.1.D.OT.B.4. DESCRIPTOR 9.1.D.OT.B.4. Create own dramatic play scenarios. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 09 BCC 10 BCC 12 BCC 13 BCC 13			
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BCC 09 BCC 10 BCC 12 BCC 13			
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BCC 16			
BCC 19			BCC 19

BCC 21 BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Babies LL 33 Silly Clothes M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Night, Toys MM 02 Silly Animal Walk MM 08 From Seed to Tree MM 100 Sounds on the Farm MM 16 That's How I Roll MM 25 We Are the Clouds MM 27 Half Past Eight MM 28 Animals in the Barn MM 47 Wake Up! MM 69 Big Red Fish MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather DESCRIPTOR 9.1.D.OT.B.5. Act out experiences that are new or unknown (e.g. dentist). IT2 Creative Curriculum BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 **BCC 07 BCC 08** BCC 09 BCC 10 BCC 11 **BCC 12 BCC 13** BCC 14 **BCC 15 BCC 16 BCC 17 BCC 19 BCC 21** BCC 22 **BCC 24** LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Babies

LL 33 Silly Clothes
LL 36 Puppet Stories
LL 45 Animal Books
M 06 Construction Zone
M 07 Peek-a-Boo Box
M 15 Good Night, Toys
MM 02 Silly Animal Walk
MM 08 From Seed to Tree
MM 100 Sounds on the Farm

MM 16 That's How I Roll MM 25 We Are the Clouds MM 27 Half Past Eight MM 28 Animals in the Barn MM 47 Wake Up! MM 69 Big Red Fish MM 76 Now I'm Crawling MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 24 Crawling Through a Tunnel P 32 Water Soup SE 01 Actively Listening to Children SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 21 Big Rule, Little Rule SE 26 Dressing for the Weather

DESCRIPTOR

9.1.D.OT.B.6.

Pretend to be a person or animal.

SE 12 Playful Routines

IT2 Creative Curriculum BCC 05 BCC 06 **BCC 07** BCC 08 BCC 09 **BCC 10** BCC 12 **BCC 13 BCC 14 BCC 15 BCC 16** BCC 19 **BCC 21** BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Babies LL 33 Silly Clothes M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Night, Toys MM 02 Silly Animal Walk MM 08 From Seed to Tree MM 100 Sounds on the Farm MM 16 That's How I Roll MM 25 We Are the Clouds MM 27 Half Past Eight MM 28 Animals in the Barn MM 47 Wake Up! MM 69 Big Red Fish MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions

		SE 26 Dressing for the Weather
STANDARD AREA /	9.1.D.OT.	Production and Performance: Dramatic and Performance Play
STATEMENT		
STANDARD		Big Idea: Dramatic and performance play is a way to act out reality and fantasy. Essential Question: How can I express my thoughts, feelings, and ideas through dramatic play?
	9.1.D.OT.E.	Representation: Use imagination and creativity to express self through dramatic play.
DESCRIPTOR	9.1.D.OT.E.1.	Imitate and repeat voice inflections and facial expressions to entertain others. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 12 BCC 13 BCC 15 BCC 15 BCC 16 BCC 19 BCC 21 BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 15 Whisper Songs LL 23 Bathing Babies LL 33 Silly Clothes M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Night, Toys MM 02 Silly Animal Walk MM 08 From Seed to Tree MM 100 Sounds on the Farm MM 16 That's How I Roll MM 25 We Are the Clouds MM 27 Half Past Eight MM 28 Animals in the Barn MM 47 Wake Up! MM 69 Big Red Fish MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 12 Playful Routines SE 26 Dressing for the Weather
DESCRIPTOR	9.1.D.OT.E.2.	Use non-conforming objects to create representations of real life objects or activities. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08

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		BCC 10 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 15 BCC 16 BCC 19 BCC 21 BCC 21 BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Babies LL 33 Silly Clothes M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Night, Toys MM 02 Silly Animal Walk MM 08 From Seed to Tree MM 100 Sounds on the Farm MM 16 That's How I Roll MM 25 We Are the Clouds MM 27 Half Past Eight MM 28 Animals in the Barn MM 47 Wake Up! MM 69 Big Red Fish MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Routines SE 12 Playful Routines SE 12 Playful Routines SE 26 Dressing for the Weather
DESCRIPTOR	9.1.D.OT.E.3.	Represent fantasy and real-life experiences through pretend play. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 19 BCC 21 BCC 22 BCC 24 LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Babies LL 33 Silly Clothes M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Night, Toys MM 02 Silly Animal Walk MM 08 From Seed to Tree

		MM 100 Sounds on the Farm
		MM 16 That's How I Roll MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 47 Wake Up!
		MM 69 Big Red Fish
		MM 79 Sammy the Starfish
		P 01 Cups of Water
		P 15 Let's Practice Dressing
		P 22 Bang With a Hammer
		P 32 Water Soup
		SE 03 Good-Byes
		SE 04 Picnic
		SE 05 Take Care of Baby
		SE 08 Playful Interactions
		SE 12 Playful Routines
		SE 26 Dressing for the Weather
DESCRIPTOR	9.1.D.OT.E.4.	Imitate roles of people, animals, or objects observed in life
		experiences.
		IT2 Creative Curriculum
		BCC 02
		BCC 03
		BCC 04 BCC 08
		BCC 08
		BCC 11
		BCC 14
		BCC 15
		BCC 17
		LL 36 Puppet Stories
		LL 45 Animal Books
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 76 Now I'm Crawling
		MM 79 Sammy the Starfish
		P 24 Crawling Through a Tunnel
		SE 01 Actively Listening to Children
		SE 21 Big Rule, Little Rule
DESCRIPTOR	9.1.D.OT.E.5.	Use props and costumes during dramatic play.
		IT2 Creative Curriculum
		BCC 02
		BCC 03
		BCC 04
		BCC 08
		BCC 09
		BCC 11
		BCC 12 BCC 14
		BCC 14
		BCC 17
		LL 36 Puppet Stories
		LL 45 Animal Books
		LL 54 Sharing Storybooks
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 62 Busy, Dizzy Hands
		MM 76 Now I'm Crawling
		MM 79 Sammy the Starfish
		P 01 Cups of Water
		P 03 Splash Pad
		P 24 Crawling Through a Tunnel

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		P 32 Water Soup
		SE 01 Actively Listening to Children SE 04 Picnic
		SE 21 Big Rule, Little Rule
DESCRIPTOR	9.1.D.OT.E.6.	Ask others to watch a performance.
DEGGINI FOR	0.1.5.01.2.0.	Act cancre to water a performance.
		IT2 Creative Curriculum
		BCC 02
		BCC 03
		BCC 04 BCC 08
		BCC 08
		BCC 11
		BCC 14
		BCC 15
		BCC 17
		LL 36 Puppet Stories
		LL 45 Animal Books
		MM 27 Half Past Eight
		MM 28 Animals in the Barn
		MM 76 Now I'm Crawling MM 79 Sammy the Starfish
		P 24 Crawling Through a Tunnel
		SE 01 Actively Listening to Children
		SE 21 Big Rule, Little Rule
STANDARD AREA / STATEMENT	9.1.V.OT.	Production and Performance: Visual Arts
STANDARD		Big Idea: Visual arts allow expression of interests, abilities, and
		knowledge. Essential Question: How can I express my thoughts,
		feelings, and ideas through visual arts?
DESCRIPTOR / STANDARD	9.1.V.OT.A.	Elements and Principles: Know and use basic elements of visual arts.
DESCRIPTOR	9.1.V.OT.A.1.	Participate in teacher guided visual art activities.
		ITO Occative Occasionalism
		IT2 Creative Curriculum
		BCC 13
		BCC 13 BCC 19
		BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book
		BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village
		BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today
		BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface
		BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone
		BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface
		BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It!
		BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations
		BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be?
		BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story
		BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be?
		BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting
		BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 09 Balance on a Beam
		BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 09 Balance on a Beam P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines
		BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 09 Balance on a Beam P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines P 36 Water Painting
		BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 09 Balance on a Beam P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines P 36 Water Painting SE 03 Good-Byes
		BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 09 Balance on a Beam P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines P 36 Water Painting SE 03 Good-Byes SE 09 Build It Up, Knock It Down
DESCRIPTOR	9.1.V.OT.A.2.	BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 09 Balance on a Beam P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines P 36 Water Painting SE 03 Good-Byes SE 09 Build It Up, Knock It Down Communicate about art, demonstrating an understanding of color
DESCRIPTOR	9.1.V.OT.A.2.	BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 09 Balance on a Beam P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines P 36 Water Painting SE 03 Good-Byes SE 09 Build It Up, Knock It Down
DESCRIPTOR	9.1.V.OT.A.2.	BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 09 Balance on a Beam P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines P 36 Water Painting SE 03 Good-Byes SE 09 Build It Up, Knock It Down Communicate about art, demonstrating an understanding of color
DESCRIPTOR	9.1.V.OT.A.2.	BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 09 Balance on a Beam P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines P 36 Water Painting SE 03 Good-Byes SE 09 Build It Up, Knock It Down Communicate about art, demonstrating an understanding of color and shape.

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BCC 03
BCC 05
BCC 07
BCC 08
BCC 09
BCC 11
BCC 12
BCC 13
BCC 14
BCC 15
BCC 16
BCC 17
BCC 18
BCC 19
BCC 20
BCC 21
BCC 22
BCC 23
BCC 24
LL 01 Letters in the Sand
LL 05 The "Me" Book
LL 06 Sticky Tables
LL 08 Outdoor Mobiles
LL 09 Cardboard Village
LL 10 Yummy Foods
LL 12 What's in the Picture?
LL 13 Lift the Flap and See Who's Here
LL 20 This Is the Same
LL 22 Neighborhood Walk
LL 25 A Book of Faces
LL 27 A Cup Is For...
LL 28 Family Faces
LL 30 Family Picture Walk
LL 34 Our Names, Our Things
LL 37 My Clothes Today
LL 38 The Same and Different
LL 39 Texture Board
LL 44 Fruit Salad
LL 46 Veggie Mash-Up
LL 47 Roll-Ups
LL 49 Pancakes
LL 52 Fruit Smoothies
LL 55 Silly Names
M 01 Matching Shapes
M 02 Dig It!
M 03 Everyday Patterns
M 04 Cookie-Cutter Fun
M 05 Sink or Float?
M 06 Construction Zone
M 07 Peek-a-Boo Box
M 10 Making Butter
M 11 Garden Party
M 12 Where's the Bear?
M 13 What's Inside?
M 18 Rock Collection
M 19 In, On, and Around
M 20 Where's the Water?
M 21 Build a Zoo
M 23 Find the Sound
M 24 Putting Puzzles Together
M 26 Obstacle Course
M 27 Buried Shapes
MM 03 Hello Cheer
MM 100 Sounds on the Farm
MM 17 Dream
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MM 18 Going Fishing MM 22 Shake It Up MM 23 Old Uncle Lou MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 44 Jack and Jill MM 62 Busy, Dizzy Hands MM 68 Let's See What We Can Find MM 69 Big Red Fish MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 09 Balance on a Beam P 10 Icy Paintings P 14 Pull Box P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 26 Dressing for the Weather DESCRIPTOR 9.1.V.OT.A.3. Create a picture using different colors.

IT2 Creative Curriculum BCC 02 BCC 03 BCC 05 **BCC 07** BCC 08 BCC 09 **BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 17 BCC 18** BCC 19 BCC 20 **BCC 21** BCC 22 **BCC 23 BCC 24** LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 06 Sticky Tables LL 08 Outdoor Mobiles

LL 09 Cardboard Village LL 20 This Is the Same LL 27 A Cup Is For... LL 37 My Clothes Today LL 38 The Same and Different LL 39 Texture Board LL 46 Veggie Mash-Up LL 52 Fruit Smoothies M 02 Dig It! M 18 Rock Collection M 20 Where's the Water? M 27 Buried Shapes MM 15 Window Conversations MM 18 Going Fishing MM 66 What Can That Sound Be? MM 68 Let's See What We Can Find MM 69 Big Red Fish MM 82 Tell Me a Story MM 98 Let's Explore! P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 09 Balance on a Beam P 10 Icy Paintings P 14 Pull Box P 23 Silly Wavy Lines P 30 Flowers in the Garden P 36 Water Painting SE 03 Good-Byes SE 26 Dressing for the Weather

DESCRIPTOR 9.1.V.OT.A.4. Combine colors. IT2 Creative Curriculum BCC 02 BCC 03 BCC 05 BCC 07 BCC 08 BCC 09 **BCC 11 BCC 12** BCC 13 **BCC 14 BCC 15 BCC 16 BCC 17 BCC 18 BCC 19** BCC 20 **BCC 21** BCC 22 BCC 23 **BCC 24** LL 06 Sticky Tables LL 08 Outdoor Mobiles LL 20 This Is the Same LL 27 A Cup Is For... LL 37 My Clothes Today LL 38 The Same and Different LL 39 Texture Board LL 46 Veggie Mash-Up LL 52 Fruit Smoothies M 02 Dig It! M 18 Rock Collection M 27 Buried Shapes

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DESCRIPTOR		MM 18 Going Fishing MM 68 Let's See What We Can Find MM 69 Big Red Fish MM 98 Let's Explore! P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 09 Balance on a Beam P 14 Pull Box P 30 Flowers in the Garden SE 26 Dressing for the Weather
DESCRIPTOR	9.1.V.OT.A.5.	Explore a variety of art materials. IT2 Creative Curriculum LL 16 Tissue-Paper Play LL 37 My Clothes Today LL 40 Sticky Surface M 07 Peek-a-Boo Box M 20 Where's the Water? MM 30 One for You, One for Me P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough P 29 Nesting Bag P 36 Water Painting
DESCRIPTOR	9.1.V.OT.A.6.	Use art materials as intended. IT2 Creative Curriculum LL 16 Tissue-Paper Play LL 37 My Clothes Today LL 40 Sticky Surface M 07 Peek-a-Boo Box M 20 Where's the Water? MM 30 One for You, One for Me P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough P 29 Nesting Bag P 36 Water Painting
STANDARD AREA / STATEMENT	9.1.V.OT.	Production and Performance: Visual Arts
STANDARD		Big Idea: Visual arts allow expression of interests, abilities, and knowledge. Essential Question: How can I express my thoughts, feelings, and ideas through visual arts?
DESCRIPTOR / STANDARD	9.1.V.OT.B.	Demonstration: Combine a variety of materials to engage in the process of art.
DESCRIPTOR	9.1.V.OT.B.1.	Participate in teacher-guided art activities. IT2 Creative Curriculum BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be?

		MM 82 Tell Me a Story P 02 Nature Painting
		P 02 Nature Painting P 09 Balance on a Beam P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines P 36 Water Painting SE 03 Good-Byes
		SE 09 Build It Up, Knock It Down
DESCRIPTOR	9.1.V.OT.B.2.	Use a variety of non-toxic materials (e.g. paint, crayons, markers, wood, play dough, plastic safety scissors, stampers, rubbing plates).
		IT2 Creative Curriculum LL 16 Tissue-Paper Play LL 37 My Clothes Today LL 40 Sticky Surface M 07 Peek-a-Boo Box M 20 Where's the Water? MM 30 One for You, One for Me P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough P 29 Nesting Bag P 36 Water Painting
DESCRIPTOR	9.1.V.OT.B.3.	Demonstrate increased control of art technologies.
		IT2 Creative Curriculum LL 16 Tissue-Paper Play LL 37 My Clothes Today LL 40 Sticky Surface M 07 Peek-a-Boo Box M 20 Where's the Water? MM 30 One for You, One for Me P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough P 29 Nesting Bag P 36 Water Painting
DESCRIPTOR	9.1.V.OT.B.4.	Initiate independent works of art.
		IT2 Creative Curriculum BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 09 Balance on a Beam P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines P 36 Water Painting SE 03 Good-Byes

		SE 09 Build It Up, Knock It Down
STANDARD AREA / STATEMENT	9.1.V.OT.	Production and Performance: Visual Arts
STANDARD		Big Idea: Visual arts allow expression of interests, abilities, and knowledge. Essential Question: How can I express my thoughts, feelings, and ideas through visual arts?
DESCRIPTOR / STANDARD	9.1.V.OT.E.	Representation: Use imagination and creativity to express self through the process of art.
DESCRIPTOR	9.1.V.OT.E.1.	Initiate art activities. IT2 Creative Curriculum BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 09 Balance on a Beam P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines P 36 Water Painting SE 03 Good-Byes SE 09 Build It Up, Knock It Down
DESCRIPTOR	9.1.V.OT.E.2.	Participate in teacher-guided visual art activities. IT2 Creative Curriculum BCC 13 BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 09 Balance on a Beam P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines P 36 Water Painting SE 03 Good-Byes SE 09 Build It Up, Knock It Down
DESCRIPTOR	9.1.V.OT.E.3.	Select art materials during free choice. IT2 Creative Curriculum
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		LL 16 Tissue-Paper Play LL 37 My Clothes Today LL 40 Sticky Surface M 07 Peek-a-Boo Box M 20 Where's the Water? MM 30 One for You, One for Me P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough P 29 Nesting Bag P 36 Water Painting
DESCRIPTOR	9.1.V.OT.E.4.	Draw simple pictures to represent something. IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 10 Icy Paintings P 23 Silly Wavy Lines SE 03 Good-Byes
DESCRIPTOR	9.1.V.OT.E.5.	Attempt to draw self-portrait. IT2 Creative Curriculum LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 37 My Clothes Today MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 10 Icy Paintings P 23 Silly Wavy Lines SE 03 Good-Byes
DESCRIPTOR	9.1.V.OT.E.6.	Create basic shapes. IT2 Creative Curriculum M 01 Matching Shapes M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 12 Where's the Bear? M 13 What's Inside? M 18 Rock Collection M 19 In, On, and Around M 20 Where's the Water? M 21 Build a Zoo M 23 Find the Sound M 24 Putting Puzzles Together M 26 Obstacle Course M 27 Buried Shapes MM 18 Going Fishing MM 22 Shake It Up MM 23 Old Uncle Lou MM 44 Jack and Jill MM 62 Busy, Dizzy Hands MM 68 Let's See What We Can Find

MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 05 Surprise! DESCRIPTOR 9.1.V.OT.E.7. Label own creations.	
P 02 Nature Painting P 05 Surprise!	
P 05 Surprise!	
9.1.V.OT.E.7. Label OWII Creations.	
IT2 Creative Curriculum	
BCC 13	
BCC 19	
LL 01 Letters in the Sand	
LL 03 From Drawing to Writing	
LL 05 The "Me" Book	
LL 09 Cardboard Village	
LL 25 A Book of Faces	
LL 37 My Clothes Today LL 40 Sticky Surface	
M 06 Construction Zone	
M 16 Growing Sizes	
M 20 Where's the Water?	
MM 05 I Can Do It!	
MM 15 Window Conversations	
MM 66 What Can That Sound Be?	
MM 82 Tell Me a Story	
P 02 Nature Painting P 09 Balance on a Beam	
P 10 lcy Paintings	
P 12 Molding Dough	
P 23 Silly Wavy Lines	
P 36 Water Painting	
SE 03 Good-Byes	
SE 09 Build It Up, Knock It Down	
STANDARD AREA / 9.1.V.OT. Production and Performance: Visual Arts STATEMENT	
STANDARD Big Idea: Visual arts allow expression of interests, abilities, and	
knowledge. Essential Question: How can I express my thoughts	
feelings, and ideas through visual arts?	
DESCRIPTOR / STANDARD 9.1.V.OT.J. Technologies: Use a variety of technologies in the process of creating art.	
DESCRIPTOR 9.1.V.OT.J.1. Explore a variety of tools and non-toxic art materials, including those which are culturally diverse.	
IT2 Creative Curriculum	
IT2 Creative Curriculum LL 16 Tissue-Paper Play	
LL 37 My Clothes Today	
LL 40 Sticky Surface	
M 07 Peek-a-Boo Box	
M 20 Where's the Water?	
MM 30 One for You, One for Me P 02 Nature Painting	
P 10 Icy Painting	
P 12 Molding Dough	
P 29 Nesting Bag	
P 36 Water Painting	
DESCRIPTOR 9.1.V.OT.J.2. Participate in teacher-guided visual art activities.	
IT2 Creative Curriculum	
BCC 13	
BCC 19	
BCC 19 LL 01 Letters in the Sand	
BCC 19	
BCC 19 LL 01 Letters in the Sand LL 03 From Drawing to Writing	

		LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 09 Balance on a Beam P 10 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines P 36 Water Painting SE 03 Good-Byes SE 09 Build It Up, Knock It Down
DESCRIPTOR	9.1.V.OT.J.3.	Manipulate materials in a variety of ways (e.g. pounding, squeezing, rolling, tearing, poking). IT2 Creative Curriculum LL 16 Tissue-Paper Play LL 37 My Clothes Today LL 40 Sticky Surface M 07 Peek-a-Boo Box M 20 Where's the Water? MM 30 One for You, One for Me P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough P 29 Nesting Bag P 36 Water Painting
DESCRIPTOR	9.1.V.OT.J.4.	Use art materials and tools as intended. IT2 Creative Curriculum LL 16 Tissue-Paper Play LL 37 My Clothes Today LL 40 Sticky Surface M 07 Peek-a-Boo Box M 20 Where's the Water? MM 30 One for You, One for Me P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough P 29 Nesting Bag P 36 Water Painting
STANDARD AREA / STATEMENT	9.3.OT.	Critical Response to Works of Art
STANDARD		Big Idea: People evaluate art based upon a variety of characteristics. Essential Questions: Can I explain how I feel about a particular art form? Can I provide reasons that explain my feelings about a particular art form?
DESCRIPTOR / STANDARD	9.3.OT.F.	Identification: Communicate about a variety of art forms.
DESCRIPTOR	9.3.OT.F.1.	Describe photographs and paintings. IT2 Creative Curriculum BCC 12 BCC 15 BCC 24 LL 01 Letters in the Sand LL 05 The "Me" Book LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture?

		LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 38 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule
DESCRIPTOR	9.3.OT.F.2.	SE 22 Hello Activities Engage in tactile art experiences.
		IT2 Creative Curriculum BCC 13 BCC 19 LL 40 Sticky Surface M 06 Construction Zone M 16 Growing Sizes MM 05 I Can Do It! P 12 Molding Dough SE 09 Build It Up, Knock It Down
DESCRIPTOR	9.3.OT.F.3.	Communicate about the specific tools needed to perform a specific type of art (e.g. "I need crayons"). IT2 Creative Curriculum LL 16 Tissue-Paper Play LL 37 My Clothes Today LL 40 Sticky Surface

		M 07 Peek-a-Boo Box
		M 20 Where's the Water?
		MM 30 One for You, One for Me
		P 02 Nature Painting
		P 10 Icy Paintings
		P 12 Molding Dough
		P 29 Nesting Bag
		P 36 Water Painting
DESCRIPTOR	9.3.OT.F.4.	Engage with music.
		IT2 Creative Curriculum
		BCC 13
		BCC 21
		LL 04 Sing & Move
		LL 15 Whisper Songs
		LL 51 Dance & Remember
		M 08 Pots and Pans Band
		M 10 Making Butter
		MM 52 Row, Row, Row Your Boat
		MM 60 On the Spot
		MM 65 Peek at You
		MM 67 Shoo, Fly!
		MM 73 Copy Me!
		P 17 Tap and Shake My Tambourine
		P 27 Stand Up and Dance
		SE 15 Song Time SE 17 Calm-Down Place
DECORIDADO	0.00000	
DESCRIPTOR	9.3.OT.F.5.	Participate in teacher-guided music and movement activities.
		IT2 Creative Curriculum
		BCC 11
		BCC 12
		BCC 13
		BCC 15
		BCC 17
		BCC 18
		BCC 21
		BCC 22
		BCC 23
		LL 04 Sing & Move
		LL 15 Whisper Songs
		LL 45 Animal Books
		LL 51 Dance & Remember
		LL 53 Bookworm Boogie
		M 08 Pots and Pans Band
		M 10 Making Butter
		M 22 Jump Counting
		MM 03 Hello Cheer
		MM 07 The Hungry Crane MM 08 From Seed to Tree
		MM 10 T Dance
		MM 11 A-Bouncing We Will Go
		MM 14 My Sticky Hands
		MM 21 Little Mouse
		MM 24 Tick-Tock Clock
		MM 25 We Are the Clouds
		MM 27 Half Past Eight
		MM 31 The Farmer in the Dell
		MM 32 Jump and Twirl
		MM 34 Clapping Hands
		MM 37 The Rain and Me
		MM 39 Motion Magic
		MM 41 The Dish & the Spoon
		MM 43 Pitter, Patter, Splash!
	11	

MM 44 Jack and Jill MM 49 Merry Movements MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 60 On the Spot MM 62 Busy, Dizzy Hands MM 64 Jumping Jack MM 65 Peek at You MM 67 Shoo, Fly! MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 73 Copy Me! MM 74 I'm Big, I'm Small MM 76 Now I'm Crawling MM 79 Sammy the Starfish MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 06 Rocking on a Roller P 13 1, 2, 3 Hops P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 15 Song Time SE 17 Calm-Down Place 9.3.OT.F.6. Communicate likes and dislikes.

IT2 Creative Curriculum BCC 12 **BCC 15** BCC 24 LL 01 Letters in the Sand LL 05 The "Me" Book LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course

MM 03 Hello Cheer

DESCRIPTOR

MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities 9.3.OT.F.7. **DESCRIPTOR** Answer questions about different art forms. IT2 Creative Curriculum BCC 12 **BCC 15 BCC 24** LL 01 Letters in the Sand LL 05 The "Me" Book LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye MM 73 Copy Me!

		MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 06 This Is the Way We Get Dressed SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities
STANDARD AREA / STATEMENT	9.3.OT.	Critical Response to Works of Art
STANDARD		Big Idea: People evaluate art based upon a variety of characteristics. Essential Questions: Can I explain how I feel about a particular art form? Can I provide reasons that explain my feelings about a particular art form?
DESCRIPTOR / STANDARD	9.3.OT.G.	Critical Response: Comment on characteristics of others' artistic expressions.
DESCRIPTOR	9.3.OT.G.1.	Describe pictures. IT2 Creative Curriculum BCC 12 BCC 15 BCC 24 LL 01 Letters in the Sand LL 05 The "Me" Book LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 22 Neighborhood Walk LL 25 A Book of Faces LL 28 Family Faces LL 30 Family Picture Walk LL 34 Our Names, Our Things LL 44 Fruit Salad LL 47 Roll-Ups LL 49 Pancakes LL 55 Silly Names M 03 Everyday Patterns M 05 Sink or Float? M 06 Construction Zone M 10 Making Butter M 11 Garden Party M 18 Rock Collection M 20 Where's the Water? M 26 Obstacle Course MM 03 Hello Cheer MM 100 Sounds on the Farm MM 17 Dream MM 25 We Are the Clouds MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 40 Wave Good-bye

MM 73 Copy Me! MM 80 Follow That Toy MM 90 Special Letter Chant MM 95 Shape Finders MM 98 Let's Explore! P 02 Nature Painting P 03 Splash Pad P 10 Icy Paintings P 30 Flowers in the Garden P 34 Follow the Leader P 35 Riding Toys SE 01 Actively Listening to Children SE 03 Good-Byes SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities 9.3.OT.G.2. Notice the way others are dancing to music. IT2 Creative Curriculum BCC 02 **BCC 04 BCC 05**

DESCRIPTOR BCC 07 **BCC 11 BCC 12 BCC 21** BCC 23 LL 04 Sing & Move LL 15 Whisper Songs LL 51 Dance & Remember M 10 Making Butter M 22 Jump Counting MM 03 Hello Cheer MM 08 From Seed to Tree MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 21 Little Mouse MM 27 Half Past Eight MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 34 Clapping Hands MM 37 The Rain and Me MM 39 Motion Magic MM 41 The Dish & the Spoon MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 49 Merry Movements MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 60 On the Spot MM 65 Peek at You MM 67 Shoo, Fly! MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 73 Copy Me!

MM 76 Now I'm Crawling

	1	MM 84 Fiddly Fingers
		MM 85 Terrific Tummy Time
		MM 88 Just Like Me!
		MM 89 Hop Around
		MM 90 Special Letter Chant
		MM 92 Creepy Crawly Spiders MM 97 Swim and Run
		P 06 Rocking on a Roller
		P 27 Stand Up and Dance
		SE 11 Learning a Stop Sign
		SE 15 Song Time
DESCRIPTOR	9.3.OT.G.3.	Comment on the tools peers are using.
		IT2 Creative Curriculum
		LL 16 Tissue-Paper Play
		LL 37 My Clothes Today LL 40 Sticky Surface
		M 07 Peek-a-Boo Box
		M 20 Where's the Water?
		MM 30 One for You, One for Me
		P 02 Nature Painting
		P 10 Icy Paintings
		P 12 Molding Dough P 29 Nesting Bag
		P 36 Water Painting
SUBJECT / STANDARD AREA	PA.HPD.	Health, Wellness and Physical Development (Older Toddler)
STANDARD AREA / STATEMENT	10.1.OT.	Concepts of Health
STANDARD		Big Idea: Awareness of health concepts provides a foundation for
		healthy decision making. Essential Questions: Do I have a basic understanding of my body? Can I identify basic health concepts that
		help my body develop?
DESCRIPTOR / STANDARD	10.1.OT.B.	Interaction of Body Systems: Identify and locate basic body parts.
DESCRIPTOR	10.1.OT.B.1.	Name basic body parts.
		IT2 Creative Curriculum
		BCC 01
		BCC 06
		BCC 07
		BCC 08 BCC 09
		BCC 10
		BCC 12
		BCC 14
		BCC 16
		BCC 19
		BCC 20 BCC 21
		BCC 24
		LL 20 This Is the Same
		LL 24 Fingers, Nose, and Toes
		LL 25 A Book of Faces
		LL 33 Silly Clothes
		LL 50 What Do I See? M 09 Let's Make Two
		M 12 Where's the Bear?
		MM 06 The Creeping Ladybug
		MM 12 Wiggle, Wiggle
		MM 14 My Sticky Hands
		MM 33 Crawling Mouse
		MM 73 Copy Me! MM 78 Hello Toes

MM 84 Fiddly Fingers MM 91 You Have Two Follow basic directions in a movement song (e.g. shake you wiggle your arms). IT2 Creative Curriculum BCC 01 BCC 02 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 14 BCC 12 BCC 14 BCC 16 BCC 17 BCC 20 BCC 21 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	r feet or
wiggle your arms). IT2 Creative Curriculum BCC 01 BCC 02 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 14 BCC 12 BCC 14 BCC 16 BCC 17 BCC 19 BCC 21 BCC 22 BCC 23 BCC 23 BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 55 What Do I See? LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	r feet or
BCC 01 BCC 02 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 14 BCC 14 BCC 16 BCC 17 BCC 19 BCC 20 BCC 21 BCC 23 BCC 23 BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 'Ill Find You LL 33 Silly Clothes LL 50 What Do I See? LL 55 Under Singe Remember LL 55 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
BCC 01 BCC 02 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 14 BCC 14 BCC 16 BCC 17 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 23 BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 51 Dance & Remember LL 55 Tureful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 14 BCC 16 BCC 17 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 51 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 14 BCC 16 BCC 17 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 23 BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
BCC 08 BCC 09 BCC 10 BCC 11 BCC 12 BCC 14 BCC 16 BCC 17 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
BCC 10 BCC 11 BCC 11 BCC 12 BCC 14 BCC 16 BCC 17 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 23 BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 51 Dance & Remember LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
BCC 10 BCC 11 BCC 12 BCC 14 BCC 16 BCC 17 BCC 19 BCC 20 BCC 21 BCC 23 BCC 23 BCC 23 BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 33 Silly Clothes LL 55 What Do I See? LL 56 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
BCC 11 BCC 12 BCC 14 BCC 16 BCC 17 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 23 BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 33 Silly Clothes LL 55 What Do I See? LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
BCC 12 BCC 14 BCC 16 BCC 17 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 23 BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 50 What Do I See? LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
BCC 16 BCC 17 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 50 What Do I See? LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
BCC 17 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 50 What Do I See? LL 51 Dance & Remember LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
BCC 19 BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 51 Dance & Remember LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
BCC 20 BCC 21 BCC 22 BCC 23 BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 51 Dance & Remember LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
BCC 21 BCC 22 BCC 23 BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 51 Dance & Remember LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
BCC 22 BCC 23 BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What D I See? LL 50 Wand D I See? LL 51 Dance & Remember LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
BCC 23 BCC 24 LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 51 Dance & Remember LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
LL 04 Sing & Move LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 51 Dance & Remember LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
LL 15 Whisper Songs LL 20 This Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 51 Dance & Remember LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
LL 20 This is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 51 Dance & Remember LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 51 Dance & Remember LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
LL 25 A Book of Faces LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 51 Dance & Remember LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
LL 26 Reading Rhyming Books LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 51 Dance & Remember LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
LL 31 I'll Find You LL 33 Silly Clothes LL 50 What Do I See? LL 51 Dance & Remember LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
LL 50 What Do I See? LL 51 Dance & Remember LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
LL 51 Dance & Remember LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
LL 58 Tuneful Tales M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
M 09 Let's Make Two M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
M 12 Where's the Bear? MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
MM 03 Hello Cheer MM 04 Let's Put On Your Pants	
MM 04 Let's Put On Your Pants	
MM 06 The Creeping Ladybug	
MM 11 A-Bouncing We Will Go	
MM 12 Wiggle, Wiggle	
MM 14 My Sticky Hands MM 16 That's How I Roll	
MM 19 Time to Clean Up!	
MM 22 Shake It Up	
MM 26 Thank You	
MM 27 Half Past Eight	
MM 28 Animals in the Barn	
MM 29 Let's Start Our Day	
MM 31 The Farmer in the Dell MM 32 Jump and Twirl	
MM 32 Julip and Twiff MM 33 Crawling Mouse	
MM 36 Hello, How Are You?	
MM 40 Wave Good-bye	
MM 43 Pitter, Patter, Splash!	
MM 44 Jack and Jill	
MM 45 Hush, My Baby	
MM 46 Where Can He Be? MM 48 Roll Play	
MM 52 Row, Row Your Boat	
MM 53 Bouncing Baby	
MM 54 Pop Like a Weasel!	
MM 58 Sing-Song Sit-Ups	

DESCRIPTOR	10.1.OT.B.3.	MM 63 Where Is Teddy? MM 66 What Can That Sound Be? MM 67 Shoo, Fly! MM 68 Let's See What We Can Find MM 73 Copy Me! MM 76 Now I'm Crawling MM 77 Rise and Shine MM 78 Hello Toes MM 81 Where Are Baby's Tiny Ears? MM 83 Time to Close Your Eyes MM 84 Fiddly Fingers MM 86 Daddy Loves You MM 87 Let's Go! MM 89 Hop Around MM 90 Special Letter Chant MM 91 You Have Two MM 95 Shape Finders P 26 Let's Fill Up the Box P 27 Stand Up and Dance SE 03 Good-Byes SE 11 Learning a Stop Sign SE 12 Playful Routines SE 14 Sing the Same Song SE 15 Song Time SE 25 Sleep Routines Point to or move fingers, hands, toes, feet and head when asked. IT2 Creative Curriculum BCC 01 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 14 BCC 16 BCC 19 BCC 20 BCC 21 LC2 Titls Is the Same LL 24 Fingers, Nose, and Toes LL 25 A Book of Faces LL 33 Silly Clothes LL 35 What Faces MM 93 Charles Wingle MM 12 Where's the Bear? MM 06 The Creeping Ladybug MM 12 Wingle, Wingle MM 14 My Sticky Hands MM 31 Crawling A Bush's Tiny Ears?
DESCRIPTOR	10.1.OT.B.4.	Use fingers and hands during finger plays and songs with motions. IT2 Creative Curriculum BCC 01 BCC 02

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BCC 10
BCC 11
BCC 12
BCC 16
BCC 17
BCC 19
BCC 20
BCC 21
BCC 22
BCC 23
BCC 24
LL 04 Sing & Move
LL 15 Whisper Songs
LL 24 Fingers, Nose, and Toes
LL 26 Reading Rhyming Books
LL 31 I'll Find You
LL 51 Dance & Remember
LL 58 Tuneful Tales
MM 03 Hello Cheer
MM 04 Let's Put On Your Pants
MM 06 The Creeping Ladybug
MM 11 A-Bouncing We Will Go
MM 16 That's How I Roll
MM 19 Time to Clean Up!
MM 22 Shake It Up
MM 26 Thank You
MM 27 Half Past Eight
MM 28 Animals in the Barn
MM 29 Let's Start Our Day
MM 31 The Farmer in the Dell
MM 32 Jump and Twirl
MM 33 Crawling Mouse
MM 36 Hello, How Are You?
MM 40 Wave Good-bye
MM 43 Pitter, Patter, Splash!
MM 44 Jack and Jill
MM 45 Hush, My Baby
MM 46 Where Can He Be?
MM 48 Roll Play
MM 52 Row, Row, Row Your Boat
MM 53 Bouncing Baby
MM 54 Pop Like a Weasel!
MM 58 Sing-Song Sit-Ups
MM 63 Where Is Teddy?
MM 66 What Can That Sound Be?
MM 67 Shoo, Fly!
MM 68 Let's See What We Can Find
MM 76 Now I'm Crawling
MM 77 Rise and Shine
MM 81 Where Are Baby's Tiny Ears?
MM 83 Time to Close Your Eyes
MM 86 Daddy Loves You
MM 87 Let's Go!
MM 89 Hop Around
MM 90 Special Letter Chant
MM 95 Shape Finders
P 06 Rocking on a Roller
P 26 Let's Fill Up the Box
P 27 Stand Up and Dance
SE 03 Good-Byes
SE 06 This Is the Way We Get Dressed
SE 11 Learning a Stop Sign
SE 12 Playful Routines
SE 14 Sing the Same Song
SE 15 Song Time
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		SE 25 Sleep Routines
STANDARD AREA / STATEMENT	10.1.OT.	Concepts of Health
STANDARD		Big Idea: Awareness of health concepts provides a foundation for healthy decision making. Essential Questions: Do I have a basic understanding of my body? Can I identify basic health concepts that help my body develop?
DESCRIPTOR / STANDARD	10.1.OT.C.	Nutrition: Participate in experiences related to healthy food choices.
DESCRIPTOR	10.1.OT.C.1.	Explore health food options. IT2 Creative Curriculum BCC 12 BCC 20 LL 10 Yummy Foods LL 29 Describing Food LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies M 04 Cookie-Cutter Fun M 10 Making Butter M 25 The Crunchy Bread
		MM 19 Time to Clean Up! P 31 Drinking Cups
DESCRIPTOR	10.1.OT.C.2.	Choose between healthy food options. IT2 Creative Curriculum BCC 12 BCC 20 LL 10 Yummy Foods LL 29 Describing Food LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies M 04 Cookie-Cutter Fun M 10 Making Butter M 25 The Crunchy Bread MM 19 Time to Clean Up! P 31 Drinking Cups
DESCRIPTOR	10.1.OT.C.3.	Participate in discussions about food options. IT2 Creative Curriculum BCC 12 BCC 20 LL 10 Yummy Foods LL 29 Describing Food LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies M 04 Cookie-Cutter Fun M 10 Making Butter M 25 The Crunchy Bread

		MM 19 Time to Clean Up!
		P 31 Drinking Cups
STANDARD AREA / STATEMENT	10.2.OT.	Healthful Living
STANDARD		Big Idea: Children need to make healthy choices to optimize their learning potential. Essential Question: What are things I can do to keep myself healthy?
DESCRIPTOR / STANDARD	10.2.OT.A.	Health Practices, Products, and Services: Discuss fundamental practices for good health.
DESCRIPTOR	10.2.OT.A.1.	Establish and engage in individualized daily routines (e.g. eating, toileting, sleeping). IT2 Creative Curriculum BCC 12 BCC 20 LL 10 Yummy Foods LL 29 Describing Food LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies LL 52 Fruit Smoothies LL 60 Potty Talk M 04 Cookie-Cutter Fun M 10 Making Butter M 15 Good Night, Toys M 25 The Crunchy Bread MM 19 Time to Clean Up! MM 87 Let's Go!
DESCRIPTOR	10.2.OT.A.2.	P 31 Drinking Cups SE 25 Sleep Routines Use verbal and non-verbal cues to express needs (e.g. hunger, tired,
DESCRIPTOR	40.2 OT A 2	toileting). IT2 Creative Curriculum BCC 06 BCC 09 BCC 13 BCC 16 BCC 20 BCC 24 LL 11 Let's Talk LL 22 Neighborhood Walk LL 23 Bathing Babies LL 39 Texture Board LL 57 Waterworks LL 60 Potty Talk MM 04 Let's Put On Your Pants MM 87 Let's Go! SE 03 Good-Byes SE 13 Looking for Toes SE 18 Picture Help SE 24 Stop! SE 25 Sleep Routines
DESCRIPTOR	10.2.OT.A.3.	Engage in daily activities that promote good health (e.g. exercise, rest, eating, tooth brushing). IT2 Creative Curriculum BCC 10 BCC 11 BCC 12

		BCC 15 BCC 17 BCC 20 LL 10 Yummy Foods LL 29 Describing Food LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies M 04 Cookie-Cutter Fun M 10 Making Butter M 22 Jump Counting M 25 The Crunchy Bread MM 19 Time to Clean Up! MM 96 Baby Two-Step P 13 1, 2, 3 Hops P 31 Drinking Cups
DESCRIPTOR	10.2.OT.A.4.	Practice basic hygiene practices with adult reminders (e.g. use tissue to wipe nose, wash hands, attempt to brush teeth, cough into elbow). IT2 Creative Curriculum BCC 13 LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies M 04 Cookie-Cutter Fun M 10 Making Butter M 25 The Crunchy Bread MM 05 I Can Do It! MM 59 Can You Do This? MM 87 Let's Go! SE 14 Sing the Same Song SE 18 Picture Help
DESCRIPTOR	10.2.OT.A.5.	Discuss basic hygiene practices. IT2 Creative Curriculum BCC 06 BCC 09 BCC 13 BCC 16 BCC 20 BCC 24 LL 23 Bathing Babies MM 04 Let's Put On Your Pants SE 13 Looking for Toes SE 18 Picture Help SE 25 Sleep Routines
DESCRIPTOR	10.2.OT.A.6.	Ask and answer questions about health practices (e.g. "Why do I need a nap?", explain that we need to eat well, get rest and exercise to stay healthy). IT2 Creative Curriculum MM 04 Let's Put On Your Pants MM 50 You Help Me & I Help You MM 59 Can You Do This? P 15 Let's Practice Dressing

		SE 06 This Is the Way We Get Dressed SE 13 Looking for Toes SE 18 Picture Help SE 25 Sleep Routines
STANDARD AREA / STATEMENT	10.3.OT.	Safety and Injury Prevention
STANDARD		Big Idea: Awareness of safe and unsafe practices provides a foundation for healthy decision making. Essential Question: What are things I can do to keep myself and others safe?
DESCRIPTOR / STANDARD	10.3.OT.A.	Safe and Unsafe Practices: Use and communicate about basic safety practices.
DESCRIPTOR	10.3.OT.A.1.	Respond appropriately when adult identifies an unsafe practice.
		IT2 Creative Curriculum BCC 24 LL 22 Neighborhood Walk LL 49 Pancakes SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule
DESCRIPTOR	10.3.OT.A.2.	Understand clearly stated rules.
		IT2 Creative Curriculum BCC 24 LL 22 Neighborhood Walk LL 49 Pancakes SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule
DESCRIPTOR	10.3.OT.A.3.	Ask questions about basic safety rules.
		IT2 Creative Curriculum BCC 24 LL 22 Neighborhood Walk LL 49 Pancakes SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule
DESCRIPTOR	10.3.OT.A.4.	Indicate that a behavior should not be done.
		IT2 Creative Curriculum BCC 24 LL 22 Neighborhood Walk LL 49 Pancakes SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule
DESCRIPTOR	10.3.OT.A.5.	Follow basic safety rules with adult reminders (e.g. use walking feet, slide down the slide, hold railing when climbing stairs).
		IT2 Creative Curriculum BCC 24 LL 22 Neighborhood Walk LL 49 Pancakes SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule
DESCRIPTOR	10.3.OT.A.6.	Seek support when trying something new or meeting new people.
		IT2 Creative Curriculum SE 02 Let's Try this Instead SE 20 Conflict Resolution SE 24 Stop!
DESCRIPTOR	10.3.OT.A.7.	Participate in discussions about basic safety rules.
		IT2 Creative Curriculum

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		BCC 24
		LL 22 Neighborhood Walk LL 49 Pancakes
		SE 19 Dos and Don'ts Book
		SE 21 Big Rule, Little Rule
		3 - 7
STANDARD AREA / STATEMENT	10.4.OT.	Physical Activity: Gross Motor Coordination
STANDARD		Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games?
DESCRIPTOR / STANDARD	10.4.OT.A.	Control and Coordination: Combine and coordinate body movement.
DESCRIPTOR	10.4.OT.A.1.	Coordinate arm and leg movements when engaged in an activity (e.g. throw a ball, kick a ball, use riding toys).
		IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How I Roll MM 22 Shake It Up MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby
		MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack
		MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around
		MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run
		P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller
		P 07 Making Bubbles P 09 Balance on a Beam

		P 13 1, 2, 3 Hops
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 24 Crawling Through a Tunnel
		P 25 Pushing and Pulling
		P 27 Stand Up and Dance
		P 28 Tape Trails
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 11 Learning a Stop Sign
		SE 23 Encouragement
DESCRIPTOR	10.4.OT.A.2.	Run with increasing speed and developing coordination.
DESCRIPTOR	10.4.01.7.2.	Run with increasing speed and developing coordination.
		IT2 Croative Curriculum
		IT2 Creative Curriculum
		BCC 07
		BCC 08
		BCC 11
		BCC 18
		BCC 21
		BCC 22
		BCC 23
		LL 06 Sticky Tables
		LL 53 Bookworm Boogie
		M 06 Construction Zone
		M 22 Jump Counting
		M 26 Obstacle Course
		MM 02 Silly Animal Walk
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 08 From Seed to Tree
		MM 10 T Dance
		MM 11 A-Bouncing We Will Go
		MM 13 The Way or That?
		MM 16 That's How I Roll
		MM 22 Shake It Up
		MM 24 Tick-Tock Clock
		MM 31 The Farmer in the Dell
		MM 32 Jump and Twirl
		MM 35 Pirate's Plank
		MM 37 The Rain and Me
		MM 39 Motion Magic
		MM 48 Roll Play
		MM 49 Merry Movements
		MM 51 Boing Boing
		MM 53 Bouncing Baby
		MM 56 Seesaw and Slide
		MM 58 Sing-Song Sit-Ups
		MM 61 How Slowly Can You Go?
		MM 64 Jumping Jack
		MM 67 Shoo, Fly!
		MM 76 Now I'm Crawling
		MM 85 Terrific Tummy Time
		MM 89 Hop Around
		MM 93 Up, Down
		MM 96 Baby Two-Step
		MM 97 Swim and Run
		P 03 Splash Pad
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 06 Rocking on a Roller
		P 07 Making Bubbles
		P 09 Balance on a Beam
		P 13 1, 2, 3 Hops
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		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 24 Crawling Through a Tunnel
		P 25 Pushing and Pulling
		P 27 Stand Up and Dance
		P 28 Tape Trails
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 11 Learning a Stop Sign
		SE 23 Encouragement
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DESCRIPTOR	10.4.OT.A.3.	Jump off low step landing on two feet.
		IT2 Creative Curriculum
		BCC 07
		BCC 08
		BCC 11
		BCC 18
		BCC 21
		BCC 22
		BCC 23
		LL 06 Sticky Tables
		LL 53 Bookworm Boogie
		M 06 Construction Zone
		M 22 Jump Counting
		M 26 Obstacle Course
		MM 02 Silly Animal Walk
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 08 From Seed to Tree
		MM 10 T Dance
		MM 11 A-Bouncing We Will Go
		MM 13 The Way or That?
		MM 16 That's How I Roll
		MM 22 Shake It Up
		MM 24 Tick-Tock Clock
		MM 31 The Farmer in the Dell
		MM 32 Jump and Twirl
		MM 35 Pirate's Plank
		MM 37 The Rain and Me
		MM 39 Motion Magic
		MM 48 Roll Play
		MM 49 Merry Movements
		MM 51 Boing Boing
		MM 53 Bouncing Baby
		MM 56 Seesaw and Slide
		MM 58 Sing-Song Sit-Ups
		MM 61 How Slowly Can You Go?
		MM 64 Jumping Jack
		MM 67 Shoo, Fly!
		MM 76 Now I'm Crawling
		MM 85 Terrific Tummy Time
		MM 89 Hop Around
		MM 93 Up, Down
		MM 96 Baby Two-Step
		MM 97 Swim and Run
		P 03 Splash Pad
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 06 Rocking on a Roller
		P 07 Making Bubbles
		P 09 Balance on a Beam
		P 13 1, 2, 3 Hops
		P 18 Roll It to Me!

		P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel
		P 25 Pushing and Pulling P 27 Stand Up and Dance
		P 28 Tape Trails
		P 33 Balancing Act P 34 Follow the Leader
		P 35 Riding Toys
		SE 11 Learning a Stop Sign SE 23 Encouragement
DESCRIPTOR	10.4.OT.A.4.	Throw object at target (e.g. bean bag in basket).
		IT2 Creative Curriculum BCC 12
		BCC 12
		BCC 16
		BCC 17 M 14 Ramp Experiments
		M 19 In, On, and Around
		MM 48 Roll Play P 04 Throwing Plush Balls
		P 07 Making Bubbles
		P 08 Beach-Ball Bowling P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
DESCRIPTOR	10.4.OT.A.5.	Climb and crawl in and out of things (e.g. navigate short ladder on play equipment).
		IT2 Creative Curriculum
		BCC 07 BCC 08
		BCC 11
		BCC 18 BCC 21
		BCC 22
		BCC 23 LL 06 Sticky Tables
		LL 53 Bookworm Boogie
		M 06 Construction Zone M 22 Jump Counting
		M 26 Obstacle Course
		MM 02 Silly Animal Walk MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 08 From Seed to Tree
		MM 10 T Dance MM 11 A-Bouncing We Will Go
		MM 13 The Way or That?
		MM 16 That's How I Roll MM 22 Shake It Up
		MM 24 Tick-Tock Clock
		MM 31 The Farmer in the Dell MM 32 Jump and Twirl
		MM 35 Pirate's Plank
		MM 37 The Rain and Me MM 39 Motion Magic
		MM 48 Roll Play
		MM 49 Merry Movements MM 51 Boing Boing
		MM 53 Bouncing Baby
	II	MM 56 Seesaw and Slide
		MM 58 Sing-Song Sit-Ups

STANDARD AREA / STATEMENT	10.4.OT.	MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 11 Learning a Stop Sign SE 23 Encouragement Physical Activity: Gross Motor Coordination
STANDARD		Big Idea: Children gain control over their bodies and body movements through active experiences and exploration. Essential Question: How do I control and coordinate my body during large motor activities and games?
DESCRIPTOR / STANDARD	10.4.OT.B.	Balance and Strength: Demonstrate balance and strength when performing gross motor activities.
DESCRIPTOR	10.4.OT.B.1.	Side steps across beam. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How I Roll MM 22 Shake It Up MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me

MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 11 Learning a Stop Sign SE 23 Encouragement DESCRIPTOR 10.4.OT.B.2. Jump off low step using two feet.

BCC 07 BCC 08 **BCC 11 BCC 18 BCC 21** BCC 22 **BCC 23** LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How I Roll MM 22 Shake It Up MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me

MM 39 Motion Magic

IT2 Creative Curriculum

MM 48 Roll Play MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 11 Learning a Stop Sign SE 23 Encouragement **DESCRIPTOR** 10.4.OT.B.3. Jumps over small objects.

IT2 Creative Curriculum BCC 07 BCC 08 **BCC 11 BCC 18 BCC 21** BCC 22 **BCC 23** LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How I Roll MM 22 Shake It Up MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play

MM 49 Merry Movements MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go? MM 64 Jumping Jack MM 67 Shoo, Fly! MM 76 Now I'm Crawling MM 85 Terrific Tummy Time MM 89 Hop Around MM 93 Up, Down MM 96 Baby Two-Step MM 97 Swim and Run P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 09 Balance on a Beam P 13 1, 2, 3 Hops P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 27 Stand Up and Dance P 28 Tape Trails P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 11 Learning a Stop Sign SE 23 Encouragement Use steps (non-alternating feet) with support. DESCRIPTOR 10.4.OT.B.4.

IT2 Creative Curriculum **BCC 07** BCC 08 **BCC 11 BCC 18 BCC 21 BCC 22 BCC 23** LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course MM 02 Silly Animal Walk MM 05 I Can Do It! MM 07 The Hungry Crane MM 08 From Seed to Tree MM 10 T Dance MM 11 A-Bouncing We Will Go MM 13 The Way or That? MM 16 That's How I Roll MM 22 Shake It Up MM 24 Tick-Tock Clock MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 35 Pirate's Plank MM 37 The Rain and Me MM 39 Motion Magic MM 48 Roll Play MM 49 Merry Movements

MM 51 Boing Boing MM 53 Bouncing Baby MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go?	
MM 56 Seesaw and Slide MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go?	
MM 58 Sing-Song Sit-Ups MM 61 How Slowly Can You Go?	
MM 61 How Slowly Can You Go?	
MM 64 Jumping Jack	
MM 67 Shoo, Fly!	
MM 76 Now I'm Crawling	
MM 85 Terrific Tummy Time	
MM 89 Hop Around	
MM 93 Up, Down	
MM 96 Baby Two-Step	
MM 97 Swim and Run	
P 03 Splash Pad	
P 04 Throwing Plush Balls	
P 05 Surprise!	
P 06 Rocking on a Roller	
P 07 Making Bubbles	
P 09 Balance on a Beam	
P 13 1, 2, 3 Hops P 18 Roll It to Me!	
P 19 Beach-Ball Kicker	
P 19 Beach-Ball Nicker P 20 Bumpy Blanket	
P 24 Crawling Through a Tunnel	
P 25 Pushing and Pulling	
P 27 Stand Up and Dance	
P 28 Tape Trails	
P 33 Balancing Act	
P 34 Follow the Leader	
P 35 Riding Toys	
SE 11 Learning a Stop Sign	
SE 23 Encouragement	
DESCRIPTOR 10.4.OT.B.5. Kick a ball.	
IT2 Creative Curriculum	
BCC 12	
DOC 12	
BCC 15	
BCC 15 BCC 16	
BCC 15 BCC 16 BCC 17	
BCC 16 BCC 17	
BCC 16 BCC 17 M 14 Ramp Experiments	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 18 Roll It to Me!	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 18 Roll It to Me! P 19 Beach-Ball Kicker	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 18 Roll It to Me!	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 18 Roll It to Me! P 19 Beach-Ball Kicker DESCRIPTOR 10.4.OT.B.6. Carry objects from one place to another.	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 18 Roll It to Me! P 19 Beach-Ball Kicker DESCRIPTOR 10.4.OT.B.6. Carry objects from one place to another. IT2 Creative Curriculum	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 18 Roll It to Me! P 19 Beach-Ball Kicker DESCRIPTOR 10.4.OT.B.6. Carry objects from one place to another.	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 18 Roll It to Me! P 19 Beach-Ball Kicker DESCRIPTOR 10.4.OT.B.6. Carry objects from one place to another. IT2 Creative Curriculum BCC 07	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 18 Roll It to Me! P 19 Beach-Ball Kicker DESCRIPTOR 10.4.OT.B.6. Carry objects from one place to another. IT2 Creative Curriculum BCC 07 BCC 08	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 18 Roll It to Me! P 19 Beach-Ball Kicker DESCRIPTOR 10.4.OT.B.6. Carry objects from one place to another. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 18 Roll It to Me! P 19 Beach-Ball Kicker DESCRIPTOR 10.4.OT.B.6. Carry objects from one place to another. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 18 Roll It to Me! P 19 Beach-Ball Kicker DESCRIPTOR 10.4.OT.B.6. Carry objects from one place to another. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 18 Roll It to Me! P 19 Beach-Ball Kicker DESCRIPTOR 10.4.OT.B.6. Carry objects from one place to another. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 08 BCC 11 BCC 22 BCC 23 LL 06 Sticky Tables	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 18 Roll It to Me! P 19 Beach-Ball Kicker DESCRIPTOR 10.4.OT.B.6. Carry objects from one place to another. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 18 Roll It to Me! P 19 Beach-Ball Kicker DESCRIPTOR 10.4.OT.B.6. Carry objects from one place to another. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 18 Roll It to Me! P 19 Beach-Ball Kicker DESCRIPTOR 10.4.OT.B.6. Carry objects from one place to another. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 18 Roll It to Me! P 19 Beach-Ball Kicker DESCRIPTOR 10.4.OT.B.6. Carry objects from one place to another. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course	
BCC 16 BCC 17 M 14 Ramp Experiments M 19 In, On, and Around MM 48 Roll Play P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 18 Roll It to Me! P 19 Beach-Ball Kicker DESCRIPTOR 10.4.OT.B.6. Carry objects from one place to another. IT2 Creative Curriculum BCC 07 BCC 08 BCC 11 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23 LL 06 Sticky Tables LL 53 Bookworm Boogie M 06 Construction Zone M 22 Jump Counting	

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LL 23 Bathing Babies
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LL 27 A Cup Is For...

LL 35 Light Up

LL 39 Texture Board

LL 40 Sticky Surface

LL 41 Letters, Letters, Letters

LL 42 Textured Letters

LL 43 Lemonade

LL 44 Fruit Salad

LL 46 Veggie Mash-Up

LL 47 Roll-Ups

LL 48 Applesauce

LL 49 Pancakes

LL 52 Fruit Smoothies

LL 57 Waterworks

M 01 Matching Shapes

M 02 Dig It!

M 04 Cookie-Cutter Fun

M 06 Construction Zone

M 07 Peek-a-Boo Box

M 08 Pots and Pans Band

M 09 Let's Make Two

M 10 Making Butter

M 11 Garden Party

M 12 Where's the Bear?

M 13 What's Inside?

M 14 Ramp Experiments

M 16 Growing Sizes

M 17 This Little Piggy

M 20 Where's the Water?

M 21 Build a Zoo

M 24 Putting Puzzles Together

M 25 The Crunchy Bread

M 27 Buried Shapes

MM 01 A Toy for Kitty

MM 05 I Can Do It!

MM 07 The Hungry Crane

MM 22 Shake It Up

MM 30 One for You, One for Me

MM 35 Pirate's Plank

MM 42 Two Little Ducks

MM 50 You Help Me & I Help You

MM 71 Catch a Wish

MM 73 Copy Me!

MM 84 Fiddly Fingers

P 01 Cups of Water

P 02 Nature Painting

P 04 Throwing Plush Balls

P 05 Surprise!

P 06 Rocking on a Roller

P 07 Making Bubbles

P 08 Beach-Ball Bowling

P 10 Icy Paintings

P 11 Laundry Time!

P 12 Molding Dough

P 14 Pull Box

P 15 Let's Practice Dressing

P 16 Squeezing Sponges

P 17 Tap and Shake My Tambourine

P 18 Roll It to Me!

P 19 Beach-Ball Kicker

P 21 Big Beads

P 22 Bang With a Hammer

P 23 Silly Wavy Lines

P 26 Let's Fill Up the Box

		P 29 Nesting Bag
		P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup
		P 36 Water Painting
		SE 04 Picnic
		SE 09 Build It Up, Knock It Down
		SE 19 Dos and Don'ts Book
DESCRIPTOR	10.5.OT.A.2.	Pick up more than one object in the same hand.
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 10 Yummy Foods
		LL 13 Lift the Flap and See Who's Here
		LL 16 Tissue-Paper Play
		LL 18 Tissue-Box Pull
		LL 19 Shake That Bell!
		LL 23 Bathing Babies
		LL 27 A Cup Is For
		LL 35 Light Up
		LL 39 Texture Board
		LL 40 Sticky Surface
		LL 41 Letters, Letters
		LL 42 Textured Letters
		LL 43 Lemonade
		LL 44 Fruit Salad
		LL 46 Veggie Mash-Up
		LL 47 Roll-Ups
		LL 48 Applesauce
		LL 49 Pancakes
		LL 52 Fruit Smoothies
		LL 57 Waterworks
		M 01 Matching Shapes
		M 02 Dig It!
		M 04 Cookie-Cutter Fun
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 08 Pots and Pans Band
		M 09 Let's Make Two
		M 10 Making Butter
		M 11 Garden Party
		M 12 Where's the Bear?
		M 13 What's Inside?
		M 14 Ramp Experiments
		M 16 Growing Sizes
		M 17 This Little Piggy
		M 20 Where's the Water?
		M 21 Build a Zoo
		M 24 Putting Puzzles Together
		M 25 The Crunchy Bread
		M 27 Buried Shapes
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 22 Shake It Up
		MM 30 One for You, One for Me
		MM 35 Pirate's Plank
		MM 42 Two Little Ducks
		MM 50 You Help Me & I Help You
		MM 71 Catch a Wish
		MM 73 Copy Me!
		MM 84 Fiddly Fingers
		P 01 Cups of Water
		P 01 Cups of Water P 02 Nature Painting P 04 Throwing Plush Balls

		P 05 Surprise!
		P 06 Rocking on a Roller
		P 07 Making Bubbles
		P 08 Beach-Ball Bowling P 10 lcy Paintings
		P 11 Laundry Time!
		P 12 Molding Dough
		P 14 Pull Box
		P 15 Let's Practice Dressing
		P 16 Squeezing Sponges
		P 17 Tap and Shake My Tambourine
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 23 Silly Wavy Lines
		P 26 Let's Fill Up the Box
		P 29 Nesting Bag P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup
		P 36 Water Painting
		SE 04 Picnic
		SE 09 Build It Up, Knock It Down
		SE 19 Dos and Don'ts Book
DESCRIPTOR	10.5.OT.A.3.	Transfer objects from one hand to another.
DEGOKII TOK	10.0.01.7.0.	Transfer objects from one hand to another.
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 10 Yummy Foods
		LL 13 Lift the Flap and See Who's Here
		LL 16 Tissue-Paper Play
		LL 18 Tissue-Box Pull
		LL 19 Shake That Bell!
		LL 23 Bathing Babies
		LL 27 A Cup Is For LL 35 Light Up
		LL 39 Texture Board
		LL 40 Sticky Surface
		LL 41 Letters, Letters
		LL 42 Textured Letters
		LL 43 Lemonade
		LL 44 Fruit Salad
		LL 46 Veggie Mash-Up
		LL 47 Roll-Ups
		LL 48 Applesauce
		LL 49 Pancakes
		LL 52 Fruit Smoothies
		LL 57 Waterworks
		M 01 Matching Shapes
		M 02 Dig It!
		M 04 Cookie-Cutter Fun M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 08 Pots and Pans Band
		M 09 Let's Make Two
		M 10 Making Butter
		M 11 Garden Party
		M 12 Where's the Bear?
		M 13 What's Inside?
		M 14 Ramp Experiments
		M 16 Growing Sizes
		M 17 This Little Piggy
		M 20 Where's the Water?
A Company of the Comp	II.	100 C C C C C C C C C C C C C C C C C C
		M 21 Build a Zoo

M 25 The Crunchy Bread M 27 Buried Shapes MM 01 A Toy for Kitty MM 05 I Can Do It! MM 07 The Hungry Crane MM 22 Shake It Up MM 30 One for You, One for Me MM 35 Pirate's Plank MM 42 Two Little Ducks MM 50 You Help Me & I Help You MM 71 Catch a Wish MM 73 Copy Me! MM 84 Fiddly Fingers P 01 Cups of Water P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 10 lcy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book DESCRIPTOR 10.5.OT.A.4. Twist wrists to turn hands. IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For... LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies

M 24 Putting Puzzles Together

		LL 57 Waterworks
		M 01 Matching Shapes
		M 02 Dig It!
		M 04 Cookie-Cutter Fun
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 08 Pots and Pans Band
		M 09 Let's Make Two
		M 10 Making Butter
		M 11 Garden Party
		M 12 Where's the Bear?
		M 13 What's Inside?
		M 14 Ramp Experiments
		M 16 Growing Sizes
		M 17 This Little Piggy
		M 20 Where's the Water?
		M 21 Build a Zoo
		M 24 Putting Puzzles Together
		M 25 The Crunchy Bread
		M 27 Buried Shapes
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 22 Shake It Up
		MM 30 One for You, One for Me
		MM 35 Pirate's Plank
		MM 42 Two Little Ducks
		MM 50 You Help Me & I Help You
		MM 71 Catch a Wish
		MM 73 Copy Me!
		MM 84 Fiddly Fingers
		P 01 Cups of Water
		P 02 Nature Painting
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 06 Rocking on a Roller
		P 07 Making Bubbles
		P 08 Beach-Ball Bowling
		P 10 Icy Paintings
		P 11 Laundry Time!
		P 12 Molding Dough
		P 14 Pull Box
		P 15 Let's Practice Dressing
		P 16 Squeezing Sponges
		P 17 Tap and Shake My Tambourine
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 23 Silly Wavy Lines
		P 26 Let's Fill Up the Box
		P 29 Nesting Bag
		P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup
		P 36 Water Painting
		SE 04 Picnic
		SE 09 Build It Up, Knock It Down
		SE 19 Dos and Don'ts Book
	<u> </u>	
DESCRIPTOR	10.5.OT.A.5.	Imitate motions of basic finger plays.
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 10 Yummy Foods
		LL 13 Lift the Flap and See Who's Here
	-11	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1

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LL 18 Tissue-Box Pull
LL 19 Shake That Bell!
LL 23 Bathing Babies
LL 27 A Cup Is For...
LL 35 Light Up
LL 39 Texture Board
LL 40 Sticky Surface
LL 41 Letters, Letters, Letters
LL 42 Textured Letters
LL 43 Lemonade
LL 44 Fruit Salad
LL 46 Veggie Mash-Up
LL 47 Roll-Ups
LL 48 Applesauce
LL 49 Pancakes
LL 52 Fruit Smoothies
LL 57 Waterworks
M 01 Matching Shapes
M 02 Dig It!
M 04 Cookie-Cutter Fun
M 06 Construction Zone
M 07 Peek-a-Boo Box
M 08 Pots and Pans Band
M 09 Let's Make Two
M 10 Making Butter
M 11 Garden Party
M 12 Where's the Bear?
M 13 What's Inside?
M 14 Ramp Experiments
M 16 Growing Sizes
M 17 This Little Piggy
M 20 Where's the Water?
M 21 Build a Zoo
M 24 Putting Puzzles Together
M 25 The Crunchy Bread
M 27 Buried Shapes
MM 01 A Toy for Kitty
MM 05 I Can Do It!
MM 07 The Hungry Crane
MM 22 Shake It Up
MM 30 One for You, One for Me
MM 35 Pirate's Plank
MM 42 Two Little Ducks
MM 50 You Help Me & I Help You
MM 71 Catch a Wish
MM 73 Copy Me!
MM 84 Fiddly Fingers
P 01 Cups of Water
P 02 Nature Painting
P 04 Throwing Plush Balls
P 05 Surprise!
P 06 Rocking on a Roller
P 07 Making Bubbles
P 08 Beach-Ball Bowling
P 10 Icy Paintings
P 11 Laundry Time!
P 12 Molding Dough
P 14 Pull Box
P 15 Let's Practice Dressing
P 16 Squeezing Sponges
P 17 Tap and Shake My Tambourine
P 18 Roll It to Me!
P 19 Beach-Ball Kicker
P 21 Big Beads
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LL 16 Tissue-Paper Play

		P 22 Bang With a Hammer
		P 23 Silly Wavy Lines
		P 26 Let's Fill Up the Box
		P 29 Nesting Bag
		P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup
		P 36 Water Painting
		SE 04 Picnic
		SE 09 Build It Up, Knock It Down
		SE 19 Dos and Don'ts Book
DECODIDAD	40.5.OT.A.C	
DESCRIPTOR	10.5.OT.A.6.	Hold object in one hand and manipulate it with another hand (e.g.
		tearing paper, brushing a dolls hair, string larger beads).
		IT2 Cractive Commissions
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 10 Yummy Foods
		LL 13 Lift the Flap and See Who's Here
		LL 16 Tissue-Paper Play
		LL 18 Tissue-Box Pull
		LL 19 Shake That Bell!
		LL 23 Bathing Babies
		LL 27 A Cup Is For
		LL 35 Light Up
		LL 39 Texture Board
		LL 40 Sticky Surface
		LL 41 Letters, Letters
		LL 42 Textured Letters
		LL 43 Lemonade
		LL 44 Fruit Salad
		LL 46 Veggie Mash-Up
		LL 47 Roll-Ups
		LL 48 Applesauce
		LL 49 Pancakes
		LL 52 Fruit Smoothies
		LL 57 Waterworks
		M 01 Matching Shapes
		M 02 Dig It!
		M 04 Cookie-Cutter Fun
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 08 Pots and Pans Band
		M 09 Let's Make Two
		M 10 Making Butter
		M 11 Garden Party
		M 12 Where's the Bear?
		M 13 What's Inside?
		M 14 Ramp Experiments
		M 16 Growing Sizes
		M 17 This Little Piggy
		M 20 Where's the Water?
		M 21 Build a Zoo
		M 24 Putting Puzzles Together
		M 25 The Crunchy Bread
		M 27 Buried Shapes
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 22 Shake It Up
		MM 30 One for You, One for Me
		MM 35 Pirate's Plank
		MM 42 Two Little Ducks
		MM 50 You Help Me & I Help You
		MM 71 Catch a Wish
		MM 73 Copy Me!
		lama to coby me:

MM 84 Fiddly Fingers P 01 Cups of Water P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book DESCRIPTOR 10.5.OT.A.7. Practice manual self-help skills (e.g. snapping, Velcro). IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup is For... LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies LL 57 Waterworks M 01 Matching Shapes M 02 Dig It! M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments

		M 16 Growing Sizes M 17 This Little Piggy M 20 Where's the Water? M 21 Build a Zoo M 24 Putting Puzzles Together M 25 The Crunchy Bread M 27 Buried Shapes MM 01 A Toy for Kitty MM 05 I Can Do It! MM 07 The Hungry Crane MM 22 Shake It Up MM 30 One for You, One for Me MM 35 Pirate's Plank MM 42 Two Little Ducks MM 50 You Help Me & I Help You MM 71 Catch a Wish MM 73 Copy Me! MM 84 Fiddly Fingers P 01 Cups of Water P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Eqt's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book
STANDARD AREA / STATEMENT	10.5.OT.	Concepts, Principles and Strategies of Movement: Fine Motor Development
STANDARD		Big Idea: Fine motor practice helps children develop eye-hand coordination, strength, and controlled use of tools. Essential Questions: How do I use my hands and fingers to manipulate objects? How do I develop eye-hand coordination?
DESCRIPTOR / STANDARD	10.5.OT.B.	Eye/Hand Coordination: Coordinate eye and hand movements to perform a task.
DESCRIPTOR	10.5.OT.B.1.	Pick up and manipulate objects. IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies

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LL 27 A Cup Is For...
LL 35 Light Up
LL 39 Texture Board
LL 40 Sticky Surface
LL 41 Letters, Letters, Letters
LL 42 Textured Letters
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LL 44 Fruit Salad
LL 46 Veggie Mash-Up
LL 47 Roll-Ups
LL 48 Applesauce
LL 49 Pancakes
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LL 57 Waterworks
M 01 Matching Shapes
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M 10 Making Butter
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M 17 This Little Piggy
M 20 Where's the Water?
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M 24 Putting Puzzles Together
M 25 The Crunchy Bread
M 27 Buried Shapes
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MM 05 I Can Do It!
MM 07 The Hungry Crane
MM 22 Shake It Up
MM 30 One for You, One for Me
MM 35 Pirate's Plank
MM 42 Two Little Ducks
MM 50 You Help Me & I Help You
MM 71 Catch a Wish
MM 73 Copy Me!
MM 84 Fiddly Fingers
P 01 Cups of Water
P 02 Nature Painting
P 04 Throwing Plush Balls
P 05 Surprise!
P 06 Rocking on a Roller
P 07 Making Bubbles
P 08 Beach-Ball Bowling
P 10 Icy Paintings
P 11 Laundry Time!
P 12 Molding Dough
P 14 Pull Box
P 15 Let's Practice Dressing
P 16 Squeezing Sponges
P 17 Tap and Shake My Tambourine
P 18 Roll It to Me!
P 19 Beach-Ball Kicker
P 21 Big Beads
P 22 Bang With a Hammer
P 23 Silly Wavy Lines
P 26 Let's Fill Up the Box
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P 29 Nesting Bag

		P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup
		P 36 Water Painting
		SE 04 Picnic
		SE 09 Build It Up, Knock It Down
		SE 19 Dos and Don'ts Book
DESCRIPTOR	10.5.OT.B.2.	Stack toys and blocks.
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 10 Yummy Foods
		LL 13 Lift the Flap and See Who's Here
		LL 16 Tissue-Paper Play
		LL 18 Tissue-Box Pull
		LL 19 Shake That Bell!
		LL 23 Bathing Babies LL 27 A Cup Is For
		LL 35 Light Up
		LL 39 Texture Board
		LL 40 Sticky Surface
		LL 41 Letters, Letters
		LL 42 Textured Letters
		LL 43 Lemonade
		LL 44 Fruit Salad
		LL 46 Veggie Mash-Up
		LL 47 Roll-Ups
		LL 48 Applesauce
		LL 49 Pancakes
		LL 52 Fruit Smoothies
		LL 57 Waterworks
		M 01 Matching Shapes
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		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 08 Pots and Pans Band
		M 09 Let's Make Two
		M 10 Making Butter
		M 11 Garden Party
		M 12 Where's the Bear?
		M 13 What's Inside?
		M 14 Ramp Experiments M 16 Growing Sizes
		M 17 This Little Piggy
		M 20 Where's the Water?
		M 21 Build a Zoo
		M 24 Putting Puzzles Together
		M 25 The Crunchy Bread
		M 27 Buried Shapes
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 22 Shake It Up
		MM 30 One for You, One for Me
		MM 35 Pirate's Plank
		MM 42 Two Little Ducks
		MM 50 You Help Me & I Help You
		MM 71 Catch a Wish
		MM 73 Copy Me!
		MM 84 Fiddly Fingers
		P 01 Cups of Water
		P 02 Nature Painting
		P 04 Throwing Plush Balls
The second secon	I	P 05 Surprise!

		P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic
		SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book
DESCRIPTOR	10.5.OT.B.3.	Place objects in containers.
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters, Letters LL 42 Extured Letters LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies LL 57 Waterworks M 01 Matching Shapes M 02 Dig It! M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments M 16 Growing Sizes M 17 This Little Piggy M 20 Where's the Water? M 18 Build a Zoo M 24 Putting Puzzles Together

		MOST THE COURT DOWN
		M 25 The Crunchy Bread
		M 27 Buried Shapes
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 22 Shake It Up
		MM 30 One for You, One for Me
		MM 35 Pirate's Plank
		MM 42 Two Little Ducks
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		P 01 Cups of Water
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		P 07 Making Bubbles
		P 08 Beach-Ball Bowling
		P 10 lcy Paintings
		P 11 Laundry Time!
		P 12 Molding Dough
		P 14 Pull Box
		P 15 Let's Practice Dressing
		P 16 Squeezing Sponges
		P 17 Tap and Shake My Tambourine
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 23 Silly Wavy Lines
		P 26 Let's Fill Up the Box
		P 29 Nesting Bag
		P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup
		P 36 Water Painting
		SE 04 Picnic
		SE 09 Build It Up, Knock It Down
		SE 19 Dos and Don'ts Book
DESCRIPTOR	10.5.OT.B.4.	He proting toys and place on incide quether
	10.0.0 1.0.4.	Use nesting toys and place on inside another.
	10.0.01.0.4.	ose nesting toys and place on inside another.
	10.0.01.5.4.	
	10.0.0 1.5.4.	IT2 Creative Curriculum
		IT2 Creative Curriculum LL 06 Sticky Tables
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell!
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For LL 35 Light Up
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For LL 35 Light Up LL 39 Texture Board
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For LL 35 Light Up
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters LL 42 Textured Letters LL 43 Lemonade
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes
		IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce

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		M 01 Matching Shapes
		M 02 Dig It!
		M 04 Cookie-Cutter Fun
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 08 Pots and Pans Band
		M 09 Let's Make Two
		M 10 Making Butter
		M 11 Garden Party
		M 12 Where's the Bear?
		M 13 What's Inside?
		M 14 Ramp Experiments
		M 16 Growing Sizes
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		M 20 Where's the Water?
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		M 25 The Crunchy Bread
		M 27 Buried Shapes
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		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 22 Shake It Up
		MM 30 One for You, One for Me
		MM 35 Pirate's Plank
		MM 42 Two Little Ducks
		MM 50 You Help Me & I Help You
		MM 71 Catch a Wish
		MM 73 Copy Me!
		MM 84 Fiddly Fingers
		P 01 Cups of Water
		P 02 Nature Painting
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 06 Rocking on a Roller
		P 07 Making Bubbles
		P 08 Beach-Ball Bowling
		P 10 Icy Paintings
		P 11 Laundry Time!
		P 12 Molding Dough
		P 14 Pull Box
		P 15 Let's Practice Dressing
		P 16 Squeezing Sponges
		P 17 Tap and Shake My Tambourine
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 23 Silly Wavy Lines
		P 26 Let's Fill Up the Box
		P 29 Nesting Bag
		P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup
		P 36 Water Painting
		SE 04 Picnic
		SE 09 Build It Up, Knock It Down
		SE 19 Dos and Don'ts Book
DESCRIPTOR	10.5.OT.B.5.	Point to objects
DESCRIPTOR	10.5.O1.D.5.	Point to objects.
		IT2 Croative Curriculum
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 10 Yummy Foods
		LL 13 Lift the Flap and See Who's Here
		LL 16 Tissue-Paper Play
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LL 18 Tissue-Box Pull
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- LL 19 Shake That Bell!
- LL 23 Bathing Babies
- LL 27 A Cup Is For...
- LL 35 Light Up
- LL 39 Texture Board
- LL 40 Sticky Surface
- LL 41 Letters, Letters, Letters
- LL 42 Textured Letters
- LL 43 Lemonade
- LL 44 Fruit Salad
- LL 46 Veggie Mash-Up
- LL 47 Roll-Ups
- LL 48 Applesauce
- LL 49 Pancakes
- LL 52 Fruit Smoothies
- LL 57 Waterworks
 M 01 Matching Shapes
- M 02 Dig It!
- M 04 Cookie-Cutter Fun
- M 06 Construction Zone
- M 07 Peek-a-Boo Box
- M 08 Pots and Pans Band
- M 09 Let's Make Two
- M 10 Making Butter
- M 11 Garden Party
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- M 14 Ramp Experiments
- M 16 Growing Sizes
- M 17 This Little Piggy
- M 20 Where's the Water?
- M 21 Build a Zoo
- M 24 Putting Puzzles Together
- M 25 The Crunchy Bread
- M 27 Buried Shapes
- MM 01 A Toy for Kitty
- MM 05 I Can Do It!
- MM 07 The Hungry Crane
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- P 08 Beach-Ball Bowling
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- P 11 Laundry Time!
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- P 15 Let's Practice Dressing
- P 16 Squeezing Sponges
- P 17 Tap and Shake My Tambourine
- P 18 Roll It to Me!
- P 19 Beach-Ball Kicker
- P 21 Big Beads
- P 22 Bang With a Hammer

P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups	
P 26 Let [*] s Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden	
P 29 Nesting Bag P 30 Flowers in the Garden	
P 30 Flowers in the Garden	
i or brinking cupo	
P 32 Water Soup	
P 36 Water Painting	
SE 04 Picnic	
SE 09 Build It Up, Knock It Down	
SE 19 Dos and Don'ts Book	
DESCRIPTOR 10.5.OT.B.6. Manipulate pieces of a puzzle.	
IT2 Creative Curriculum	
LL 06 Sticky Tables	
LL 10 Yummy Foods	
LL 13 Lift the Flap and See Who's Here	
LL 16 Tissue-Paper Play	
LL 18 Tissue-Box Pull	
LL 19 Shake That Bell!	
LL 23 Bathing Babies	
LL 27 A Cup Is For	
LL 35 Light Up	
LL 39 Texture Board	
LL 40 Sticky Surface	
LL 41 Letters, Letters	
LL 42 Textured Letters	
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LL 44 Fruit Salad	
LL 46 Veggie Mash-Up	
LL 47 Roll-Ups	
LL 48 Applesauce	
LL 49 Pancakes	
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LL 57 Waterworks	
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M 17 This Little Piggy	
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P 01 Cups of Water	

		P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise!
		P 06 Rocking on a Roller P 07 Making Bubbles
		P 08 Beach-Ball Bowling
		P 10 Icy Paintings
		P 11 Laundry Time! P 12 Molding Dough
		P 14 Pull Box
		P 15 Let's Practice Dressing
		P 16 Squeezing Sponges
		P 17 Tap and Shake My Tambourine P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 23 Silly Wavy Lines P 26 Let's Fill Up the Box
		P 29 Nesting Bag
		P 30 Flowers in the Garden
		P 31 Drinking Cups P 32 Water Soup
		P 36 Water Painting
		SE 04 Picnic
		SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book
DECORIDAD	40 5 07 0 7	
DESCRIPTOR	10.5.OT.B.7.	Hold book with one hand while turning pages with the other.
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here
		LL 16 Tissue-Paper Play
		LL 18 Tissue-Box Pull
		LL 19 Shake That Bell! LL 23 Bathing Babies
		LL 27 A Cup Is For
		LL 35 Light Up
		LL 39 Texture Board
		LL 40 Sticky Surface LL 41 Letters, Letters, Letters
		LL 42 Textured Letters
		LL 43 Lemonade
		LL 44 Fruit Salad
		LL 46 Veggie Mash-Up LL 47 Roll-Ups
		LL 48 Applesauce
		LL 49 Pancakes
		LL 52 Fruit Smoothies LL 57 Waterworks
		M 01 Matching Shapes
		M 02 Dig It!
		M 04 Cookie-Cutter Fun M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 08 Pots and Pans Band
		M 09 Let's Make Two
		M 10 Making Butter M 11 Garden Party
		M 12 Where's the Bear?
		M 13 What's Inside?
		M 14 Ramp Experiments M 16 Growing Sizes
		M 17 This Little Piggy
	TI CONTRACTOR OF THE CONTRACTO	

		M 25 The Crunchy Bread
		M 27 Buried Shapes MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 07 The Hungry Crane
		MM 22 Shake It Up
		MM 30 One for You, One for Me MM 35 Pirate's Plank
		MM 42 Two Little Ducks
		MM 50 You Help Me & I Help You
		MM 71 Catch a Wish
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		P 02 Nature Painting
		P 04 Throwing Plush Balls
		P 05 Surprise!
		P 06 Rocking on a Roller P 07 Making Bubbles
		P 08 Beach-Ball Bowling
		P 10 lcy Paintings
		P 11 Laundry Time! P 12 Molding Dough
		P 14 Pull Box
		P 15 Let's Practice Dressing
		P 16 Squeezing Sponges
		P 17 Tap and Shake My Tambourine P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 23 Silly Wavy Lines P 26 Let's Fill Up the Box
		P 29 Nesting Bag
		P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup P 36 Water Painting
		SE 04 Picnic
		SE 09 Build It Up, Knock It Down
		SE 19 Dos and Don'ts Book
STANDARD AREA / STATEMENT	10.5.OT.	Concepts, Principles and Strategies of Movement: Fine Motor Development
STANDARD		Big Idea: Fine motor practice helps children develop eye-hand
		coordination, strength, and controlled use of tools. Essential Questions: How do I use my hands and fingers to manipulate
		objects? How do I develop eye-hand coordination?
DESCRIPTOR / STANDARD	10.5.OT.C.	Use of Tools: Use basic tools demonstrating refined skill.
DESCRIPTOR	10.5.OT.C.1.	Use writing or drawing tools to make recognizable shapes, lines or
		dots.
		IT2 Creative Curriculum
		LL 16 Tissue-Paper Play
		LL 37 My Clothes Today LL 40 Sticky Surface
		M 01 Matching Shapes
		M 04 Cookie-Cutter Fun
		M 06 Construction Zone
		M 07 Peek-a-Boo Box M 12 Where's the Bear?
		M 07 Peek-a-Boo Box M 12 Where's the Bear? M 13 What's Inside?

		M 18 Rock Collection
		M 19 In, On, and Around
		M 20 Where's the Water?
		M 21 Build a Zoo
		M 23 Find the Sound
		M 24 Putting Puzzles Together
		M 26 Obstacle Course
		M 27 Buried Shapes
		MM 18 Going Fishing
		MM 22 Shake It Up
		MM 23 Old Uncle Lou
		MM 30 One for You, One for Me
		MM 44 Jack and Jill
		MM 62 Busy, Dizzy Hands
		MM 68 Let's See What We Can Find
		MM 95 Shape Finders
		MM 98 Let's Explore!
		P 02 Nature Painting
		P 05 Surprise!
		P 10 lcy Paintings
		P 12 Molding Dough
		P 29 Nesting Bag
		P 36 Water Painting
DESCRIPTOR	10.5.OT.C.2.	Use spoon and fork for eating.
		IT2 Creative Curriculum
		LL 06 Sticky Tables
		LL 10 Yummy Foods
		LL 13 Lift the Flap and See Who's Here
		LL 16 Tissue-Paper Play
		LL 18 Tissue-Box Pull
		LL 19 Shake That Bell!
		LL 23 Bathing Babies
		LL 27 A Cup Is For LL 35 Light Up
		LL 39 Texture Board
		LL 40 Sticky Surface
		LL 41 Letters, Letters, Letters
		LL 42 Textured Letters
		LL 43 Lemonade
		LL 44 Fruit Salad
		LL 46 Veggie Mash-Up
		LL 47 Roll-Ups
		LL 48 Applesauce
		LL 49 Pancakes
		LL 52 Fruit Smoothies
		LL 57 Waterworks
		M 01 Matching Shapes
		M 02 Dig It!
		M 04 Cookie-Cutter Fun
		M 06 Construction Zone
		M 07 Peek-a-Boo Box
		M 08 Pots and Pans Band
		M 09 Let's Make Two
		M 10 Making Butter
		M 11 Garden Party
		M 12 Where's the Bear?
		M 13 What's Inside?
		M 14 Ramp Experiments
		M 16 Growing Sizes
		M 17 This Little Piggy
		M 20 Where's the Water?
		M 21 Build a Zoo
		M 24 Putting Puzzles Together
		M 25 The Crunchy Bread

MM 05 I Can Do It! MM 07 The Hungry Crane MM 22 Shake It Up MM 30 One for You, One for Me MM 35 Pirate's Plank MM 42 Two Little Ducks MM 50 You Help Me & I Help You MM 71 Catch a Wish MM 73 Copy Me! MM 84 Fiddly Fingers P 01 Cups of Water P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book DESCRIPTOR 10.5.OT.C.3. Use cups to practice pouring. IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 23 Bathing Babies LL 27 A Cup Is For... LL 35 Light Up LL 39 Texture Board LL 40 Sticky Surface LL 41 Letters, Letters, Letters LL 42 Textured Letters LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies LL 57 Waterworks M 01 Matching Shapes

M 27 Buried Shapes MM 01 A Toy for Kitty

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		M 02 Dig It! M 04 Cookie-Cutter Fun M 06 Construction Zone M 07 Peek-a-Boo Box M 08 Pots and Pans Band M 09 Let's Make Two M 10 Making Butter M 11 Garden Party M 12 Where's the Bear? M 13 What's Inside? M 14 Ramp Experiments M 16 Growing Sizes M 17 This Little Piggy M 20 Where's the Water? M 11 Build a Zoo M 24 Putting Puzzles Together M 25 The Crunchy Bread M 27 Buried Shapes M 01 A Toy for Kitty MM 05 I Can Do It! MM 07 The Hungry Crane MM 22 Shake It Up MM 30 One for You, One for Me MM 35 Pirate's Plank MM 42 Two Little Ducks MM 50 You Help Me & I Help You MM 71 Catch a Wish MM 73 Copy Me! MM 84 Fiddly Fingers P 01 Cups of Water P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 24 Big Beads P 25 Botting Songes P 30 Flowers in the Garden P 31 Drinking Cins
		P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines
		P 29 Nesting Bag
DESCRIPTOR	10.5.OT.C.4.	Use safety scissors to make simple snips or cuts. IT2 Creative Curriculum LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull

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LL 19 Shake That Bell!
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- LL 23 Bathing Babies
- LL 27 A Cup Is For...
- LL 35 Light Up
- LL 37 My Clothes Today
- LL 39 Texture Board
- LL 40 Sticky Surface
- LL 41 Letters, Letters, Letters
- LL 42 Textured Letters
- LL 43 Lemonade
- LL 44 Fruit Salad
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- LL 48 Applesauce
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- P 15 Let's Practice Dressing
- P 16 Squeezing Sponges
- P 17 Tap and Shake My Tambourine
- P 18 Roll It to Me!
- P 19 Beach-Ball Kicker
- P 21 Big Beads
- P 22 Bang With a Hammer

P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book DESCRIPTOR 10.5.OT.C.5. Use child-sized household or classroom tools (e.g. broom, plast hammer, sponge, cloth). IT2 Creative Curriculum	
P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book DESCRIPTOR 10.5.OT.C.5. Use child-sized household or classroom tools (e.g. broom, plast hammer, sponge, cloth).	
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P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book DESCRIPTOR 10.5.OT.C.5. Use child-sized household or classroom tools (e.g. broom, plast hammer, sponge, cloth).	
P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book DESCRIPTOR 10.5.OT.C.5. Use child-sized household or classroom tools (e.g. broom, plast hammer, sponge, cloth).	
P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book DESCRIPTOR 10.5.OT.C.5. Use child-sized household or classroom tools (e.g. broom, plast hammer, sponge, cloth).	
P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book DESCRIPTOR 10.5.OT.C.5. Use child-sized household or classroom tools (e.g. broom, plast hammer, sponge, cloth).	
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LL 06 Sticky Tables	
LL 10 Yummy Foods	
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LL 18 Tissue-Box Pull	
LL 19 Shake That Bell!	
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LL 27 A Cup is For	
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M 21 Build a Zoo	
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M 25 The Crunchy Bread	
M 27 Buried Shapes	
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MM 05 I Can Do It!	
MM 07 The Hungry Crane	
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MM 30 One for You, One for Me	
MM 35 Pirate's Plank	
MM 42 Two Little Ducks	
MM 50 You Help Me & I Help You	
MM 71 Catch a Wish	
MM 73 Copy Me!	
MM 84 Fiddly Fingers	

		P 01 Cups of Water P 02 Nature Painting P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 10 lcy Paintings P 11 Laundry Time! P 12 Molding Dough P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 26 Let's Fill Up the Box P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 36 Water Painting SE 04 Picnic SE 09 Build It Up, Knock It Down SE 19 Dos and Don'ts Book
DESCRIPTOR	10.5.OT.C.6.	SE 19 Dos and Don'ts Book Use basic tools to manipulate play dough.
		IT2 Creative Curriculum BCC 13 BCC 19 LL 16 Tissue-Paper Play LL 37 My Clothes Today LL 40 Sticky Surface M 06 Construction Zone M 07 Peek-a-Boo Box M 16 Growing Sizes M 20 Where's the Water? MM 05 I Can Do It! MM 30 One for You, One for Me P 02 Nature Painting P 10 Icy Paintings P 12 Molding Dough P 29 Nesting Bag P 36 Water Painting SE 09 Build It Up, Knock It Down
SUBJECT / STANDARD AREA	PA.SED.	Social and Emotional Development (Older Toddler)
STANDARD AREA / STATEMENT	16.1.OT.	Self-Awareness and Self-Regulation
STANDARD		Big Idea: Understanding of self and ability to regulate behaviors and emotions are inextricably linked to learning and success. Essential Questions: How do I develop positive feelings about myself? How do I express and manage my emotions?
DESCRIPTOR / STANDARD	16.1.OT.A.	Regulates Emotions and Behaviors: Make connections between emotions and behavior.
DESCRIPTOR	16.1.OT.A.1.	Demonstrate an emotional response in reaction to an experience. IT2 Creative Curriculum BCC 01 BCC 06

DESCRIPTOR	46.4 OT A 2	BCC 08 BCC 13 BCC 15 LL 61 What's the Problem? MM 40 Wave Good-bye MM 45 Hush, My Baby MM 77 Rise and Shine MM 86 Daddy Loves You SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 05 Take Care of Baby SE 07 Right Where It Belongs SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 13 Looking for Toes SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 20 Conflict Resolution SE 22 Hello Activities SE 23 Encouragement SE 24 Stop!
DESCRIPTOR	16.1.OT.A.2.	Label basic emotions (e.g. happy, sad, mad, scared). IT2 Creative Curriculum BCC 01 BCC 06 BCC 08 BCC 13 BCC 15 LL 61 What's the Problem? MM 40 Wave Good-bye MM 45 Hush, My Baby MM 77 Rise and Shine MM 86 Daddy Loves You SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 05 Take Care of Baby SE 07 Right Where It Belongs SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 13 Looking for Toes SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 20 Conflict Resolution SE 22 Hello Activities SE 23 Encouragement SE 24 Stop!
DESCRIPTOR	16.1.OT.A.3.	Use pretend play as a way to practice feelings. IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 12 BCC 13 BCC 14 BCC 15

DESCRIPTOR	16.1.OT.A.4.	BCC 16 BCC 19 BCC 21 BCC 22 BCC 24 BCL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Bables LL 23 Bathing Bables LL 33 Silly Clothes M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Night, Toys MM 02 Silly Animal Walk MM 08 From Seed to Tree MM 100 Sounds on the Farm MM 16 That's How I Roll MM 25 We Are the Clouds MM 27 Half Past Eight MM 28 Animals in the Barn MM 47 Wake Up! MM 69 Big Red Fish MM 79 Sammy the Starfish P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup SE 03 Good-Byes SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 12 Playful Routines SE 26 Dressing for the Weather Answer questions that connect behavior to emotion. 172 Creative Curriculum BCC 01 BCC 06 BCC 08 BCC 13 BCC 15 LL 61 What's the Problem? MM 40 Wave Good-bye MM 45 Hush, My Baby MM 77 Rise and Shine MM 86 Daddy Loves You SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 10 Playful Routines SE 11 Playful Routines SE 12 Playful Routines SE 13 Good-Byes SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 22 Hello Activities SE 23 Eroursnement
DESCRIPTOR	46.4 OT A 5	SE 17 Calm-Down Place SE 20 Conflict Resolution SE 22 Hello Activities SE 23 Encouragement SE 24 Stop!
DESCRIPTOR	16.1.OT.A.5.	State how actions connect to emotions (e.g. "I pound play dough, I'm mad", "I love you, hug!"). IT2 Creative Curriculum

		BCC 01 BCC 06 BCC 08 BCC 13 BCC 15 LL 61 What's the Problem? MM 40 Wave Good-bye MM 45 Hush, My Baby MM 77 Rise and Shine MM 86 Daddy Loves You SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 05 Take Care of Baby SE 07 Right Where It Belongs SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 13 Looking for Toes SE 13 Looking for Toes SE 16 Baby Faces SE 17 Calm-Down Place SE 20 Conflict Resolution SE 22 Hello Activities SE 23 Encouragement SE 24 Stop!
STANDARD AREA / STATEMENT	16.1.OT.	Self-Awareness and Self-Regulation
STANDARD		Big Idea: Understanding of self and ability to regulate behaviors and emotions are inextricably linked to learning and success. Essential Questions: How do I develop positive feelings about myself? How do I express and manage my emotions?
DESCRIPTOR / STANDARD	16.1.OT.B.	Influences of Personal Traits: Communicate preference for people, objects, and activities.
DESCRIPTOR	16.1.OT.B.1.	Convey ownership of objects and people (e.g. say "that's mine", "that's my mommy"). IT2 Creative Curriculum MM 30 One for You, One for Me
DESCRIPTOR	16.1.OT.B.2.	Request preferred activity. IT2 Creative Curriculum BCC 14 BCC 15 BCC 16 LL 29 Describing Food
DESCRIPTOR	16.1.OT.B.3.	Show preference for familiar adults. IT2 Creative Curriculum MM 17 Dream
DESCRIPTOR	16.1.OT.B.4.	Communicate resistance when asked to end an activity they are engaged in. IT2 Creative Curriculum MM 30 One for You, One for Me
DESCRIPTOR	16.1.OT.B.5.	Engage in the same activity over and over. IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter

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		M 13 What's Inside?
		M 16 Growing Sizes M 24 Putting Puzzles Together
		M 26 Obstacle Course
		M 28 Counting Books
		MM 01 A Toy for Kitty
		MM 05 I Can Do It!
		MM 18 Going Fishing
		MM 46 Where Can He Be?
		MM 66 What Can That Sound Be?
		MM 72 What's in the Bag?
		MM 80 Follow That Toy
		P 04 Throwing Plush Balls P 07 Making Bubbles
		P 08 Beach-Ball Bowling
		P 09 Balance on a Beam
		P 15 Let's Practice Dressing
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 25 Pushing and Pulling P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		SE 02 Let's Try this Instead
		SE 06 This Is the Way We Get Dressed
		SE 09 Build It Up, Knock It Down
		SE 10 Hellos and Good-Byes
DESCRIPTOR	16.1.OT.B.6.	Communicate choice.
		IT2 Creative Curriculum
		M 15 Good Night, Toys M 16 Growing Sizes
		MM 02 Silly Animal Walk
		SE 02 Let's Try this Instead
		SE 12 Playful Routines
		SE 17 Calm-Down Place
		SE 23 Encouragement
STANDARD AREA / STATEMENT	16.1.OT.	Self-Awareness and Self-Regulation
STANDARD		Big Idea: Understanding of self and ability to regulate behaviors and
		emotions are inextricably linked to learning and success. Essential
		Questions: How do I develop positive feelings about myself? How
		do I express and manage my emotions?
DESCRIPTOR / STANDARD	16.1.OT.C.	Resiliency: Approach new experiences with confidence.
DESCRIPTOR	16.1.OT.C.1.	Show confidence and pleasure in the completion of a task or activity.
		IT2 Creative Curriculum
		BCC 08
		BCC 11
		BCC 14
DESCRIPTOR	16.1.OT.C.2.	BCC 18 Demonstrate pride in completed accomplishments.
DESCRIF TUR	10.1.01.0.2.	
	II	IT2 Creative Curriculum
		BCC 08
		BCC 08 BCC 11
		BCC 08 BCC 11 BCC 14
DESCRIPTOR	16.1.OT.C.3.	BCC 08 BCC 11

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		task.
		IT2 Creative Curriculum
		LL 61 What's the Problem?
		M 15 Good Night, Toys
		M 16 Growing Sizes
		M 21 Build a Zoo
		MM 14 My Sticky Hands P 15 Let's Practice Dressing
		P 21 Big Beads
		P 29 Nesting Bag
		SE 09 Build It Up, Knock It Down
STANDARD AREA / STATEMENT	16.1.OT.	Self-Awareness and Self-Regulation
STANDARD		Big Idea: Understanding of self and ability to regulate behaviors and
		emotions are inextricably linked to learning and success. Essential
		Questions: How do I develop positive feelings about myself? How
DESCRIPTOR / STANDARD	16.1.OT.D.	do I express and manage my emotions? Goal Setting: Establish goals independently.
DESCRIPTOR / STANDARD	16.1.OT.D.	Make simple choices.
		· ·
		IT2 Creative Curriculum
		M 15 Good Night, Toys
		M 16 Growing Sizes MM 02 Silly Animal Walk
		SE 02 Let's Try this Instead
		SE 12 Playful Routines
		SE 17 Calm-Down Place
		SE 23 Encouragement
DESCRIPTOR	16.1.OT.D.2.	Set and discuss goals for play and activities when asked.
		IT2 Creative Curriculum
		BCC 05
		BCC 19 BCC 20
		BCC 24
		LL 22 Neighborhood Walk
		LL 41 Letters, Letters
		LL 42 Textured Letters
		LL 50 What Do I See?
		LL 56 Where Did It Go?
		M 12 Where's the Bear? M 17 This Little Piggy
		M 24 Putting Puzzles Together
		MM 01 A Toy for Kitty
		MM 80 Follow That Toy
		P 25 Pushing and Pulling
		P 26 Let's Fill Up the Box
		P 35 Riding Toys SE 23 Encouragement
STANDARD AREA /	16.1.OT.	Self-Awareness and Self-Regulation
STATEMENT		- The state of the
STANDARD		Big Idea: Understanding of self and ability to regulate behaviors and
		emotions are inextricably linked to learning and success. Essential
		Questions: How do I develop positive feelings about myself? How do I express and manage my emotions?
DESCRIPTOR / STANDARD	16.1.OT.E.	Identity Development: Use language that indicates knowledge of
DESCRIPTOR	16.1.OT.E.1.	self. Use words that mean self when speaking (e.g. "Me do it", "I can").
		IT2 Creative Curriculum BCC 08
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		BCC 11
		BCC 14
		BCC 18
DESCRIPTOR	16.1.OT.E.2.	Tell stories about self.
		IT2 Creative Curriculum
		BCC 08 BCC 11
		BCC 14
		BCC 18
DESCRIPTOR	16.1.OT.E.3.	Relate personal experiences to other experiences.
		IT2 Creative Curriculum
		BCC 08
		BCC 11
		BCC 14
		BCC 18
STANDARD AREA / STATEMENT	16.2.OT.	Establishing and Maintaining Relationships
STANDARD		Big Idea: Early adult-child relationships, based on attachment and
		trust, set the stage for life-long expectations that impact children's
		ability to learn, respect adult authority, and express themselves.
		Positive peer interactions create collaborative learning
		opportunities. Relationships with others provide a means of
		support. Essential Question: How do my relationships with adults
		and peers help me feel secure, supported, and successful?
DESCRIPTOR / STANDARD	16.2.OT.A.	Relationships: Trust and Attachment: Develop relationships that extend beyond trusted adults.
DESCRIPTOR	16.2.OT.A.1.	Engage in reciprocal conversation with familiar peer and adults.
		IT2 Creative Curriculum
		BCC 01
		BCC 02 BCC 03
		BCC 04
		BCC 05
		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10
		BCC 11
		BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 17
		BCC 18
		BCC 19
		BCC 20
		BCC 21
		BCC 22 BCC 23
		BCC 24
		LL 01 Letters in the Sand
		LL 01 Letters in the Sand LL 02 Reading Wordless Books
		LL 03 From Drawing to Writing
		LL 04 Sing & Move
		LL 05 The "Me" Book
		LL 06 Sticky Tables
		LL 07 Pretend Phone Calls
		LL 08 Outdoor Mobiles
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- LL 09 Cardboard Village
- LL 10 Yummy Foods
- LL 11 Let's Talk
- LL 12 What's in the Picture?
- LL 13 Lift the Flap and See Who's Here
- LL 14 Ice-Block Play
- LL 15 Whisper Songs
- LL 16 Tissue-Paper Play
- LL 17 Three Bears
- LL 18 Tissue-Box Pull
- LL 19 Shake That Bell!
- LL 20 This Is the Same
- LL 21 Will You Read to Me?
- LL 22 Neighborhood Walk
- LL 23 Bathing Babies
- LL 24 Fingers, Nose, and Toes
- LL 25 A Book of Faces
- LL 26 Reading Rhyming Books
- LL 27 A Cup Is For...
- LL 28 Family Faces
- LL 29 Describing Food
- LL 30 Family Picture Walk
- LL 31 I'll Find You
- LL 32 Observing Insect Life
- LL 33 Silly Clothes
- LL 34 Our Names, Our Things
- LL 35 Light Up
- LL 36 Puppet Stories
- LL 37 My Clothes Today
- LL 38 The Same and Different
- LL 39 Texture Board
- LL 40 Sticky Surface
- LL 41 Letters, Letters, Letters
- LL 42 Textured Letters
- LL 43 Lemonade
- LL 44 Fruit Salad
- LL 45 Animal Books
- LL 46 Veggie Mash-Up
- LL 47 Roll-Ups
- LL 48 Applesauce
- LL 49 Pancakes
- LL 50 What Do I See?
- LL 51 Dance & Remember
- LL 52 Fruit Smoothies
- LL 53 Bookworm Boogie
- LL 54 Sharing Storybooks
- LL 55 Silly Names
- LL 56 Where Did It Go?
- LL 57 Waterworks
- LL 58 Tuneful Tales
- LL 59 Playground Textures
- LL 60 Potty Talk
- LL 61 What's the Problem?
- M 01 Matching Shapes
- M 02 Dig It!
- M 03 Everyday Patterns
- M 04 Cookie-Cutter Fun
- M 05 Sink or Float?
- M 06 Construction Zone M 07 Peek-a-Boo Box
- M 08 Pots and Pans Band
- M 09 Let's Make Two
- M 10 Making Butter
- M 11 Garden Party
- M 12 Where's the Bear?

M 13 What's Inside? M 14 Ramp Experiments M 15 Good Night, Toys M 16 Growing Sizes M 17 This Little Piggy M 18 Rock Collection M 19 In, On, and Around M 20 Where's the Water? M 21 Build a Zoo M 22 Jump Counting M 23 Find the Sound M 24 Putting Puzzles Together M 25 The Crunchy Bread M 26 Obstacle Course M 27 Buried Shapes M 28 Counting Books MM 01 A Toy for Kitty MM 02 Silly Animal Walk MM 03 Hello Cheer MM 04 Let's Put On Your Pants MM 05 I Can Do It! MM 06 The Creeping Ladybug MM 07 The Hungry Crane MM 08 From Seed to Tree MM 09 The Answer is No! MM 10 T Dance MM 100 Sounds on the Farm MM 11 A-Bouncing We Will Go MM 12 Wiggle, Wiggle MM 13 The Way or That? MM 14 My Sticky Hands MM 15 Window Conversations MM 16 That's How I Roll MM 17 Dream MM 18 Going Fishing MM 19 Time to Clean Up! MM 20 Please Find... MM 21 Little Mouse MM 22 Shake It Up MM 23 Old Uncle Lou MM 24 Tick-Tock Clock MM 25 We Are the Clouds MM 26 Thank You MM 27 Half Past Eight MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 30 One for You, One for Me MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 33 Crawling Mouse MM 34 Clapping Hands MM 35 Pirate's Plank MM 36 Hello, How Are You? MM 37 The Rain and Me MM 38 Ten Little Toes MM 39 Motion Magic MM 40 Wave Good-bve MM 41 The Dish & the Spoon MM 42 Two Little Ducks MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 45 Hush, My Baby MM 46 Where Can He Be? MM 47 Wake Up! MM 48 Roll Play

MM 49 Merry Movements MM 50 You Help Me & I Help You MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 57 Remember When... MM 58 Sing-Song Sit-Ups MM 59 Can You Do This? MM 60 On the Spot MM 61 How Slowly Can You Go? MM 62 Busy, Dizzy Hands MM 63 Where Is Teddy? MM 64 Jumping Jack MM 65 Peek at You MM 66 What Can That Sound Be? MM 67 Shoo, Fly! MM 68 Let's See What We Can Find MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 72 What's in the Bag? MM 73 Copy Me! MM 74 I'm Big, I'm Small MM 75 Baby Massage MM 76 Now I'm Crawling MM 77 Rise and Shine MM 78 Hello Toes MM 79 Sammy the Starfish MM 80 Follow That Toy MM 81 Where Are Baby's Tiny Ears? MM 82 Tell Me a Story MM 83 Time to Close Your Eyes MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 86 Daddy Loves You MM 87 Let's Go! MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 91 You Have Two MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 94 Detailed Descriptions MM 95 Shape Finders MM 96 Baby Two-Step MM 97 Swim and Run MM 98 Let's Explore! MM 99 Buzz Like a Bee P 01 Cups of Water P 02 Nature Painting P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 13 1, 2, 3 Hops P 14 Pull Box

		P 15 Let's Practice Dressing
		P 16 Squeezing Sponges
		P 17 Tap and Shake My Tambourine
		P 18 Roll It to Me!
		P 19 Beach-Ball Kicker
		P 20 Bumpy Blanket
		P 21 Big Beads
		P 22 Bang With a Hammer
		P 23 Silly Wavy Lines
		P 24 Crawling Through a Tunnel
		P 25 Pushing and Pulling
		P 26 Let's Fill Up the Box
		P 27 Stand Up and Dance
		P 28 Tape Trails
		P 29 Nesting Bag
		P 30 Flowers in the Garden
		P 31 Drinking Cups
		P 32 Water Soup
		P 33 Balancing Act
		P 34 Follow the Leader
		P 35 Riding Toys
		P 36 Water Painting
		SE 01 Actively Listening to Children
		SE 02 Let's Try this Instead
		SE 03 Good-Byes
		SE 04 Picnic
		SE 05 Take Care of Baby
		SE 06 This Is the Way We Get Dressed
		SE 07 Right Where It Belongs
		SE 08 Playful Interactions
		SE 09 Build It Up, Knock It Down
		SE 10 Hellos and Good-Byes
		SE 11 Learning a Stop Sign
		SE 12 Playful Routines
		SE 13 Looking for Toes
		SE 14 Sing the Same Song
		SE 15 Song Time
		SE 16 Baby Faces
		SE 17 Calm-Down Place
		SE 18 Picture Help
		SE 19 Dos and Don'ts Book
		SE 20 Conflict Resolution
		SE 21 Big Rule, Little Rule
		SE 22 Hello Activities
		SE 23 Encouragement
		SE 24 Stop!
		SE 25 Sleep Routines
		SE 26 Dressing for the Weather
DESCRIPTOR	16.2.OT.A.2.	Respond to familiar adult's questions and directions.
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ZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZZ		IT2 Creative Curriculum
223.11.701		IT2 Creative Curriculum LL 03 From Drawing to Writing
		IT2 Creative Curriculum LL 03 From Drawing to Writing LL 04 Sing & Move
		IT2 Creative Curriculum LL 03 From Drawing to Writing LL 04 Sing & Move LL 05 The "Me" Book
		IT2 Creative Curriculum LL 03 From Drawing to Writing LL 04 Sing & Move LL 05 The "Me" Book LL 07 Pretend Phone Calls
		IT2 Creative Curriculum LL 03 From Drawing to Writing LL 04 Sing & Move LL 05 The "Me" Book LL 07 Pretend Phone Calls LL 09 Cardboard Village
		IT2 Creative Curriculum LL 03 From Drawing to Writing LL 04 Sing & Move LL 05 The "Me" Book LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 10 Yummy Foods
		IT2 Creative Curriculum LL 03 From Drawing to Writing LL 04 Sing & Move LL 05 The "Me" Book LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture?
		IT2 Creative Curriculum LL 03 From Drawing to Writing LL 04 Sing & Move LL 05 The "Me" Book LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here
		IT2 Creative Curriculum LL 03 From Drawing to Writing LL 04 Sing & Move LL 05 The "Me" Book LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 14 Ice-Block Play
		IT2 Creative Curriculum LL 03 From Drawing to Writing LL 04 Sing & Move LL 05 The "Me" Book LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 14 Ice-Block Play LL 16 Tissue-Paper Play
		IT2 Creative Curriculum LL 03 From Drawing to Writing LL 04 Sing & Move LL 05 The "Me" Book LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 14 Ice-Block Play LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull
		IT2 Creative Curriculum LL 03 From Drawing to Writing LL 04 Sing & Move LL 05 The "Me" Book LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 14 Ice-Block Play LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell!
		IT2 Creative Curriculum LL 03 From Drawing to Writing LL 04 Sing & Move LL 05 The "Me" Book LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 14 Ice-Block Play LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell! LL 20 This Is the Same
		IT2 Creative Curriculum LL 03 From Drawing to Writing LL 04 Sing & Move LL 05 The "Me" Book LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 10 Yummy Foods LL 12 What's in the Picture? LL 13 Lift the Flap and See Who's Here LL 14 Ice-Block Play LL 16 Tissue-Paper Play LL 18 Tissue-Box Pull LL 19 Shake That Bell!

LL 23 Bathing Babies

LL 24 Fingers, Nose, and Toes

LL 27 A Cup Is For...

LL 28 Family Faces

LL 30 Family Picture Walk

LL 32 Observing Insect Life

LL 34 Our Names, Our Things

LL 35 Light Up

LL 39 Texture Board

LL 40 Sticky Surface

LL 43 Lemonade

LL 44 Fruit Salad

LL 45 Animal Books

LL 46 Veggie Mash-Up

LL 47 Roll-Ups

LL 48 Applesauce

LL 49 Pancakes

LL 50 What Do I See?

LL 51 Dance & Remember

LL 52 Fruit Smoothies

LL 56 Where Did It Go?

LL 57 Waterworks

LL 61 What's the Problem?

M 04 Cookie-Cutter Fun

M 06 Construction Zone

M 07 Peek-a-Boo Box

M 12 Where's the Bear?

M 13 What's Inside?

W 13 What's Inside?

M 19 In, On, and Around

M 20 Where's the Water?

M 23 Find the Sound

M 25 The Crunchy Bread

M 26 Obstacle Course

MM 09 The Answer is No!

MM 18 Going Fishing

MM 19 Time to Clean Up!

MM 20 Please Find...

MM 36 Hello, How Are You?

MM 57 Remember When...

MM 60 On the Spot

MM 62 Busy, Dizzy Hands

MM 64 Jumping Jack

MM 73 Copy Me!

P 04 Throwing Plush Balls

P 06 Rocking on a Roller

P 08 Beach-Ball Bowling

P 09 Balance on a Beam

P 12 Molding Dough

P 18 Roll It to Me!

P 19 Beach-Ball Kicker

P 21 Big Beads

P 23 Silly Wavy Lines

P 24 Crawling Through a Tunnel

P 25 Pushing and Pulling

P 26 Let's Fill Up the Box

P 28 Tape Trails

P 29 Nesting Bag

P 30 Flowers in the Garden

P 35 Riding Toys

P 36 Water Painting

SE 02 Let's Try this Instead

SE 04 Picnic

SE 07 Right Where It Belongs

SE 09 Build It Up, Knock It Down

SE 11 Learning a Stop Sign

DESCRIPTOR	16.2.OT.A.3.	SE 12 Playful Routines SE 13 Looking for Toes SE 14 Sing the Same Song SE 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 25 Sleep Routines Demonstrate appropriate affection for familiar adults and peers. IT2 Creative Curriculum MM 17 Dream
DESCRIPTOR	16.2.OT.A.4.	Seek out companionship from another child. IT2 Creative Curriculum BCC 02 LL 09 Cardboard Village M 06 Construction Zone M 07 Peek-a-Boo Box M 14 Ramp Experiments M 19 In, On, and Around M 20 Where's the Water? MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 60 On the Spot P 02 Nature Painting P 03 Splash Pad P 11 Laundry Time! P 27 Stand Up and Dance P 28 Tape Trails P 29 Nesting Bag P 32 Water Soup SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions SE 09 Build It Up, Knock It Down SE 16 Baby Faces SE 20 Conflict Resolution SE 21 Big Rule, Little Rule SE 24 Stop! SE 26 Dressing for the Weather
DESCRIPTOR	16.2.OT.A.5.	Use words denoting friendship. IT2 Creative Curriculum BCC 02 LL 09 Cardboard Village M 06 Construction Zone M 07 Peek-a-Boo Box M 14 Ramp Experiments M 19 In, On, and Around M 20 Where's the Water? MM 29 Let's Start Our Day MM 36 Hello, How Are You? MM 60 On the Spot P 02 Nature Painting P 03 Splash Pad P 11 Laundry Time! P 27 Stand Up and Dance P 28 Tape Trails P 29 Nesting Bag P 32 Water Soup SE 04 Picnic SE 05 Take Care of Baby SE 08 Playful Interactions

SE 24 Stop! SE 26 Dressing for the Weather DESCRIPTOR 16.2.OT.A.6. Ask a child to play (e.g. "Do you want to make a bme?"). IT2 Creative Curriculum BCC 02 LL 09 Cardboard Village M 06 Construction Zone M 07 Peek-a-Boo Box	plock house with
DESCRIPTOR 16.2.OT.A.6. Ask a child to play (e.g. "Do you want to make a lime?"). IT2 Creative Curriculum BCC 02 LL 09 Cardboard Village M 06 Construction Zone	olock house with
BCC 02 LL 09 Cardboard Village M 06 Construction Zone	
M 06 Construction Zone	
M 14 Ramp Experiments	
M 19 In, On, and Around M 20 Where's the Water?	
MM 29 Let's Start Our Day	
MM 36 Hello, How Are You? MM 60 On the Spot	
P 02 Nature Painting	
P 03 Splash Pad	
P 11 Laundry Time! P 27 Stand Up and Dance	
P 28 Tape Trails	
P 29 Nesting Bag P 32 Water Soup	
SE 04 Picnic	
SE 05 Take Care of Baby SE 08 Playful Interactions	
SE 09 Build It Up, Knock It Down	
SE 16 Baby Faces SE 20 Conflict Resolution	
SE 21 Big Rule, Little Rule	
SE 24 Stop! SE 26 Dressing for the Weather	
DESCRIPTOR 16.2.OT.A.7. Play cooperatively with a few peers for a short pe	riod of time.
IT2 Creative Curriculum	
BCC 02	
LL 09 Cardboard Village M 06 Construction Zone	
M 07 Peek-a-Boo Box	
M 14 Ramp Experiments M 19 In, On, and Around	
M 20 Where's the Water?	
MM 29 Let's Start Our Day MM 36 Hello, How Are You?	
MM 60 On the Spot	
P 02 Nature Painting P 03 Splash Pad	
P 11 Laundry Time!	
P 27 Stand Up and Dance P 28 Tape Trails	
P 29 Nesting Bag	
P 32 Water Soup SE 04 Picnic	
SE 05 Take Care of Baby	
SE 08 Playful Interactions	
SE 09 Build It Up, Knock It Down SE 16 Baby Faces	
SE 20 Conflict Resolution	
SE 21 Big Rule, Little Rule SE 24 Stop!	

		SE 26 Dressing for the Weather
DESCRIPTOR	16.2.OT.A.8.	Show interest in unfamiliar adults.
		IT2 Creative Curriculum SE 08 Playful Interactions
DESCRIPTOR	16.2.OT.A.9.	Demonstrate increasing ability to separate from trusted adults without distress.
		IT2 Creative Curriculum BCC 01
		BCC 02
		BCC 03
		BCC 04
		BCC 05 BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10 BCC 11
		BCC 12
		BCC 13
		BCC 14
		BCC 15 BCC 16
		BCC 17
		BCC 18
		BCC 19
		BCC 20 BCC 21
		BCC 22
		BCC 23
		BCC 24
		LL 02 Reading Wordless Books
		MM 02 Silly Animal Walk MM 15 Window Conversations
		MM 17 Dream
		MM 40 Wave Good-bye
		MM 41 The Dish & the Spoon
		MM 43 Pitter, Patter, Splash! MM 45 Hush, My Baby
		MM 75 Baby Massage
		MM 77 Rise and Shine
		MM 85 Terrific Tummy Time
		SE 01 Actively Listening to Children SE 03 Good-Byes
		SE 10 Hellos and Good-Byes
		SE 15 Song Time
		SE 16 Baby Faces SE 17 Calm-Down Place
		SE 22 Hello Activities
		SE 24 Stop!
		SE 25 Sleep Routines
STANDARD AREA / STATEMENT	16.2.OT.	Establishing and Maintaining Relationships
STANDARD		Big Idea: Early adult-child relationships, based on attachment and
		trust, set the stage for life-long expectations that impact children's ability to learn, respect adult authority, and express themselves.
		Positive peer interactions create collaborative learning
		opportunities. Relationships with others provide a means of
		support. Essential Question: How do my relationships with adults
		and peers help me feel secure, supported, and successful?
DESCRIPTOR / STANDARD	16.2.OT.B.	Diversity: Communicate about similarities and differences between

		self and others.
DESCRIPTOR	16.2.OT.B.1.	Make drawings of people including self-portraits.
		IT2 Creative Curriculum BCC 12 BCC 15 LL 01 Letters in the Sand LL 03 From Drawing to Writing LL 05 The "Me" Book LL 09 Cardboard Village LL 24 Fingers, Nose, and Toes LL 37 My Clothes Today MM 15 Window Conversations MM 66 What Can That Sound Be? MM 82 Tell Me a Story P 02 Nature Painting P 10 Icy Paintings P 23 Silly Wavy Lines SE 03 Good-Byes
DESCRIPTOR	16.2.OT.B.2.	Engage in activities that reflect home culture (e.g. dramatic play – cooking food served in the home). IT2 Creative Curriculum BCC 02 BCC 03 BCC 04 BCC 08 BCC 09 BCC 11 BCC 14 BCC 15 BCC 17 LL 25 A Book of Faces LL 36 Puppet Stories LL 45 Animal Books MM 27 Half Past Eight MM 28 Animals in the Barn MM 76 Now I'm Crawling MM 79 Sammy the Starfish P 24 Crawling Through a Tunnel SE 01 Actively Listening to Children SE 05 Take Care of Baby SE 21 Big Rule, Little Rule SE 26 Dressing for the Weather
DESCRIPTOR	16.2.OT.B.3.	Engage in activities that promote labeling of personal characteristics (e.g. likes, dislikes, physical characteristics, family make-up). IT2 Creative Curriculum BCC 12 BCC 14 BCC 15 BCC 16 LL 24 Fingers, Nose, and Toes LL 28 Family Faces LL 29 Describing Food LL 30 Family Picture Walk
STANDARD AREA / STATEMENT	16.2.OT.	Establishing and Maintaining Relationships
STANDARD		Big Idea: Early adult-child relationships, based on attachment and trust, set the stage for life-long expectations that impact children's ability to learn, respect adult authority, and express themselves. Positive peer interactions create collaborative learning

		opportunities. Relationships with others provide a means of support. Essential Question: How do my relationships with adults and peers help me feel secure, supported, and successful?
DESCRIPTOR / STANDARD	16.2.OT.C.	Communication: Engage in reciprocal conversations and interactions with peers and adults.
DESCRIPTOR	16.2.OT.C.1.	Reference 1.5.OT.A.
		IT2 Creative Curriculum
		BCC 01
		BCC 02
		BCC 03 BCC 04
		BCC 05
		BCC 06
		BCC 07
		BCC 08
		BCC 09
		BCC 10
		BCC 11 BCC 12
		BCC 13
		BCC 14
		BCC 15
		BCC 16
		BCC 17
		BCC 18
		BCC 19 BCC 20
		BCC 21
		BCC 22
		BCC 23
		BCC 24
		LL 01 Letters in the Sand
		LL 02 Reading Wordless Books
		LL 03 From Drawing to Writing
		LL 04 Sing & Move LL 05 The "Me" Book
		LL 06 Sticky Tables
		LL 07 Pretend Phone Calls
		LL 08 Outdoor Mobiles
		LL 09 Cardboard Village
		LL 10 Yummy Foods
		LL 11 Let's Talk
		LL 12 What's in the Picture?
		LL 13 Lift the Flap and See Who's Here LL 14 Ice-Block Play
		LL 15 Whisper Songs
		LL 16 Tissue-Paper Play
		LL 17 Three Bears
		LL 18 Tissue-Box Pull
		LL 19 Shake That Bell!
		LL 20 This Is the Same
		LL 21 Will You Read to Me? LL 22 Neighborhood Walk
		LL 23 Bathing Babies
		LL 24 Fingers, Nose, and Toes
		LL 25 A Book of Faces
		LL 26 Reading Rhyming Books
		LL 27 A Cup Is For
		LL 28 Family Faces
		LL 29 Describing Food
		LL 30 Family Picture Walk LL 31 I'll Find You
		LL 32 Observing Insect Life
		LL 33 Silly Clothes

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LL 34 Our Names, Our Things
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LL 35 Light Up

LL 36 Puppet Stories

LL 37 My Clothes Today

LL 38 The Same and Different

LL 39 Texture Board

LL 40 Sticky Surface

LL 41 Letters, Letters, Letters

LL 42 Textured Letters

LL 43 Lemonade

LL 44 Fruit Salad

LL 45 Animal Books

LL 46 Veggie Mash-Up

LL 47 Roll-Ups

LL 48 Applesauce

LL 49 Pancakes

LL 50 What Do I See?

LL 51 Dance & Remember

LL 52 Fruit Smoothies

LL 53 Bookworm Boogie

LL 54 Sharing Storybooks

LL 55 Silly Names

LL 56 Where Did It Go?

LL 57 Waterworks

LL 58 Tuneful Tales

LL 59 Playground Textures

LL 60 Potty Talk

LL 61 What's the Problem?

M 01 Matching Shapes

M 02 Dig It!

M 03 Everyday Patterns

M 04 Cookie-Cutter Fun

M 05 Sink or Float?

M 06 Construction Zone

M 07 Peek-a-Boo Box

M 08 Pots and Pans Band

M 09 Let's Make Two

M 10 Making Butter

M 11 Garden Party M 12 Where's the Bear?

M 13 What's Inside?

M 14 Ramp Experiments

M 15 Good Night, Toys

M 16 Growing Sizes

M 17 This Little Piggy

M 18 Rock Collection

M 19 In, On, and Around

M 20 Where's the Water?

M 21 Build a Zoo

M 22 Jump Counting

M 23 Find the Sound

M 24 Putting Puzzles Together

M 25 The Crunchy Bread

M 26 Obstacle Course

M 27 Buried Shapes

M 28 Counting Books

MM 01 A Toy for Kitty

MM 02 Silly Animal Walk

MM 03 Hello Cheer

MM 04 Let's Put On Your Pants

MM 05 I Can Do It!

MM 06 The Creeping Ladybug

MM 07 The Hungry Crane

MM 08 From Seed to Tree

MM 09 The Answer is No!

MM 10 T Dance MM 100 Sounds on the Farm MM 11 A-Bouncing We Will Go MM 12 Wiggle, Wiggle MM 13 The Way or That? MM 14 My Sticky Hands MM 15 Window Conversations MM 16 That's How I Roll MM 17 Dream MM 18 Going Fishing MM 19 Time to Clean Up! MM 20 Please Find... MM 21 Little Mouse MM 22 Shake It Up MM 23 Old Uncle Lou MM 24 Tick-Tock Clock MM 25 We Are the Clouds MM 26 Thank You MM 27 Half Past Eight MM 28 Animals in the Barn MM 29 Let's Start Our Day MM 30 One for You, One for Me MM 31 The Farmer in the Dell MM 32 Jump and Twirl MM 33 Crawling Mouse MM 34 Clapping Hands MM 35 Pirate's Plank MM 36 Hello, How Are You? MM 37 The Rain and Me MM 38 Ten Little Toes MM 39 Motion Magic MM 40 Wave Good-bye MM 41 The Dish & the Spoon MM 42 Two Little Ducks MM 43 Pitter, Patter, Splash! MM 44 Jack and Jill MM 45 Hush, My Baby MM 46 Where Can He Be? MM 47 Wake Up! MM 48 Roll Play MM 49 Merry Movements MM 50 You Help Me & I Help You MM 51 Boing Boing MM 52 Row, Row, Row Your Boat MM 53 Bouncing Baby MM 54 Pop Like a Weasel! MM 55 Little Train MM 56 Seesaw and Slide MM 57 Remember When... MM 58 Sing-Song Sit-Ups MM 59 Can You Do This? MM 60 On the Spot MM 61 How Slowly Can You Go? MM 62 Busy, Dizzy Hands MM 63 Where Is Teddy? MM 64 Jumping Jack MM 65 Peek at You MM 66 What Can That Sound Be? MM 67 Shoo, Fly! MM 68 Let's See What We Can Find MM 69 Big Red Fish MM 70 Hickory Dickory Dock MM 71 Catch a Wish MM 72 What's in the Bag? MM 73 Copy Me!

MM 75 Baby Massage MM 76 Now I'm Crawling MM 77 Rise and Shine MM 78 Hello Toes MM 79 Sammy the Starfish MM 80 Follow That Toy MM 81 Where Are Baby's Tiny Ears? MM 82 Tell Me a Story MM 83 Time to Close Your Eyes MM 84 Fiddly Fingers MM 85 Terrific Tummy Time MM 86 Daddy Loves You MM 87 Let's Go! MM 88 Just Like Me! MM 89 Hop Around MM 90 Special Letter Chant MM 91 You Have Two MM 92 Creepy Crawly Spiders MM 93 Up, Down MM 94 Detailed Descriptions MM 95 Shape Finders MM 96 Baby Two-Step MM 97 Swim and Run MM 98 Let's Explore! MM 99 Buzz Like a Bee P 01 Cups of Water P 02 Nature Painting P 03 Splash Pad P 04 Throwing Plush Balls P 05 Surprise! P 06 Rocking on a Roller P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 10 Icy Paintings P 11 Laundry Time! P 12 Molding Dough P 13 1, 2, 3 Hops P 14 Pull Box P 15 Let's Practice Dressing P 16 Squeezing Sponges P 17 Tap and Shake My Tambourine P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 23 Silly Wavy Lines P 24 Crawling Through a Tunnel P 25 Pushing and Pulling P 26 Let's Fill Up the Box P 27 Stand Up and Dance P 28 Tape Trails P 29 Nesting Bag P 30 Flowers in the Garden P 31 Drinking Cups P 32 Water Soup P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys P 36 Water Painting SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes

MM 74 I'm Big, I'm Small

		SE 04 Picnic SE 05 Take Care of Baby SE 06 This Is the Way We Get Dressed SE 07 Right Where It Belongs SE 08 Playful Interactions SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes SE 11 Learning a Stop Sign SE 12 Playful Routines SE 13 Looking for Toes SE 14 Sing the Same Song SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place SE 18 Picture Help SE 19 Dos and Don'ts Book SE 20 Conflict Resolution SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 24 Stop! SE 25 Sleep Routines
STANDARD AREA /	16.2.OT.	SE 26 Dressing for the Weather Establishing and Maintaining Relationships
STATEMENT		
STANDARD		Big Idea: Early adult-child relationships, based on attachment and trust, set the stage for life-long expectations that impact children's ability to learn, respect adult authority, and express themselves. Positive peer interactions create collaborative learning opportunities. Relationships with others provide a means of support. Essential Question: How do my relationships with adults and peers help me feel secure, supported, and successful?
DESCRIPTOR / STANDARD	16.2.OT.D.	Managing Interpersonal Conflicts: Communicate about a conflict and seek help to solve.
DESCRIPTOR	16.2.OT.D.1.	Use language to express emotion and describe needs (e.g. "I want that block," "Hey, that's mine"). IT2 Creative Curriculum BCC 01 BCC 06 BCC 08 BCC 13 BCC 15 LL 11 Let's Talk LL 22 Neighborhood Walk LL 39 Texture Board LL 57 Waterworks LL 60 Potty Talk LL 61 What's the Problem? MM 40 Wave Good-bye MM 45 Hush, My Baby MM 77 Rise and Shine MM 86 Daddy Loves You SE 01 Actively Listening to Children SE 02 Let's Try this Instead SE 03 Good-Byes SE 05 Take Care of Baby SE 07 Right Where It Belongs SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 13 Looking for Toes SE 15 Song Time SE 16 Baby Faces SE 17 Calm-Down Place

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	SE 20 Conflict Resolution SE 22 Hello Activities
	SE 23 Encouragement
	SE 24 Stop!
16.2.OT.D.2.	With adult support, engage in simple conflict resolution strategies (e.g. turn taking, redirection).
	IT2 Creative Curriculum SE 02 Let's Try this Instead
	SE 20 Conflict Resolution SE 24 Stop!
16.2.OT.D.3.	Ask adult to intervene.
	IT2 Creative Curriculum
	SE 02 Let's Try this Instead SE 20 Conflict Resolution
	SE 24 Stop!
16.2.OT.	Establishing and Maintaining Relationships
	Big Idea: Early adult-child relationships, based on attachment and trust, set the stage for life-long expectations that impact children's ability to learn, respect adult authority, and express themselves. Positive peer interactions create collaborative learning opportunities. Relationships with others provide a means of support. Essential Question: How do my relationships with adults and peers help me feel secure, supported, and successful?
16 2 OT F	Support: Asking for Help: Ask for help when needed.
	Attempt tasks independently before asking for help.
	IT2 Creative Curriculum LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter M 13 What's Inside? M 16 Growing Sizes M 24 Putting Puzzles Together M 26 Obstacle Course M 28 Counting Books MM 01 A Toy for Kitty MM 05 I Can Do It! MM 18 Going Fishing MM 46 Where Can He Be? MM 66 What Can That Sound Be? MM 72 What's in the Bag? MM 72 What's in the Bag? MM 80 Follow That Toy P 04 Throwing Plush Balls P 07 Making Bubbles P 08 Beach-Ball Bowling P 09 Balance on a Beam P 15 Let's Practice Dressing P 18 Roll It to Me! P 19 Beach-Ball Kicker P 20 Bumpy Blanket P 21 Big Beads P 22 Bang With a Hammer P 25 Pushing and Pulling P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 02 Let's Try this Instead
	16.2.OT.D.3.

		SE 09 Build It Up, Knock It Down SE 10 Hellos and Good-Byes
DESCRIPTOR	16.2.OT.E.2.	Recognize when help is needed.
		IT2 Creative Curriculum
		SE 02 Let's Try this Instead
		SE 20 Conflict Resolution
		SE 24 Stop!
DESCRIPTOR	16.2.OT.E.3.	Recognize appropriate sources of help (e.g. familiar adult, community helpers, peers).
		IT2 Creative Curriculum
		SE 02 Let's Try this Instead
		SE 20 Conflict Resolution SE 24 Stop!
DESCRIPTOR	4C 2 OT F 4	•
DESCRIPTOR	16.2.OT.E.4.	Ask for adult help to solve a problem or to complete a task.
		IT2 Creative Curriculum
		SE 02 Let's Try this Instead
		SE 20 Conflict Resolution SE 24 Stop!
STANDARD AREA /	16.3.OT.	Decision Making & Responsibility
STATEMENT	16.3.01.	
STANDARD		Big Idea: Actions and behaviors either positively or negatively affect
		how I learn, and how I get along with others. Essential Question: How do I use healthy strategies to manage my behavior?
DESCRIPTOR / STANDARD	16.3.OT.A.	Decision Making Skills: Recognize the consequences of choices.
DESCRIPTOR	16.3.OT.A.1.	Make simple choices.
	10.0.0.0	make emiple emelection
		IT2 Creative Curriculum
		M 15 Good Night, Toys M 16 Growing Sizes
		MM 02 Silly Animal Walk
		SE 02 Let's Try this Instead
		SE 12 Playful Routines
		SE 17 Calm-Down Place SE 23 Encouragement
DESCRIPTOR	16.3.OT.A.2.	Discuss consequences of choices.
		IT2 Creative Curriculum
		IT2 Creative Curriculum M 15 Good Night, Toys
		M 16 Growing Sizes
		MM 02 Silly Animal Walk
		SE 02 Let's Try this Instead SE 12 Playful Routines
		SE 17 Calm-Down Place
		SE 23 Encouragement
DESCRIPTOR	16.3.OT.A.3.	Seek reinforcement for behavior.
		IT2 Creative Curriculum
		M 15 Good Night, Toys
		M 16 Growing Sizes MM 02 Silly Animal Walk
		SE 02 Let's Try this Instead
		SE 12 Playful Routines
		SE 17 Calm-Down Place
		SE 23 Encouragement
DESCRIPTOR	16.3.OT.A.4.	Test limits set by adults.
		IT2 Creative Curriculum BCC 09
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		MM 08 From Seed to Tree MM 59 Can You Do This? MM 60 On the Spot SE 02 Let's Try this Instead SE 11 Learning a Stop Sign SE 12 Playful Routines SE 14 Sing the Same Song SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule
STANDARD AREA / STATEMENT	16.3.OT.	Decision Making & Responsibility
STANDARD		Big Idea: Actions and behaviors either positively or negatively affect how I learn, and how I get along with others. Essential Question: How do I use healthy strategies to manage my behavior?
DESCRIPTOR / STANDARD	16.3.OT.B.	Understanding Social Norms (Social Identity): Follow basic rules.
DESCRIPTOR	16.3.OT.B.1.	Put toys away at clean-up time. IT2 Creative Curriculum
		BCC 20 LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 52 Fruit Smoothies M 10 Making Butter M 25 The Crunchy Bread
		MM 02 Silly Animal Walk MM 19 Time to Clean Up! MM 26 Thank You MM 59 Can You Do This? MM 96 Baby Two-Step SE 07 Right Where It Belongs SE 14 Sing the Same Song SE 21 Big Rule, Little Rule SE 23 Encouragement
DESCRIPTOR	16.3.OT.B.2.	Keep toys in a specific location. IT2 Creative Curriculum BCC 19 BCC 20 BCC 22 M 03 Everyday Patterns M 15 Good Night, Toys
DESCRIPTOR	16.3.OT.B.3.	Join group for circle time. IT2 Creative Curriculum SE 20 Conflict Resolution SE 24 Stop! SE 26 Dressing for the Weather
DESCRIPTOR	16.3.OT.B.4.	Test limits. IT2 Creative Curriculum BCC 13 BCC 19 BCC 20 BCC 22 LL 61 What's the Problem? M 03 Everyday Patterns M 15 Good Night, Toys MM 05 I Can Do It! MM 59 Can You Do This?

DESCRIPTOR	16.3.OT.B.5.	P 30 Flowers in the Garden P 31 Drinking Cups SE 10 Hellos and Good-Byes SE 12 Playful Routines SE 15 Song Time SE 18 Picture Help SE 21 Big Rule, Little Rule SE 22 Hello Activities SE 23 Encouragement SE 24 Stop! SE 25 Sleep Routines Demonstrate autonomy by saying "no" but will cooperate with teacher guidance.
		IT2 Creative Curriculum LL 56 Where Did It Go? SE 20 Conflict Resolution
DESCRIPTOR	16.3.OT.B.6.	Respond appropriately when adult identifies an unsafe practice. IT2 Creative Curriculum BCC 24 LL 22 Neighborhood Walk LL 49 Pancakes SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule
STANDARD AREA / STATEMENT	16.3.OT.	Decision Making & Responsibility
STANDARD		Big Idea: Actions and behaviors either positively or negatively affect how I learn, and how I get along with others. Essential Question: How do I use healthy strategies to manage my behavior?
DESCRIPTOR / STANDARD	16.3.OT.C.	Responsible Active Engagement: Empathy: Demonstrate empathy and compassion for others.
DESCRIPTOR	16.3.OT.C.1.	Tell or indicate that another child appears to be distressed. IT2 Creative Curriculum P 13 1, 2, 3 Hops P 33 Balancing Act SE 21 Big Rule, Little Rule SE 26 Dressing for the Weather
DESCRIPTOR	16.3.OT.C.2.	Recognize and name others' feelings. IT2 Creative Curriculum P 13 1, 2, 3 Hops P 33 Balancing Act SE 21 Big Rule, Little Rule SE 26 Dressing for the Weather
DESCRIPTOR	16.3.OT.C.3.	Help a child with a task (e.g. clean up). IT2 Creative Curriculum MM 26 Thank You MM 47 Wake Up! P 13 1, 2, 3 Hops P 33 Balancing Act SE 04 Picnic SE 07 Right Where It Belongs SE 21 Big Rule, Little Rule SE 26 Dressing for the Weather
DESCRIPTOR	16.3.OT.C.4.	Attempt to soothe another who is distressed. IT2 Creative Curriculum P 13 1, 2, 3 Hops P 33 Balancing Act

		SE 21 Big Rule, Little Rule SE 26 Dressing for the Weather
DESCRIPTOR	16.3.OT.C.5.	Engage in signs of affection (e.g. hand holding, hugs).
		IT2 Creative Curriculum P 13 1, 2, 3 Hops P 33 Balancing Act SE 21 Big Rule, Little Rule SE 26 Dressing for the Weather