



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.	<p>Use hands, mouth, eyes in a coordinated manner to explore body, objects and surroundings.</p> <p><u>IT2 Creative Curriculum</u></p> <p>BCC 06 BCC 07 BCC 08 BCC 09 BCC 11 BCC 12 BCC 13 BCC 14 BCC 15 BCC 20</p> <p>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 47 Roll-Ups LL 48 Applesauce LL 49 Pancakes LL 50 What Do I See? LL 57 Waterworks LL 59 Playground Textures</p> <p>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?</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>AL.1.I.A.2.</p>	<p>Transfer items from hand to hand to investigate the feel or appearance.</p> <p><u>IT2 Creative Curriculum</u> 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 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</p>

		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
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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. <u>IT2 Creative Curriculum</u> LL 09 Cardboard Village LL 22 Neighborhood Walk

		<p>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</p>
DESCRIPTOR	AL.1.I.B.2.	<p>Engage with an unfamiliar adult to complete routine activity while a familiar adult is nearby.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	AL.1.I.B.3.	<p>Try to take walking steps to reach a familiar adult.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
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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.	<p>Move toward an object.</p> <p><u>IT2 Creative Curriculum</u> SE 01 Actively Listening to Children SE 08 Playful Interactions SE 09 Build It Up, Knock It Down</p>
DESCRIPTOR	AL.1.I.C.2.	<p>Imitate adult actions in play.</p> <p><u>IT2 Creative Curriculum</u> BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13</p>

		<p>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</p>
DESCRIPTOR	AL.1.I.C.3.	<p>Children will independently play near adults.</p> <p><u>IT2 Creative Curriculum</u> SE 01 Actively Listening to Children SE 08 Playful Interactions SE 09 Build It Up, Knock It Down</p>
DESCRIPTOR	AL.1.I.C.4.	<p>Play near others without interacting with them.</p> <p><u>IT2 Creative Curriculum</u> SE 01 Actively Listening to Children SE 08 Playful Interactions SE 09 Build It Up, Knock It Down</p>
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.	<p>Attend to adult during reciprocal interaction.</p> <p><u>IT2 Creative Curriculum</u> BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06</p>

		<p>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 LL 44 Fruit Salad LL 45 Animal Books LL 46 Veggie Mash-Up LL 47 Roll-Ups</p>
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		<p>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</p>
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		<p>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!</p>
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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.I.A.2.	Gaze with interest at adult, peer, or object nearby. <u>IT2 Creative Curriculum</u> SE 08 Playful Interactions
DESCRIPTOR	AL.2.I.A.3.	Engage in exploration of objects within the environment. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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

	<p>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</p>
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<p>DESCRIPTOR</p>	<p>AL.2.I.C.2.</p> <p>Play with a variety of objects to determine similar and different outcomes.</p> <p><u>IT2 Creative Curriculum</u> 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>
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		<p>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</p>
DESCRIPTOR	AL.2.I.C.3.	<p>Explore objects in the environment.</p> <p>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 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 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</p>
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DESCRIPTOR / STANDARD	AL.2.I.E.	Memory: Recognize and respond to familiar adults and routines.
DESCRIPTOR	AL.2.I.E.1.	<p>Smile when familiar adult enters room.</p> <p>IT2 Creative Curriculum MM 17 Dream</p>

DESCRIPTOR	AL.2.I.E.2.	Act on familiar routines (e.g. go to changing table for diaper change). <u>IT2 Creative Curriculum</u> BCC 19 BCC 20 BCC 22 M 03 Everyday Patterns M 15 Good Night, Toys
DESCRIPTOR	AL.2.I.E.3.	Show excitement for familiar adult. <u>IT2 Creative Curriculum</u> MM 17 Dream
STANDARD AREA / 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.A/B.	Creativity/Invention: Respond to music, art and stories.
DESCRIPTOR	AL.3.I.A/B.1.	Reference 9.1.V.I.B. <u>IT2 Creative Curriculum</u> 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 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

		<p>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</p>
STANDARD AREA / 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.	<p>Explore a variety of materials.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	AL.3.I.C.2.	<p>Imitate use of materials when modeled by adult.</p> <p><u>IT2 Creative Curriculum</u> BCC 05 BCC 06 BCC 07</p>

		<p>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</p>
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.I.A.	Making Connections: Demonstrate comfort in routines, objects and materials that reflect home experiences.
DESCRIPTOR	AL.4.I.A.1.	<p>Show comfort when shown or provided a favorite object from home.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
DESCRIPTOR	AL.4.I.A.2.	<p>Show excitement when steps of a routine mirror home experience.</p> <p><u>IT2 Creative Curriculum</u> BCC 19 BCC 20 BCC 22 M 03 Everyday Patterns M 15 Good Night, Toys</p>
DESCRIPTOR	AL.4.I.A.3.	<p>Respond to familiar family phrases.</p> <p><u>IT2 Creative Curriculum</u> MM 03 Hello Cheer SE 01 Actively Listening to Children SE 21 Big Rule, Little Rule</p>
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DESCRIPTOR / STANDARD	AL.4.I.B.	Resiliency – Competence: Use comfort of familiar experiences to explore new activities and experiences.
DESCRIPTOR	AL.4.I.B.1.	<p>REFERENCE 16.1.I.C</p> <p><u>IT2 Creative Curriculum</u> 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>

		P 02 Nature Painting SE 19 Dos and Don'ts Book
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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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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.I.	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	1.1.I.A.1.	<p>Gaze, babble, pat, and point at books.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	1.1.I.A.2.	<p>Attend to pictures in a book during lap-reading with an adult.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p> 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 </p>
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.	<p>Gaze, babbles, pat, and point at books.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	1.1.I.B.2.	<p>Attend to pictures in a book during lap-reading with an adult.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

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 / STATEMENT	1.1.I.	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.	<p>Startle to unfamiliar sounds (e.g. vacuum cleaner).</p> <p>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</p>
DESCRIPTOR	1.1.I.C.2.	<p>Respond positively to familiar sounds and words (e.g. voice of familiar adult).</p> <p>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</p>
DESCRIPTOR	1.1.I.C.3.	<p>Repeat sounds initiated by adult.</p> <p>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</p>

		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. <u>IT2 Creative Curriculum</u> 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.I.	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 <u>IT2 Creative Curriculum</u> 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.I.	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.I.B.1.	Gaze at pages of a text. <u>IT2 Creative Curriculum</u> 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

		<p> 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 </p>
DESCRIPTOR	1.2.I.B.2.	Point to familiar objects pictured within a text.

		<p><u>IT2 Creative Curriculum</u> 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</p>
<p>DESCRIPTOR</p>	<p>1.2.I.B.3.</p>	<p>Attempt to communicate about familiar objects in text (e.g. sees a ball and says "ba", uses sign for apple when seeing an apple).</p> <p><u>IT2 Creative Curriculum</u> BCC 12 BCC 15 BCC 24 LL 01 Letters in the Sand LL 05 The "Me" Book LL 09 Cardboard Village</p>

		<p>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</p>
STANDARD AREA / STATEMENT	1.2.I.	Reading Informational Text
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	1.2.I.J.	Vocabulary Acquisition: Use single words to identify family members and familiar objects.
DESCRIPTOR	1.2.I.J.1.	<p>Look at or move toward named person or object.</p> <p><u>IT2 Creative Curriculum</u> LL 06 Sticky Tables</p>

		<p>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!</p>
<p>DESCRIPTOR</p>	<p>1.2.I.J.2.</p>	<p>Repeat sounds initiated by adult.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		SE 26 Dressing for the Weather
DESCRIPTOR	1.2.I.J.3.	<p>Use newly acquired vocabulary to name objects.</p> <p><u>IT2 Creative Curriculum</u> 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!</p>
STANDARD AREA / STATEMENT	1.2.I.	Reading Informational Text
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	1.2.I.L.	Range of Reading: Engage in reading activities.
DESCRIPTOR	1.2.I.L.1.	<p>Gaze, babble, pat and point at books or photos.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>1.2.I.L.2.</p>	<p>Attend to pictures in a book during lap-reading with an adult.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		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 <u>IT2 Creative Curriculum</u> 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 / 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. <u>IT2 Creative Curriculum</u> 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?

		<p> 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 </p>
<p>DESCRIPTOR</p>	<p>1.3.I.B.2.</p>	<p> Point to familiar objects pictured within a story. <u>IT2 Creative Curriculum</u> 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 </p>

		<p> 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 </p>
<p>DESCRIPTOR</p>	<p>1.3.I.B.3.</p>	<p> Attempt to communicate about familiar objects in story (e.g. sees a ball and says "ba", uses sign for apple when seeing an apple). </p> <p> <u>IT2 Creative Curriculum</u> 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 </p>

		<p>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</p>
STANDARD AREA / STATEMENT	1.3.I.	Reading Literature
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	1.3.I.C.	<p>Key Ideas and Details – Literary Elements: EMERGING</p> <p>IT2 Creative Curriculum</p> <p>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</p>

		BCC 21 BCC 22 BCC 23 BCC 24
DESCRIPTOR / STANDARD	1.3.I.G.	Integration of Knowledge: EMERGING <u>IT2 Creative Curriculum</u> 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 / 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.J.	Vocabulary Acquisition and Use: Use single words to identify family members and familiar objects.
DESCRIPTOR	1.3.I.J.1.	Look at or move toward named person or object. <u>IT2 Creative Curriculum</u> 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

		<p>MM 88 Just Like Me! MM 94 Detailed Descriptions MM 99 Buzz Like a Bee P 11 Laundry Time!</p>
DESCRIPTOR	1.3.I.J.2.	<p>Repeat sounds initiated by adult.</p> <p><u>IT2 Creative Curriculum</u> 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</p> <p>LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Babies LL 33 Silly Clothes</p> <p>M 06 Construction Zone M 07 Peek-a-Boo Box M 15 Good Night, Toys</p> <p>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> <p>P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup</p> <p>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</p>
DESCRIPTOR	1.3.I.J.3.	<p>Use newly acquired vocabulary to name objects.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		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	1.3.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.L.	Range of Reading: Engage in reading activities.
DESCRIPTOR	1.3.I.L.1.	Gaze, babble, pat and point at books or photos. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> BCC 12 BCC 15

		<p>BCC 24</p> <p>LL 01 Letters in the Sand</p> <p>LL 05 The "Me" Book</p> <p>LL 09 Cardboard Village</p> <p>LL 10 Yummy Foods</p> <p>LL 12 What's in the Picture?</p> <p>LL 13 Lift the Flap and See Who's Here</p> <p>LL 22 Neighborhood Walk</p> <p>LL 25 A Book of Faces</p> <p>LL 28 Family Faces</p> <p>LL 30 Family Picture Walk</p> <p>LL 34 Our Names, Our Things</p> <p>LL 44 Fruit Salad</p> <p>LL 47 Roll-Ups</p> <p>LL 49 Pancakes</p> <p>LL 55 Silly Names</p> <p>M 03 Everyday Patterns</p> <p>M 05 Sink or Float?</p> <p>M 06 Construction Zone</p> <p>M 10 Making Butter</p> <p>M 11 Garden Party</p> <p>M 18 Rock Collection</p> <p>M 20 Where's the Water?</p> <p>M 26 Obstacle Course</p> <p>MM 03 Hello Cheer</p> <p>MM 100 Sounds on the Farm</p> <p>MM 17 Dream</p> <p>MM 25 We Are the Clouds</p> <p>MM 28 Animals in the Barn</p> <p>MM 29 Let's Start Our Day</p> <p>MM 36 Hello, How Are You?</p> <p>MM 40 Wave Good-bye</p> <p>MM 73 Copy Me!</p> <p>MM 80 Follow That Toy</p> <p>MM 90 Special Letter Chant</p> <p>MM 95 Shape Finders</p> <p>MM 98 Let's Explore!</p> <p>P 02 Nature Painting</p> <p>P 03 Splash Pad</p> <p>P 10 Icy Paintings</p> <p>P 30 Flowers in the Garden</p> <p>P 34 Follow the Leader</p> <p>P 35 Riding Toys</p> <p>SE 01 Actively Listening to Children</p> <p>SE 03 Good-Byes</p> <p>SE 06 This Is the Way We Get Dressed</p> <p>SE 07 Right Where It Belongs</p> <p>SE 16 Baby Faces</p> <p>SE 18 Picture Help</p> <p>SE 19 Dos and Don'ts Book</p> <p>SE 21 Big Rule, Little Rule</p> <p>SE 22 Hello Activities</p>
STANDARD AREA / STATEMENT	1.4.I.	Writing
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	1.4.I.M.	<p>Narrative: EMERGING</p> <p><u>IT2 Creative Curriculum</u></p>

		LL 37 My Clothes Today
STANDARD AREA / STATEMENT	1.4.I.	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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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 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

		<p>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</p>
DESCRIPTOR	1.4.I.R.3.	<p>Imitate adult mark making (e.g. taps out dots on paper after adult models).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
STANDARD AREA / STATEMENT	1.4.I.	Writing
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	1.4.I.V.	<p>Conducting Research: EMERGING</p> <p><u>IT2 Creative Curriculum</u> LL 37 My Clothes Today</p>
STANDARD AREA / STATEMENT	1.5.I.	Speaking and Listening
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	1.5.I.A.	Comprehension and Collaboration: Use sounds and gestures as a form of reciprocal communication.
DESCRIPTOR	1.5.I.A.1.	Use verbal and nonverbal language to have needs met.

		<p><u>IT2 Creative Curriculum</u> 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!</p>
DESCRIPTOR	1.5.I.A.2.	<p>Use verbal and nonverbal language to show interest in objects and people.</p> <p><u>IT2 Creative Curriculum</u> 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!</p>
DESCRIPTOR	1.5.I.A.3.	<p>Engage in conversational turn taking.</p> <p><u>IT2 Creative Curriculum</u> BCC 02 BCC 04 BCC 06 BCC 07 BCC 09</p>

		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 / STATEMENT	1.5.I.	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.C.	Comprehension and Collaboration Evaluation: Respond in ways that indicate understanding of what is being communicated.
DESCRIPTOR	1.5.I.C.1.	Respond to tone of others voice. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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 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>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</p>
DESCRIPTOR	1.5.I.C.4.	<p>Turn head toward speaker.</p> <p><u>IT2 Creative Curriculum</u> MM 03 Hello Cheer SE 01 Actively Listening to Children SE 21 Big Rule, Little Rule</p>
STANDARD AREA / STATEMENT	1.5.I.	Speaking and Listening
STANDARD		<p>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?</p>
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.	<p>Change tone to express feelings.</p> <p><u>IT2 Creative Curriculum</u> LL 15 Whisper Songs</p>
DESCRIPTOR	1.5.I.D/E.2.	<p>Babble using strings of consonant sounds and sounds and rhythms of native language.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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 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</p>
<p>DESCRIPTOR</p>	<p>1.5.I.D/E.3.</p>	<p>Actively imitate the sounds of speech and/or signs.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		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	1.5.I.	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.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 (Infant)
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.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 M 16 Growing Sizes

		<p>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</p>
DESCRIPTOR	2.1.I.A.1.2.	<p>Dump and fill objects into and out of containers.</p> <p><u>IT2 Creative Curriculum</u> BCC 16 M 11 Garden Party</p>
DESCRIPTOR	2.1.I.A.1.3.	<p>Repeat sound patterns (e.g. repeatedly beat on drums, clap hands).</p> <p><u>IT2 Creative Curriculum</u> M 08 Pots and Pans Band</p>
STANDARD AREA / STATEMENT	2.1.I.	Numbers and Operations
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	2.1.I.A.2.	<p>Counting and Cardinality: Counting: EMERGING</p> <p><u>IT2 Creative Curriculum</u> 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</p>
STANDARD AREA / STATEMENT	2.1.I.	Numbers and Operations
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	2.1.I.A.3.	Counting and Cardinality: Comparing: Explore relationships between objects.
DESCRIPTOR	2.1.I.A.3.1.	<p>Stack and unstack objects.</p> <p><u>IT2 Creative Curriculum</u> BCC 04 BCC 05 BCC 07 BCC 08</p>

		<p>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</p>
DESCRIPTOR	2.1.I.A.3.2.	<p>Dump and fill objects into and out of containers.</p> <p><u>IT2 Creative Curriculum</u> BCC 16 M 11 Garden Party</p>
DESCRIPTOR	2.1.I.A.3.3.	<p>Place objects inside of other objects.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
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.MP.	Counting and Cardinality: Mathematical Processes: Engage in numerical play.
DESCRIPTOR	2.1.I.MP.1.	<p>Stack and unstack objects.</p> <p><u>IT2 Creative Curriculum</u> BCC 04 BCC 05 BCC 07 BCC 08</p>

		<p>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</p>
DESCRIPTOR	2.1.I.MP.2.	<p>Dump and fill objects into and out of containers.</p> <p><u>IT2 Creative Curriculum</u> BCC 16 M 11 Garden Party</p>
DESCRIPTOR	2.1.I.MP.3.	<p>Place objects inside of other objects.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	2.1.I.MP.4.	<p>Engage in experiences related to numbers (e.g. counting songs, finger plays, reading number books).</p> <p><u>IT2 Creative Curriculum</u> BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11 BCC 12</p>

		<p>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</p>
STANDARD AREA / STATEMENT	2.3.I.	Geometry
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	2.3.I.A.1.	Geometry: Identification: Explore objects of different sizes and shapes.
DESCRIPTOR	2.3.I.A.1.2.	<p>Explore puzzles with assistance.</p> <p><u>IT2 Creative Curriculum</u> BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today</p>
DESCRIPTOR	2.3.I.A.1.3.	<p>Stack and build with various shaped and sized blocks.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
DESCRIPTOR	2.3.I.A.1.5.	<p>Explore the ways that shapes and objects fit together.</p> <p><u>IT2 Creative Curriculum</u> 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!</p>
STANDARD AREA / STATEMENT	2.3.I.	Geometry
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	2.3.I.A.2.	<p>Geometry: Application: EMERGING</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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!</p>
STANDARD AREA / STATEMENT	2.3.I.	Geometry
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	2.3.I.MP.	Geometry: Math Process: Engage in geometric play.
DESCRIPTOR	2.3.I.MP.2.	<p>Explore puzzles with assistance.</p> <p><u>IT2 Creative Curriculum</u> BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today</p>
DESCRIPTOR	2.3.I.MP.3.	<p>Stack and build with various shaped and sized blocks.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	2.3.I.MP.5.	<p>Explore the ways that shapes and objects fit together.</p> <p><u>IT2 Creative Curriculum</u> M 01 Matching Shapes M 04 Cookie-Cutter Fun</p>

		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	2.4.I.	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 <u>IT2 Creative Curriculum</u> 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 <u>IT2 Creative Curriculum</u> 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 <u>IT2 Creative Curriculum</u> 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 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 84 Fiddly Fingers MM 91 You Have Two
STANDARD AREA / STATEMENT	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?

		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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> MM 98 Let's Explore!
DESCRIPTOR	3.2.I.A.6.3.	Explore objects of varying shapes. <u>IT2 Creative Curriculum</u> MM 98 Let's Explore!
DESCRIPTOR	3.2.I.A.6.4.	Explore objects of varying textures. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> M 14 Ramp Experiments
DESCRIPTOR	3.2.I.B.1.2.	Act upon objects to make them move in various ways. <u>IT2 Creative Curriculum</u> M 14 Ramp Experiments
DESCRIPTOR	3.2.I.B.1.3.	Participate in teacher-led activities involving moving objects. <u>IT2 Creative Curriculum</u> M 14 Ramp Experiments
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.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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> M 14 Ramp Experiments
DESCRIPTOR	3.2.I.B.7.2.	Explore the motion of objects with varying sizes. <u>IT2 Creative Curriculum</u> M 14 Ramp Experiments
DESCRIPTOR	3.2.I.B.7.3.	Explore the motion of objects with varying shapes. <u>IT2 Creative Curriculum</u> M 14 Ramp Experiments
DESCRIPTOR	3.2.I.B.7.4.	Explore the motion of objects with varying weights.

		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.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.D.	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	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.E.	Succession: Observe weather conditions.
DESCRIPTOR	4.1.I.E.1.	Reference 3.3.I.A.5. IT2 Creative Curriculum

		BCC 16 BCC 20 LL 22 Neighborhood Walk SE 26 Dressing for the Weather
STANDARD AREA / STATEMENT	4.2.I.	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

		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	4.5.I.	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 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 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.D.	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
SUBJECT / STANDARD AREA	PA.SS.	Social Studies Thinking (Infant)
STANDARD AREA / STATEMENT	5.1.I.	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.I.A.	Rule of Law: Respond to adult guidance about behavior.
DESCRIPTOR	5.1.I.A.1.	Reference 16.3.I.B. <u>IT2 Creative Curriculum</u> 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 <u>IT2 Creative Curriculum</u> 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.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.B.	Conflict: Express emotion relating to a conflict.
DESCRIPTOR	5.2.I.B.1.	Reference 16.2.I.D. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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.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. <u>IT2 Creative Curriculum</u> 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	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 <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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.I.B.2.	Turn head to source of music. <u>IT2 Creative Curriculum</u> 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.B.3.	React to music with body movements. <u>IT2 Creative Curriculum</u> 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 P 17 Tap and Shake My Tambourine P 27 Stand Up and Dance SE 15 Song Time SE 17 Calm-Down Place
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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.E.	Representation: Respond to music.
DESCRIPTOR	9.1.M.I.E.1.	Respond to a variety of music types, including culturally diverse music.

		<p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.1.M.I.E.2.	<p>Turn head to source of music.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.1.M.I.E.3.	<p>React to music with body movements.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		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 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.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.J.	Technologies: Use technologies for producing music.
DESCRIPTOR	9.1.M.I.J.1.	Explore musical instruments, including those which are culturally diverse. <u>IT2 Creative Curriculum</u> 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.I.J.2.	Use a variety of props to respond to music (e.g. scarves, ribbons, bean bags). <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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

		<p>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</p>
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.	<p>Representation: EMERGING</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		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 <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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>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</p>
DESCRIPTOR	9.1.V.I.B.2.	<p>Use a variety of non-toxic materials (e.g. paint, crayons, markers, wood, play dough).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
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.	<p>Representation: EMERGING</p> <p><u>IT2 Creative Curriculum</u> 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</p>
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.	<p>Explore a variety of tools and non-toxic art materials, including those which are culturally diverse.</p> <p><u>IT2 Creative Curriculum</u></p>

		<p>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</p>
DESCRIPTOR	9.1.V.I.J.2.	<p>Participate in teacher-guided visual art activities.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.1.V.I.J.3.	<p>Manipulate materials in a variety of ways (e.g. pounding, squeezing, poking).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
STANDARD AREA / STATEMENT	9.3.I.	Critical Response to Works of Art
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	9.3.I.F.	Identification: Explore a variety of art forms.
DESCRIPTOR	9.3.I.F.1.	<p>Recognize and point to familiar objects or persons in photos or books.</p> <p><u>IT2 Creative Curriculum</u></p>

		<p> 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 </p>
<p>DESCRIPTOR</p>	<p>9.3.I.F.2.</p>	<p> Engage with photographs and paintings. <u>IT2 Creative Curriculum</u> 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? </p>

		<p>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</p>
DESCRIPTOR	9.3.I.F.3.	<p>Engage in tactile art experiences.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.3.I.F.4.	<p>Engage with music.</p> <p><u>IT2 Creative Curriculum</u> BCC 13 BCC 21 LL 04 Sing & Move LL 15 Whisper Songs</p>

		<p> 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 </p>
<p>DESCRIPTOR</p>	<p>9.3.I.F.5.</p>	<p> Participate in teacher-guided music and movement activities. <u>IT2 Creative Curriculum</u> 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 </p>

		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
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. <u>IT2 Creative Curriculum</u> 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!

		<p>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</p>
DESCRIPTOR	9.3.I.G.2.	<p>Respond to a variety of music types, including culturally diverse music.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.3.I.G.3.	<p>Turn head to source of music.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.3.I.G.4.	<p>React to music with body movements.</p> <p><u>IT2 Creative Curriculum</u></p>

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

		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.I.	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. <u>IT2 Creative Curriculum</u> 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 84 Fiddly Fingers MM 91 You Have Two
STANDARD AREA / STATEMENT	10.1.I.	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 <u>IT2 Creative Curriculum</u> BCC 01 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13

		<p>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</p>
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.	<p>Establish and engage in individualized daily routines (e.g. eating, toileting, sleeping).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	10.2.I.A.2.	<p>Use verbal and non-verbal cues to express needs (e.g. hunger, tired, diaper change).</p> <p><u>IT2 Creative Curriculum</u> BCC 06 BCC 09</p>

		<p>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</p>
DESCRIPTOR	10.2.I.A.3.	<p>Actively participate with adult in daily hygiene routines.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	10.2.I.A.4.	<p>Imitate basic hygiene practices (e.g. wash hands, wipe nose).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
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.	<p>Look at adult before repeating a behavior.</p> <p><u>IT2 Creative Curriculum</u> SE 02 Let's Try this Instead SE 20 Conflict Resolution SE 24 Stop!</p>
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.	<p>Control head and back.</p> <p><u>IT2 Creative Curriculum</u></p> <p>BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23</p> <p>LL 06 Sticky Tables LL 53 Bookworm Boogie</p> <p>M 06 Construction Zone M 22 Jump Counting M 26 Obstacle Course</p> <p>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> <p>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</p>

		SE 11 Learning a Stop Sign SE 23 Encouragement
DESCRIPTOR	10.4.I.A.2.	<p>Coordinate movement of arms and legs.</p> <p><u>IT2 Creative Curriculum</u></p> <p>BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23</p> <p>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</p>

		SE 23 Encouragement
DESCRIPTOR	10.4.I.A.3.	<p>Use body to move (e.g. rolling, pulling self to standing position, crawling, creeping).</p> <p><u>IT2 Creative Curriculum</u></p> <p>BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23</p> <p>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</p>

		SE 23 Encouragement
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.B.	Balance and Strength: Exhibit strength and balance in stationary body movements.
DESCRIPTOR	10.4.I.B.1.	<p>Pull self to sitting position.</p> <p><u>IT2 Creative Curriculum</u></p> <p>BCC 07 BCC 08 BCC 11 BCC 18 BCC 21 BCC 22 BCC 23</p> <p>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>

		<p>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</p>
DESCRIPTOR	10.4.1.B.2.	<p>Hold self in sitting position.</p> <p><u>IT2 Creative Curriculum</u> 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>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.4.I.B.3.</p>	<p>Sit and reach for objects without falling.</p> <p><u>IT2 Creative Curriculum</u> 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>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.4.I.B.4.</p>	<p>Pull self to standing position.</p> <p><u>IT2 Creative Curriculum</u> 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>

		<p>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</p>
DESCRIPTOR	10.4.I.B.5.	<p>Stand with support.</p> <p><u>IT2 Creative Curriculum</u> 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>

		<p>P 33 Balancing Act P 34 Follow the Leader P 35 Riding Toys SE 11 Learning a Stop Sign SE 23 Encouragement</p>
STANDARD AREA / STATEMENT	10.5.I.	Concepts, Principles and Strategies of Movement: Fine Motor Development
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	10.5.I.A.	Strength, Coordination and Muscle: Use fingers and hands to accomplish actions.
DESCRIPTOR	10.5.I.A.1.	<p>Hold objects in hand.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.5.1.A.2.</p>	<p>Use pincer grasp to pick up objects (e.g. cereal, banana slices or small objects).</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.5.I.A.3.</p>	<p>Transfer objects from hand to hand.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

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

		<p>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</p>
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.B.	Eye/Hand Coordination: Use eye and hand coordination to perform a task.
DESCRIPTOR	10.5.I.B.1.	<p>Pick up object and place in range of vision.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p> 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 </p>
<p>DESCRIPTOR</p>	<p>10.5.I.B.2.</p>	<p> Pick up and manipulate objects. <u>IT2 Creative Curriculum</u> 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 </p>

		<p>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</p>
DESCRIPTOR	10.5.I.B.3.	<p>Attempt to turn pages of a board book using thumb and fingertips.</p> <p><u>IT2 Creative Curriculum</u> LL 06 Sticky Tables</p>

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
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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>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</p>
<p>DESCRIPTOR</p>	<p>10.5.I.B.4.</p>	<p>Point to objects.</p> <p><u>IT2 Creative Curriculum</u></p> <p>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</p>

		<p>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</p>
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.	<p>Attempt to use feeding utensils.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p> 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 </p>
DESCRIPTOR	10.5.I.C.2.	<p> Hold basic art implements and make marks on paper. <u>IT2 Creative Curriculum</u> 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 </p>

		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 Icy Paintings P 12 Molding Dough P 23 Silly Wavy Lines P 29 Nesting Bag P 36 Water Painting SE 03 Good-Byes
SUBJECT / STANDARD AREA	PA.SED.	Social and Emotional Development (Infant)
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.A.	Regulates Emotions and Behaviors: Demonstrate an emotional response to the environment.
DESCRIPTOR	16.1.I.A.1.	Use facial expressions to indicate emotions. <u>IT2 Creative Curriculum</u> BCC 01 BCC 04 BCC 05 BCC 06 BCC 08 BCC 10 BCC 12 BCC 13 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 MM 77 Rise and Shine MM 86 Daddy Loves You

		<p>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!</p>
DESCRIPTOR	16.1.I.A.2.	<p>Express feelings (e.g. crying, smiling, laughing, cooing).</p> <p><u>IT2 Creative Curriculum</u> 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!</p>
DESCRIPTOR	16.1.I.A.3.	<p>Self soothe.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
DESCRIPTOR	16.1.I.A.4.	<p>Show pleasure in familiar surroundings.</p> <p><u>IT2 Creative Curriculum</u> BCC 14 BCC 15 BCC 16 LL 29 Describing Food</p>
DESCRIPTOR	16.1.I.A.5.	<p>Withdrawal when over-stimulated.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
STANDARD AREA / STATEMENT	16.1.I.	Self-Awareness and Self-Regulation
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	16.1.I.B.	Influences of Personal Traits: Demonstrate preference for specific objects and people.
DESCRIPTOR	16.1.I.B.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 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**

		<p>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</p>
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		<p>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</p>
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		<p>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</p>
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		<p>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</p>
DESCRIPTOR	16.1.I.B.2.	<p>Gaze with interest at adult, peer, or object nearby.</p> <p><u>IT2 Creative Curriculum</u> SE 08 Playful Interactions</p>
DESCRIPTOR	16.1.I.B.3.	<p>Engage in exploration of objects within the environment.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	16.1.I.B.4.	<p>Accept and reach for objects offered by adult.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	16.1.I.B.5.	<p>Seek favorite object or book.</p> <p><u>IT2 Creative Curriculum</u> BCC 14 BCC 15 BCC 16 LL 29 Describing Food</p>
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.C.	Resiliency: Use comfort of familiar experiences to explore new activities and experiences.
DESCRIPTOR	16.1.I.C.1.	<p>Show interest in new experiences (e.g. try new foods).</p> <p><u>IT2 Creative Curriculum</u> LL 32 Observing Insect Life</p>

		<p>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</p>
DESCRIPTOR	16.1.I.C.2.	<p>Reach for and accept new objects with interest.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	16.1.I.C.3.	<p>Repeat attempted action for mastery (e.g. standing, falling, and getting back up).</p> <p><u>IT2 Creative Curriculum</u> 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?</p>

		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.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.D.	Goal Setting: EMERGING <u>IT2 Creative Curriculum</u> BCC 01 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 SE 05 Take Care of Baby 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 16 Baby Faces SE 17 Calm-Down Place 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!
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.E.	Identity Development: Respond to self in mirror.
DESCRIPTOR	16.1.I.E.1.	Move toward mirrors in the environment. <u>IT2 Creative Curriculum</u> BCC 12 BCC 15 LL 24 Fingers, Nose, and Toes
DESCRIPTOR	16.1.I.E.2.	Smile when held to a mirror. <u>IT2 Creative Curriculum</u> BCC 12 BCC 15 LL 24 Fingers, Nose, and Toes
DESCRIPTOR	16.1.I.E.3.	Coo when looking in mirror. <u>IT2 Creative Curriculum</u> BCC 12 BCC 15 LL 24 Fingers, Nose, and Toes
DESCRIPTOR	16.1.I.E.4.	Point to and babble at self in mirror. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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

		<p>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</p>
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	<p>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</p>
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		<p>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>
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		<p> 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 </p>
DESCRIPTOR	16.2.I.A.2.	Accept physical comfort and respond to cuddling. <u>IT2 Creative Curriculum</u> BCC 01

		<p> 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 </p>
<p>DESCRIPTOR</p>	<p>16.2.I.A.3.</p>	<p> Seek to be near familiar adults. <u>IT2 Creative Curriculum</u> 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 </p>

		<p> 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 </p>
<p>DESCRIPTOR</p>	<p>16.2.I.A.4.</p>	<p> Display recognition of trusted adults. <u>IT2 Creative Curriculum</u> 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 </p>

		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
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.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 16 BCC 17 BCC 18 BCC 19 BCC 20

		<p>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?</p>
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		<p>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?</p>
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		<p>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>
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		<p>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</p>
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.D.	Managing Interpersonal Conflicts: Express emotion relating to a conflict.
DESCRIPTOR	16.2.I.D.1.	<p>Cry or use inappropriate action to express frustration.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
STANDARD AREA / STATEMENT	16.2.I.	Establishing and Maintaining Relationships
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	16.2.I.E.	Support: Asking for Help: Indicate needs through vocalizations and body movements.
DESCRIPTOR	16.2.I.E.1.	<p>Cry to express need.</p> <p><u>IT2 Creative Curriculum</u> 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!</p>
DESCRIPTOR	16.2.I.E.3.	<p>Use basic sign language to indicate need.</p> <p><u>IT2 Creative Curriculum</u> SE 10 Hellos and Good-Byes SE 16 Baby Faces</p>

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.A.	Decision Making Skills: Demonstrate preference for specific objects and people.
DESCRIPTOR	16.3.I.A.1.	Attend to adult during reciprocal interaction. <u>IT2 Creative Curriculum</u> 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

		<p>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</p>
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		<p>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</p>
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		<p>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</p>
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		<p>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</p>
DESCRIPTOR	16.3.I.A.2.	<p>Gaze with interest at adult, peer, or object nearby.</p> <p><u>IT2 Creative Curriculum</u> SE 08 Playful Interactions</p>
DESCRIPTOR	16.3.I.A.3.	<p>Engage in exploration of objects within the environment.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	16.3.I.A.4.	<p>Accept and reach for objects offered by adult.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	16.3.I.A.5.	<p>Seek favorite object or book.</p> <p><u>IT2 Creative Curriculum</u> BCC 14 BCC 15 BCC 16 LL 29 Describing Food</p>
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 AREA	PA.AL.	Approaches to Learning Through Play (Young Toddler)
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

		<p>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</p>
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DESCRIPTOR	AL.1.YT.A.3.	<p>Engage with objects to learn about them.</p> <p><u>IT2 Creative Curriculum</u> 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>
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		<p>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</p>
DESCRIPTOR	AL.1.YT.A.4.	<p>Reach for or ask to play with a new toy or object after introduced by adult.</p> <p>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</p>
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.C.	Stages of Play: Engage in associative play.
DESCRIPTOR	AL.1.YT.C.1.	<p>imitate action of peers and adults in their play.</p> <p>IT2 Creative Curriculum BCC 05 BCC 06 BCC 07 BCC 08 BCC 09</p>

		<p> 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 </p>
DESCRIPTOR	AL.1.YT.C.2.	<p> Build with blocks alongside another block-builder, occasionally taking the other's blocks for own structure.</p> <p> <u>IT2 Creative Curriculum</u> 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 </p>
DESCRIPTOR	AL.1.YT.C.3.	<p> Color on paper with crayons while seated next to another child who is coloring or painting.</p> <p> <u>IT2 Creative Curriculum</u> 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 </p>

		SE 03 Good-Byes
DESCRIPTOR	AL.1.YT.C.4.	<p>Place phone to ear and pretend to listen after watching a peer complete similar action.</p> <p><u>IT2 Creative Curriculum</u> 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</p> <p>LL 07 Pretend Phone Calls LL 09 Cardboard Village LL 23 Bathing Babies LL 33 Silly Clothes</p> <p>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> <p>P 01 Cups of Water P 15 Let's Practice Dressing P 22 Bang With a Hammer P 32 Water Soup</p> <p>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</p>
DESCRIPTOR	AL.1.YT.C.5.	<p>Join others at play, first watching and later joining in.</p> <p><u>IT2 Creative Curriculum</u> 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>

		<p>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</p>
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.A.	Engagement and Attention: Engage with others, focus attention and participate in activities for longer periods of time.
DESCRIPTOR	AL.2.YT.A.1.	<p>Engage in the same activity over and over.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	AL.2.YT.A.2.	<p>Engage with adult in extended reciprocal interactions.</p> <p><u>IT2 Creative Curriculum</u> BCC 01 BCC 02</p>

		<p>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</p>
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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
MM 18 Going Fishing

		<p>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</p>
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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

		<p>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</p>
DESCRIPTOR	AL.2.YT.A.3.	<p>Examine an object with interest.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	AL.2.YT.A.4.	<p>Read a book with an adult from start to finish.</p> <p><u>IT2 Creative Curriculum</u> BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10</p>

		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 / 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.B.	Task Analysis: Know the sequence of familiar routines.
DESCRIPTOR	AL.2.YT.B.1.	Complete the sequence of a familiar routine. <u>IT2 Creative Curriculum</u> BCC 06
DESCRIPTOR	AL.2.YT.B.2.	Demonstrate frustration when routine is changed. <u>IT2 Creative Curriculum</u> 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.	<p>Demonstrate frustration when attempting to complete a difficult task (e.g. may give up, walk away from task).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	AL.2.YT.C.2.	<p>Persist in working with materials that are challenging.</p> <p><u>IT2 Creative Curriculum</u> 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>

		<p>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</p>
DESCRIPTOR	AL.2.YT.C.3.	<p>Solve simple problems independently.</p> <p>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</p>
DESCRIPTOR	AL.2.YT.C.4.	<p>Attempt to complete task in more than one way (e.g. using materials in more than one way, trial and error).</p> <p>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</p>

		<p> 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 </p>
<p>DESCRIPTOR</p>	<p>AL.2.YT.C.5.</p>	<p> Stick to a task for a short period of time before asking for help. <u>IT2 Creative Curriculum</u> 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 </p>

		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 / 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.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

		<p>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</p>
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.E.	Memory: Recall information from previous experiences.
DESCRIPTOR	AL.2.YT.E.1.	<p>Relate information and/or experiences from the past.</p> <p><u>IT2 Creative Curriculum</u> LL 56 Where Did It Go? MM 06 The Creeping Ladybug MM 57 Remember When... MM 63 Where Is Teddy?</p>

		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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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!
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). <u>IT2 Creative Curriculum</u> 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.	<p>Share new skills or tasks, learned or practiced, outside the school setting.</p> <p>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</p>
DESCRIPTOR	AL.4.YT.A.2.	<p>Apply a skill to multiple tasks (e.g. use measuring cups in sensory table, outside and in cooking activity).</p> <p>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>

		<p>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</p>
DESCRIPTOR	AL.4.YT.A.3.	<p>Use familiar phrases or behaviors from one setting in another setting.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	AL.4.YT.A.4.	<p>Engage in play that reflects home culture.</p> <p><u>IT2 Creative Curriculum</u> LL 25 A Book of Faces SE 05 Take Care of Baby SE 26 Dressing for the Weather</p>
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.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 / 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.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?

		<p>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</p>
DESCRIPTOR	AL.4.YT.C.2.	<p>Repeat actions in attempt to achieve desired outcome.</p> <p><u>IT2 Creative Curriculum</u> 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>
DESCRIPTOR	AL.4.YT.C.3.	<p>Observe other's actions with materials to learn strategies for problem-solving.</p> <p><u>IT2 Creative Curriculum</u> 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>
DESCRIPTOR	AL.4.YT.C.4.	<p>Explore objects to see how they work.</p> <p><u>IT2 Creative Curriculum</u> LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes</p>

		<p> 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 </p>
<p>DESCRIPTOR</p>	<p>AL.4.YT.C.5.</p>	<p> Compare outcomes of actions upon objects (e.g. pour water through different objects and notice similarities and differences). </p> <p> <u>IT2 Creative Curriculum</u> 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>
<p>DESCRIPTOR</p>	<p>AL.4.YT.C.6.</p>	<p> Try new ways to complete a familiar task. </p> <p> <u>IT2 Creative Curriculum</u> 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 </p>

		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). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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 (Young Toddler)
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.A.	Book Handling: Demonstrate beginning book handling skills.
DESCRIPTOR	1.1.YT.A.1.	Point to or frequently turn to favorite parts of a book. <u>IT2 Creative Curriculum</u>

		<p>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</p>
DESCRIPTOR	1.1.YT.A.2.	<p>Turn pages.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
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.	<p>Point to or frequently turn to favorite parts in a book.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	1.1.YT.B.3.	<p>Notice print in the environment.</p> <p><u>IT2 Creative Curriculum</u> BCC 18</p>
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).

		<p>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 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 MM 70 Hickory Dickory Dock 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</p>
DESCRIPTOR	1.1.YT.C.2.	<p>Repeat a sound sequence (e.g. "E, I, E, I, O").</p> <p>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</p>

		<p>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</p>
STANDARD AREA / STATEMENT	1.2.YT.	Reading Informational Text
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	1.2.YT.B.	Key Ideas and - Respond to simple questions about a text.
DESCRIPTOR	1.2.YT.B.1.	<p>Point to picture in a text when asked by an adult.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
DESCRIPTOR	1.2.YT.B.2.	<p>Attempt to communicate about the text when asked by an adult.</p> <p><u>IT2 Creative Curriculum</u> M 28 Counting Books MM 82 Tell Me a Story SE 16 Baby Faces SE 19 Dos and Don'ts Book</p>
STANDARD AREA / STATEMENT	1.2.YT.	Reading Informational Text
STANDARD		<p>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?</p>
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.	<p>Point to picture in a book when asked by adult.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p> 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 </p>
DESCRIPTOR	1.2.YT.C.2.	<p> Answer a question about a book (e.g. "What is the bat eating?"). <u>IT2 Creative Curriculum</u> M 28 Counting Books SE 16 Baby Faces SE 19 Dos and Don'ts Book </p>
DESCRIPTOR	1.2.YT.C.3.	<p> Move to real object after viewing in a text. <u>IT2 Creative Curriculum</u> 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 </p>

		<p>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</p>
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

		LL 53 Bookworm Boogie LL 54 Sharing Storybooks LL 58 Tuneful Tales M 28 Counting Books
DESCRIPTOR	1.2.YT.E.2.	Ask adult to read a favorite text often. <u>IT2 Creative Curriculum</u> 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
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.J.	Vocabulary Acquisition and Use: Use new vocabulary in everyday speech.
DESCRIPTOR	1.2.YT.J.2.	Use newly acquired vocabulary to name objects. <u>IT2 Creative Curriculum</u> 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.YT.J.3.	Understand about 200 words and use about 50 in everyday speech. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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 / 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.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. <u>IT2 Creative Curriculum</u> 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

		<p>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</p>
<p>DESCRIPTOR</p>	<p>1.3.YT.B.2.</p>	<p>Attempt to communicate about the story when asked by an adult.</p> <p><u>IT2 Creative Curriculum</u></p> <p>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</p> <p>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</p>
<p>STANDARD AREA / STATEMENT</p>	<p>1.3.YT.</p>	<p>Reading Literature</p>

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. <u>IT2 Creative Curriculum</u> 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 / STANDARD	1.3.YT.G.	Integration of Knowledge and – EMERGING. <u>IT2 Creative Curriculum</u> 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 / 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.	<p>Ask adults questions to learn names for new objects.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	1.3.YT.J.2.	<p>Use newly acquired vocabulary to name objects.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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!</p>
DESCRIPTOR	1.3.YT.J.3.	<p>Understand about 200 words and use about 50 in everyday speech.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
STANDARD AREA / STATEMENT	1.3.YT.	Reading Literature
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	1.3.TY.L.	Range of Reading: Actively engage in reading activities for short periods of time.

DESCRIPTOR	1.3.YT.L.1.	<p>Listen to and interact with adult.</p> <p><u>IT2 Creative Curriculum</u></p> <p>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</p> <p>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</p>
DESCRIPTOR	1.3.YT.L.2.	<p>Point to or frequently turn to favorite parts of a book.</p> <p><u>IT2 Creative Curriculum</u></p> <p>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</p>

		BCC 22 BCC 23 BCC 24
DESCRIPTOR	1.3.YT.L.3.	Ask and answer questions about the story being read aloud. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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.	<p>Make marks that appear in random order.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	1.4.YT.R.2.	<p>Repeat scribbles.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	1.4.YT.R.3.	<p>Choose from a variety of writing tools and surfaces during play.</p> <p><u>IT2 Creative Curriculum</u> LL 03 From Drawing to Writing LL 37 My Clothes Today P 10 Icy Paintings P 23 Silly Wavy Lines</p>
DESCRIPTOR	1.4.YT.R.4.	<p>Engage in tactile experiences creating shapes and other forms.</p> <p><u>IT2 Creative Curriculum</u> 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 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</p>

		<p> 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 </p>
<p>DESCRIPTOR</p>	<p>1.4.YT.R.5.</p>	<p> Create shapes and scribbles from tactile materials. <u>IT2 Creative Curriculum</u> 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 05 The "Me" Book </p>

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

		<p>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</p>
STANDARD AREA / STATEMENT	1.4.YT.	Writing
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	1.4.YT.V.	<p>Conducting Research: EMERGING.</p> <p><u>IT2 Creative Curriculum</u> LL 37 My Clothes Today</p>
STANDARD AREA / STATEMENT	1.5.YT.	Speaking and Listening
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	1.5.YT.A.	<p>Comprehension and Collaboration: Use sounds, gestures, and words as a form of reciprocal communication.</p>
DESCRIPTOR	1.5.YT.A.1.	<p>Use verbal and nonverbal language to have needs met.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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!</p>
<p>DESCRIPTOR</p>	<p>1.5.YT.A.2.</p>	<p>Use verbal and nonverbal language to show interest in objects and people.</p> <p><u>IT2 Creative Curriculum</u></p> <p>BCC 04 BCC 05 BCC 08 BCC 10 BCC 12 BCC 13 BCC 17 BCC 18 BCC 20 BCC 21</p> <p>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</p>

		SE 15 Song Time SE 22 Hello Activities SE 24 Stop!
DESCRIPTOR	1.5.YT.A.3.	Engage in conversational turn taking. <u>IT2 Creative Curriculum</u> 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 / 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.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. <u>IT2 Creative Curriculum</u> 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>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</p>
DESCRIPTOR	1.5.YT.C.2.	<p>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).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	1.5.YT.C.3.	<p>Follow a one-step simple direction.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
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.	<p>Use simple words and/or signs to indicate wants or needs.</p> <p><u>IT2 Creative Curriculum</u> BCC 04 BCC 05 BCC 08 BCC 10 BCC 12 BCC 13 BCC 17</p>

		<p> 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! </p>
<p>DESCRIPTOR</p>	<p>1.5.YT.D/E.2.</p>	<p> Use simple gestures. <u>IT2 Creative Curriculum</u> 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 </p>

		<p>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!</p>
DESCRIPTOR	1.5.YT.D/E.3.	<p>Use inflection when speaking.</p> <p><u>IT2 Creative Curriculum</u> LL 15 Whisper Songs</p>
DESCRIPTOR	1.5.YT.D/E.4.	<p>Express thoughts, feelings and ideas.</p> <p><u>IT2 Creative Curriculum</u> 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!</p>
DESCRIPTOR	1.5.YT.D/E.5.	<p>Talk about stories, experiences and interests.</p> <p><u>IT2 Creative Curriculum</u> BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 11</p>

		<p>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</p>
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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08 BCC 09

		<p>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</p>
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.	<p>Counting and Cardinality – Counting: EMERGING.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
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.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

		<p>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</p>
DESCRIPTOR	2.1.YT.MP.2.	<p>Dump and fill objects into and out of containers.</p> <p><u>IT2 Creative Curriculum</u> BCC 16 M 11 Garden Party</p>
DESCRIPTOR	2.1.YT.MP.3.	<p>Place objects inside of other objects.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	2.1.YT.MP.4.	<p>Engage in experiences related to numbers (e.g. counting songs, finger plays, reading number books).</p> <p><u>IT2 Creative Curriculum</u> BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08</p>

		<p>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</p>
STANDARD AREA / STATEMENT	2.3.YT.	Geometry
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	2.3.YT.A.1.	Geometry - Identification: Match identical shapes.
DESCRIPTOR	2.3.YT.A.1.1.	<p>Put together simple puzzles with assistance.</p> <p><u>IT2 Creative Curriculum</u> BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today</p>
DESCRIPTOR	2.3.YT.A.1.2.	<p>Place shapes in shape sorter.</p> <p><u>IT2 Creative Curriculum</u> BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This Is the Same LL 37 My Clothes Today</p>

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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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	2.4.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.1.	Measurement and Data – Measurement: Engage in measurement experiences.
DESCRIPTOR	2.4.YT.A.1.1.	Begin to use size words. <u>IT2 Creative Curriculum</u> 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.YT.A.1.2.	Explore objects to determine size. <u>IT2 Creative Curriculum</u> 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.YT.A.1.3.	Explore measuring tools.

		<u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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	2.5.YT.MP.2.	<p>Explore objects to determine size.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	2.5.YT.MP.3.	<p>Explore measuring tools.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	2.5.YT.MP.4.	<p>Fills and empties containers in the water table.</p> <p><u>IT2 Creative Curriculum</u> BCC 16 M 11 Garden Party</p>
DESCRIPTOR	2.5.YT.MP.5.	<p>Put similar objects into piles.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

DESCRIPTOR	2.5.YT.MP.6.	<p>Begin to sort objects by size or shape (e.g. beads, blocks, counting bears) with teacher support.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
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		<p>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?</p>
DESCRIPTOR / STANDARD	3.1.YT.A.1.	Common Characteristics of Life: Explore the characteristics of living things.
DESCRIPTOR	3.1.YT.A.1.1.	<p>Show interest in and respond to plants, animals and people in the environment.</p> <p><u>IT2 Creative Curriculum</u> BCC 08 BCC 11 BCC 18 LL 57 Waterworks LL 59 Playground Textures M 11 Garden Party</p>

DESCRIPTOR	3.1.YT.A.1.2.	Explore using all senses. <u>IT2 Creative Curriculum</u> 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?
DESCRIPTOR / STANDARD	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. <u>IT2 Creative Curriculum</u> 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 patterns of living things?
DESCRIPTOR / STANDARD	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. <u>IT2 Creative Curriculum</u> 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 84 Fiddly 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"). <u>IT2 Creative Curriculum</u> 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 84 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, tail). <u>IT2 Creative Curriculum</u> 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 patterns of living things?
DESCRIPTOR / STANDARD	3.1.YT.A.9.	Science as Inquiry: Participate in simple investigations of living and non-living things.
DESCRIPTOR	3.1.YT.A.9.2.	Engage with adult provided materials. <u>IT2 Creative Curriculum</u> MM 98 Let's Explore!
DESCRIPTOR	3.1.YT.A.9.3.	Observe living and non-living things in their environment.

		<u>IT2 Creative Curriculum</u> 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.YT.A.9.4.	Collect objects during a nature walk. <u>IT2 Creative Curriculum</u> MM 98 Let's Explore!
DESCRIPTOR	3.1.YT.A.9.5.	Point out objects of interest in the environment. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> BCC 08 BCC 11
DESCRIPTOR	3.1.YT.B.1.2.	Name a familiar animal when seen. <u>IT2 Creative Curriculum</u> BCC 08 BCC 11
DESCRIPTOR	3.1.YT.B.1.3.	Match familiar animals to their baby's. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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.

DESCRIPTOR	3.2.YT.A.1.2.	Explore objects of varying sizes. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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 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). <u>IT2 Creative Curriculum</u> 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 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. <u>IT2 Creative Curriculum</u> MM 98 Let's Explore!
DESCRIPTOR	3.2.YT.A.6.3.	Explore objects of varying shapes. <u>IT2 Creative Curriculum</u> MM 98 Let's Explore!
DESCRIPTOR	3.2.YT.A.6.4.	Explore objects of varying textures. <u>IT2 Creative Curriculum</u> 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.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. <u>IT2 Creative Curriculum</u> M 14 Ramp Experiments
DESCRIPTOR	3.2.YT.B.7.2.	Explore the motion of objects with varying sizes. <u>IT2 Creative Curriculum</u> M 14 Ramp Experiments
DESCRIPTOR	3.2.YT.B.7.3.	Explore the motion of objects with varying shapes. <u>IT2 Creative Curriculum</u> M 14 Ramp Experiments
DESCRIPTOR	3.2.YT.B.7.4.	Explore the motion of objects with varying weights. <u>IT2 Creative Curriculum</u> M 14 Ramp Experiments
DESCRIPTOR	3.2.YT.B.7.5.	Engage with adult provided materials. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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
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). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> MM 98 Let's Explore!
DESCRIPTOR	3.3.YT.A.7.3.	Participate in teacher-led exploration of earth materials, processes, and cycles. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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	4.4.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. 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.YT.B.	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

		<p>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</p>
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.	<p>Point to pictures of family members.</p> <p><u>IT2 Creative Curriculum</u> LL 28 Family Faces LL 30 Family Picture Walk</p>
DESCRIPTOR	5.2.YT.A.2.	<p>Follow the established daily routine.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	5.2.YT.A.3.	<p>Demonstrate familiarity with people and settings (e.g. upon arrival walk to their classroom, place belongings in personal space).</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
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.	<p>Reference 16.2.YT.D.</p> <p><u>IT2 Creative Curriculum</u> 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!</p>
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. <u>IT2 Creative Curriculum</u> 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.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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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	PA.CA.	Creative Thinking and Expression (Young Toddler)
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.A.	Elements and Principles: Demonstrate an understanding of basic elements of music and movement.
DESCRIPTOR	9.1.M.YT.A.1.	Explore rhythm instruments. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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 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.A.3.	Demonstrate understanding of fast, slow, loud and soft. <u>IT2 Creative Curriculum</u> 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.B.	Demonstration: Engage with music.
DESCRIPTOR	9.1.M.YT.B.1.	Respond to a variety of music types, including culturally diverse music. <u>IT2 Creative Curriculum</u> 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

		<p>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</p>
DESCRIPTOR	9.1.M.YT.B.2.	<p>Turn head to source of music.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.1.M.YT.B.3.	<p>React to music with body movements (e.g. move, dance, clap, sway: movements may not match rhythm).</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
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DESCRIPTOR	9.1.M.YT.B.4.	<p>Use props in response to music (e.g. scarves, instruments, ribbons).</p> <p><u>IT2 Creative Curriculum</u> 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!</p>
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		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. <u>IT2 Creative Curriculum</u> 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!

		<p>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</p>
DESCRIPTOR	9.1.M.YT.E.3.	<p>React to music with body movements (e.g. move, dance, clap, sway: movements may not match rhythm).</p> <p><u>IT2 Creative Curriculum</u> 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, 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!</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>9.1.M.YT.E.4.</p>	<p>Use props in response to music (e.g. scarves, instruments, ribbons).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
<p>DESCRIPTOR</p>	<p>9.1.M.YT.E.5.</p>	<p>Attempt to sing a familiar melodic pattern.</p> <p><u>IT2 Creative Curriculum</u> BCC 01 BCC 02 BCC 10 BCC 11 BCC 12 BCC 16 BCC 17 BCC 19 BCC 20 BCC 21 BCC 22 BCC 23</p>

		<p>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</p>
DESCRIPTOR	9.1.M.YT.E.6.	<p>Attempt to imitate music patterns using available materials.</p> <p><u>IT2 Creative Curriculum</u> M 08 Pots and Pans Band</p>
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.J.	Technologies: Use a variety of technologies for producing music or performing movements.
DESCRIPTOR	9.1.M.YT.J.1.	Explore musical instruments, including those which are culturally diverse. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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).

		<p>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</p>
DESCRIPTOR	9.1.D.YT.B.2.	<p>Use object for intended purpose during play.</p> <p>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</p>

		<p>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</p>
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.E.	<p>Representation: EMERGING.</p> <p><u>IT2 Creative Curriculum</u> 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>

		<p>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</p>
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.	<p>Participate in teacher guided visual art activities.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.1.V.YT.A.2.	<p>Demonstrate an understanding of color.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>9.1.V.YT.A.3.</p>	<p>Create a picture using different colors.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		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. <u>IT2 Creative Curriculum</u> 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.

		<u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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.

		<p>IT2 Creative Curriculum</p> <p>LL 16 Tissue-Paper Play</p> <p>LL 37 My Clothes Today</p> <p>LL 40 Sticky Surface</p> <p>M 07 Peek-a-Boo Box</p> <p>M 20 Where's the Water?</p> <p>MM 30 One for You, One for Me</p> <p>P 02 Nature Painting</p> <p>P 10 Icy Paintings</p> <p>P 12 Molding Dough</p> <p>P 29 Nesting Bag</p> <p>P 36 Water Painting</p>
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.	<p>Representation: EMERGING.</p> <p>IT2 Creative Curriculum</p> <p>BCC 13</p> <p>BCC 19</p> <p>LL 01 Letters in the Sand</p> <p>LL 03 From Drawing to Writing</p> <p>LL 05 The "Me" Book</p> <p>LL 09 Cardboard Village</p> <p>LL 37 My Clothes Today</p> <p>LL 40 Sticky Surface</p> <p>M 06 Construction Zone</p> <p>M 16 Growing Sizes</p> <p>M 20 Where's the Water?</p> <p>MM 05 I Can Do It!</p> <p>MM 15 Window Conversations</p> <p>MM 66 What Can That Sound Be?</p> <p>MM 82 Tell Me a Story</p> <p>P 02 Nature Painting</p> <p>P 09 Balance on a Beam</p> <p>P 10 Icy Paintings</p> <p>P 12 Molding Dough</p> <p>P 23 Silly Wavy Lines</p> <p>P 36 Water Painting</p> <p>SE 03 Good-Byes</p> <p>SE 09 Build It Up, Knock It Down</p>
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.	<p>Explore a variety of tools and non-toxic art materials, including those which are culturally diverse.</p> <p>IT2 Creative Curriculum</p> <p>LL 16 Tissue-Paper Play</p> <p>LL 37 My Clothes Today</p> <p>LL 40 Sticky Surface</p> <p>M 07 Peek-a-Boo Box</p> <p>M 20 Where's the Water?</p> <p>MM 30 One for You, One for Me</p> <p>P 02 Nature Painting</p> <p>P 10 Icy Paintings</p> <p>P 12 Molding Dough</p>

		P 29 Nesting Bag P 36 Water Painting
DESCRIPTOR	9.1.V.YT.J.2.	Participate in teacher-guided visual art activities. <u>IT2 Creative Curriculum</u> 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.J.3.	Manipulate materials in a variety of ways (e.g. pounding, squeezing, poking). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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

		<p>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</p>
DESCRIPTOR	9.3.YT.F.2.	<p>Engage in tactile art experiences.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.3.YT.F.3.	<p>Engage with music.</p> <p><u>IT2 Creative Curriculum</u> BCC 13 BCC 21 LL 04 Sing & Move LL 15 Whisper Songs LL 51 Dance & Remember M 08 Pots and Pans Band</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>9.3.YT.F.4.</p>	<p>Participate in teacher-guided music and movement activities.</p> <p><u>IT2 Creative Curriculum</u></p> <p>BCC 11 BCC 12 BCC 13 BCC 15 BCC 17 BCC 18 BCC 21 BCC 22 BCC 23</p> <p>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</p>

		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 / 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.G.	Critical Response: Show interest in others' artistic expressions.
DESCRIPTOR	9.3.YT.G.1.	Intentionally look at displayed pictures. <u>IT2 Creative Curriculum</u> 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

		<p>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</p>
<p>DESCRIPTOR</p>	<p>9.3.YT.G.2.</p>	<p>Watch others dance.</p> <p><u>IT2 Creative Curriculum</u> 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!</p>

		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). <u>IT2 Creative Curriculum</u> 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

		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
SUBJECT / STANDARD AREA	PA.HPD.	Health, Wellness and Physical Development (Young Toddler)
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.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. <u>IT2 Creative Curriculum</u> 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 84 Fiddly Fingers MM 91 You Have Two
DESCRIPTOR	10.1.YT.B.2.	Use fingers and hands during finger plays and songs with motions. <u>IT2 Creative Curriculum</u> BCC 01 BCC 02 BCC 10 BCC 11 BCC 12 BCC 16 BCC 17 BCC 19

		<p> 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 </p>
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.	<p>Nutrition: EMERGING.</p> <p><u>IT2 Creative Curriculum</u></p> <p>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</p> <p>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</p>
STANDARD AREA / STATEMENT	10.2.YT.	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.YT.A.	Health Practices, Products, and Services: Engage in fundamental practices for good health.
DESCRIPTOR	10.2.YT.A.1.	<p>Establish and engage in individualized daily routines (e.g. eating, toileting, sleeping).</p> <p><u>IT2 Creative Curriculum</u></p> <p>BCC 12 BCC 20</p> <p>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</p>

		<p>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</p>
DESCRIPTOR	10.2.YT.A.2.	<p>Engage in daily activities that promote good health (e.g. exercise, rest, eating, tooth brushing).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	10.2.YT.A.3.	<p>Use verbal and non-verbal cues to express needs (e.g. hunger, tired, diaper change).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	10.2.YT.A.4.	<p>Imitate and practice basic hygiene practices (e.g. use tissue to wipe nose, wash hands, attempt to brush teeth, cough into elbow).</p> <p><u>IT2 Creative Curriculum</u> BCC 13 LL 43 Lemonade LL 44 Fruit Salad LL 46 Veggie Mash-Up LL 47 Roll-Ups</p>

		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). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.4.YT.A.2.</p>	<p>Coordinate movements of arms, legs and neck (e.g. throw a ball, kick a ball).</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
DESCRIPTOR	10.4.YT.A.3.	<p>Climb or crawl in and out of things.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
DESCRIPTOR	10.4.YT.A.4.	<p>Attempt to jump.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
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.B.	Balance and Strength: Exhibit balance and strength when moving from place to place.
DESCRIPTOR	10.4.YT.B.1.	<p>Squats to pick up toys.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.4.YT.B.2.</p>	<p>Stands on tip toes to reach for something.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.4.YT.B.3.</p>	<p>Carry objects from one place to another.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
DESCRIPTOR	10.4.YT.B.4.	<p>Gets in and out of chair.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.4.YT.B.5.</p>	<p>Walk with one foot in front of the other.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
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DESCRIPTOR	10.4.YT.B.6.	<p>Use steps (non-alternating feet) with support.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
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		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.4.YT.B.7.</p>	<p>Attempt to jump.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		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. <u>IT2 Creative Curriculum</u> 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

		<p> 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 </p>
DESCRIPTOR	10.5.YT.A.2.	Pick up more than one object in the same hand. <u>IT2 Creative Curriculum</u> 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>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</p>
<p>DESCRIPTOR</p>	<p>10.5.YT.A.3.</p>	<p>Transfer objects from one hand to another.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
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DESCRIPTOR	10.5.YT.A.4.	<p>Twist wrists to turn hands.</p> <p><u>IT2 Creative Curriculum</u> 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?</p>
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		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.5.YT.A.5.</p>	<p>Imitate motions of basic finger plays.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p> 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 </p>
DESCRIPTOR	10.5.YT.A.6.	Hold object in one hand and manipulate it with another hand (e.g.

tearing paper, brushing a dolls hair).

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 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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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>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</p>
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.	<p>Pick up object and place in range of vision.</p> <p><u>IT2 Creative Curriculum</u> 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?</p>

		<p> 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 </p>
<p>DESCRIPTOR</p>	<p>10.5.YT.B.2.</p>	<p> Pick up and manipulate objects. <u>IT2 Creative Curriculum</u> 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 </p>

		<p> 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 </p>
DESCRIPTOR	10.5.YT.B.3.	<p> Attempt to turn pages of a book using thumb and fingertips. <u>IT2 Creative Curriculum</u> LL 06 Sticky Tables LL 10 Yummy Foods </p>

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 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>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</p>
<p>DESCRIPTOR</p>	<p>10.5.YT.B.4.</p>	<p>Stack toys and blocks.</p> <p><u>IT2 Creative Curriculum</u></p> <p>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!</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.5.YT.B.5.</p>	<p>Place objects in containers.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p> 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 </p>
<p>DESCRIPTOR</p>	<p>10.5.YT.B.6.</p>	<p> Use nesting toys and place on inside another. <u>IT2 Creative Curriculum</u> 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 </p>

		<p> 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 </p>
DESCRIPTOR	10.5.YT.B.7.	Point to objects.

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 27 A Cup Is For...
LL 35 Light Up
LL 39 Texture Board
LL 40 Sticky Surface
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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
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M 11 Garden Party
M 12 Where's the Bear?
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M 16 Growing Sizes
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M 25 The Crunchy Bread
M 27 Buried Shapes
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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>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</p>
<p>DESCRIPTOR</p>	<p>10.5.YT.B.8.</p>	<p>Manipulate pieces of age-appropriate puzzles.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
STANDARD AREA / STATEMENT	10.5.YT.	Concepts, Principles and Strategies of Movement: Fine Motor Development
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	10.5.YT.C.	Use of Tools: Use basic tools.
DESCRIPTOR	10.5.YT.C.1.	<p>Use spoon and fork for eating.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.5.YT.C.2.</p>	<p>Use writing or drawing tools with limited coordination.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

LL 19 Shake That Bell!
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
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M 01 Matching Shapes
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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
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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>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</p>
<p>DESCRIPTOR</p>	<p>10.5.YT.C.3.</p>	<p>Use cups to practice pouring.</p> <p><u>IT2 Creative Curriculum</u></p> <p>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>

		<p>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</p>
SUBJECT / STANDARD AREA	PA.SED.	Social and Emotional Development (Young Toddler)
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.A.	Regulates Emotions and Behaviors: Demonstrate an emotional response in reaction to an experience.
DESCRIPTOR	16.1.YT.A.1.	<p>Show joy, pleasure or excitement when new things are learned.</p> <p><u>IT2 Creative Curriculum</u> BCC 08 BCC 11 BCC 14 BCC 18</p>
DESCRIPTOR	16.1.YT.A.3.	<p>Use body to demonstrate emotions.</p> <p><u>IT2 Creative Curriculum</u> BCC 01 BCC 04 BCC 05 BCC 06 BCC 08 BCC 10 BCC 12 BCC 13 BCC 15 BCC 17 BCC 18 BCC 20 BCC 21 LL 02 Reading Wordless Books LL 04 Sing & Move LL 05 The "Me" Book</p>

		<p> 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 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 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! </p>
<p>DESCRIPTOR</p>	<p>16.1.YT.A.4.</p>	<p> Imitate other's emotional reactions. <u>IT2 Creative Curriculum</u> 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 </p>

		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. <u>IT2 Creative Curriculum</u> 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 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> BCC 14 BCC 15 BCC 16 LL 29 Describing Food
DESCRIPTOR	16.1.YT.B.3.	Engage in the same activity over and over. <u>IT2 Creative Curriculum</u> 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?

		<p>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</p>
DESCRIPTOR	16.1.YT.B.4.	<p>Demonstrate resistance when asked to end an activity they are engaged in.</p> <p><u>IT2 Creative Curriculum</u> MM 30 One for You, One for Me</p>
STANDARD AREA / STATEMENT	16.1.YT.	Self-Awareness and Self-Regulation
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	16.1.YT.C.	Resiliency: Repeat familiar activity to gain comfort and confidence.
DESCRIPTOR	16.1.YT.C.1.	<p>Show pleasure at own actions.</p> <p><u>IT2 Creative Curriculum</u> BCC 08 BCC 11 BCC 14 BCC 18</p>
DESCRIPTOR	16.1.YT.C.2.	<p>Explore environment with interest.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	16.1.YT.C.3.	<p>Indicate "more" to try something over and over.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
DESCRIPTOR	16.1.YT.C.4.	<p>Repeat challenging tasks or activities many times to achieve mastery.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	16.1.YT.C.5.	Repeat familiar activity to gain comfort and confidence.

		<p>IT2 Creative Curriculum</p> <p>LL 32 Observing Insect Life</p> <p>LL 61 What's the Problem?</p> <p>M 01 Matching Shapes</p> <p>M 02 Dig It!</p> <p>M 10 Making Butter</p> <p>M 13 What's Inside?</p> <p>M 16 Growing Sizes</p> <p>M 24 Putting Puzzles Together</p> <p>M 26 Obstacle Course</p> <p>M 28 Counting Books</p> <p>MM 01 A Toy for Kitty</p> <p>MM 05 I Can Do It!</p> <p>MM 18 Going Fishing</p> <p>MM 46 Where Can He Be?</p> <p>MM 66 What Can That Sound Be?</p> <p>MM 72 What's in the Bag?</p> <p>MM 80 Follow That Toy</p> <p>P 04 Throwing Plush Balls</p> <p>P 07 Making Bubbles</p> <p>P 08 Beach-Ball Bowling</p> <p>P 09 Balance on a Beam</p> <p>P 15 Let's Practice Dressing</p> <p>P 18 Roll It to Me!</p> <p>P 19 Beach-Ball Kicker</p> <p>P 20 Bumpy Blanket</p> <p>P 21 Big Beads</p> <p>P 22 Bang With a Hammer</p> <p>P 25 Pushing and Pulling</p> <p>P 33 Balancing Act</p> <p>P 34 Follow the Leader</p> <p>P 35 Riding Toys</p> <p>SE 02 Let's Try this Instead</p> <p>SE 06 This Is the Way We Get Dressed</p> <p>SE 09 Build It Up, Knock It Down</p> <p>SE 10 Hellos and Good-Byes</p>
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.D.	Goal Setting: EMERGING.
		<p>IT2 Creative Curriculum</p> <p>BCC 08</p> <p>BCC 11</p> <p>BCC 14</p> <p>BCC 18</p>
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.	<p>Say "mine".</p> <p>IT2 Creative Curriculum</p> <p>MM 30 One for You, One for Me</p>
DESCRIPTOR	16.1.YT.E.2.	Take object from peer and adult.

		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
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.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 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

		<p> 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 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 </p>
<p>DESCRIPTOR</p>	<p>16.2.YT.A.3.</p>	<p> Respond and attend to adult's interactions. <u>IT2 Creative Curriculum</u> 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 </p>

		<p>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</p>
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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

		<p>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</p>
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		<p>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</p>
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		SE 26 Dressing for the Weather
DESCRIPTOR	16.2.YT.A.4.	<p>Seek to be near familiar adults.</p> <p><u>IT2 Creative Curriculum</u></p> <p>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</p> <p>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</p>
DESCRIPTOR	16.2.YT.A.5.	<p>Display apprehension when an unfamiliar adult comes near.</p> <p><u>IT2 Creative Curriculum</u></p> <p>BCC 14 BCC 15 BCC 16</p> <p>LL 29 Describing Food</p>
DESCRIPTOR	16.2.YT.A.6.	<p>Seek attention from trusted adults.</p> <p><u>IT2 Creative Curriculum</u></p> <p>BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06</p>

		<p>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</p> <p>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</p>
STANDARD AREA / STATEMENT	16.2.YT.	Establishing and Maintaining Relationships
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	16.2.YT.B.	Diversity: Recognize similarities and differences between self and others.
DESCRIPTOR	16.2.YT.B.1.	<p>Engage in activities that reflect home culture (e.g. dramatic play – cooking food served in the home).</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
DESCRIPTOR	16.2.YT.B.2.	<p>Engage in activities that promote labeling of personal characteristics (e.g. likes, dislikes, physical characteristics, family make-up).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	16.2.YT.B.3.	<p>Attempt to touch face or hair of peer.</p> <p><u>IT2 Creative Curriculum</u> SE 08 Playful Interactions</p>
DESCRIPTOR	16.2.YT.B.4.	<p>Cry when unfamiliar adult approaches.</p> <p><u>IT2 Creative Curriculum</u> BCC 14 BCC 15 BCC 16 LL 29 Describing Food</p>
STANDARD AREA / STATEMENT	16.2.YT.	Establishing and Maintaining Relationships
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	16.2.YT.C.	Communication: Use sounds, gestures and words as a form of reciprocal communication.
DESCRIPTOR	16.2.YT.C.1.	<p>Reference 1.5.YT.A.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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?</p>
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	<p>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</p>
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		<p>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</p>
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	<p>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</p>
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STANDARD AREA / STATEMENT	16.2.YT.	Establishing and Maintaining Relationships
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	16.2.YT.D.	Managing Interpersonal Conflicts: Express emotion relating to a conflict.
DESCRIPTOR	16.2.YT.D.1.	<p>Cry or use inappropriate action to express frustration.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	16.2.YT.D.2.	<p>Use some language to express emotion (e.g. “no,” “mine”).</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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!
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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u>

		<p>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</p>
DESCRIPTOR	16.3.YT.B.4.	<p>Follow simple rules with adult guidance.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
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.C.	Responsible Active Engagement: Empathy: Engage in empathy and compassion in some situations.
DESCRIPTOR	16.3.YT.C.1.	<p>Attempt to soothe another who is distressed.</p> <p><u>IT2 Creative Curriculum</u> P 13 1, 2, 3 Hops P 33 Balancing Act SE 21 Big Rule, Little Rule SE 26 Dressing for the Weather</p>
DESCRIPTOR	16.3.YT.C.2.	<p>Hand another child an object when he/her notices him/her looking at it.</p> <p><u>IT2 Creative Curriculum</u> P 13 1, 2, 3 Hops P 33 Balancing Act</p>

		SE 21 Big Rule, Little Rule SE 26 Dressing for the Weather
DESCRIPTOR	16.3.YT.C.3.	Give hugs. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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>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</p>
DESCRIPTOR	AL.1.OT.A.2.	<p>Approach others at play and ask what they are doing or attempt to join in.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	AL.1.OT.A.3.	<p>Make independent play choices.</p> <p><u>IT2 Creative Curriculum</u> SE 01 Actively Listening to Children SE 08 Playful Interactions SE 09 Build It Up, Knock It Down</p>
DESCRIPTOR	AL.1.OT.A.4.	<p>Ask questions to seek information.</p> <p><u>IT2 Creative Curriculum</u> MM 09 The Answer is No!</p>
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.	<p>Turn and look to adult for reassurance when attempting new things or meeting new people.</p> <p><u>IT2 Creative Curriculum</u> BCC 01 BCC 02 BCC 03 BCC 04</p>

		<p>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</p> <p>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</p>
<p>DESCRIPTOR</p>	<p>AL.1.OT.B.2.</p>	<p>Observe adult completing a task, then independently attempt the task.</p> <p><u>IT2 Creative Curriculum</u> 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>

		<p>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</p>
STANDARD AREA / STATEMENT	AL.1.OT.	Constructing and Gathering Knowledge
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	AL.1.OT.C.	Stages of Play: Engage with others in simple cooperative play.
DESCRIPTOR	AL.1.OT.C.1.	<p>Interact with other children during play.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	AL.1.OT.C.2.	<p>Join others play, first watching and later joining in.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>AL.1.OT.C.3.</p>	<p>Act out familiar scenarios.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
<p>STANDARD AREA /</p>	<p>AL.2.OT.</p>	<p>Organizing and Understanding Information</p>

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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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.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. <u>IT2 Creative Curriculum</u> BCC 06
DESCRIPTOR	AL.2.OT.B.2.	Verbalize the daily schedule (e.g. breakfast comes after morning meeting). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> BCC 06
DESCRIPTOR	AL.2.OT.B.4.	Describe the sequential steps of basic routines and activities. <u>IT2 Creative Curriculum</u> 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.	<p>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).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	AL.2.OT.C.2.	<p>Focus on an activity or object while other things are occurring in the environment.</p> <p><u>IT2 Creative Curriculum</u> 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!</p>

		<p>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</p>
DESCRIPTOR	AL.2.OT.C.3.	<p>Stick to a task for a short period of time before asking for help.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
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.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 / 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.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 Icy 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). <u>IT2 Creative Curriculum</u> 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.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.A.	Making Connections: Notice similarities and differences between settings.
DESCRIPTOR	AL.4.OT.A.1.	<p>Relate personal experiences during play.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	AL.4.OT.A.3.	<p>Tell another that he or she is doing something wrong when it varies from a familiar routine.</p> <p><u>IT2 Creative Curriculum</u> BCC 19 BCC 20 BCC 22 M 03 Everyday Patterns M 15 Good Night, Toys</p>
DESCRIPTOR	AL.4.OT.A.4.	<p>Ask questions about differences, similarities among peers.</p> <p><u>IT2 Creative Curriculum</u> LL 25 A Book of Faces MM 09 The Answer is No!</p>

		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?

		<p>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>
DESCRIPTOR	AL.4.OT.C.2.	<p>Try new ways to complete a familiar task.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	AL.4.OT.C.3.	<p>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).</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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 20 Conflict Resolution SE 24 Stop!</p>
DESCRIPTOR	AL.4.OT.C.4.	<p>Use a previously successful strategy.</p> <p>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>
DESCRIPTOR	AL.4.OT.C.5.	<p>Discuss the different ways used to accomplish a task or to solve a problem.</p> <p>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>
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.	<p>Independently seek books to read during free play.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	1.1.OT.A.2.	<p>Orient book correctly.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	1.1.OT.A.3.	<p>Turn pages in order.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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

		<p>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</p>
<p>DESCRIPTOR</p>	<p>1.1.OT.C.4.</p>	<p>Recognize sounds that are similar to those found in name.</p> <p><u>IT2 Creative Curriculum</u> 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, Letters LL 42 Textured Letters LL 55 Silly Names MM 21 Little Mouse MM 70 Hickory Dickory Dock</p>
<p>DESCRIPTOR</p>	<p>1.1.OT.C.5.</p>	<p>Engage in activities that include rhyme and alliteration.</p> <p><u>IT2 Creative Curriculum</u> 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 26 Reading Rhyming Books</p>

		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 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!
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.D.	Phonics and Word Recognition: Recognize familiar environmental print.
DESCRIPTOR	1.1.OT.D.1.	Recognize and associate familiar logos (e.g. restaurants, stores, teams). <u>IT2 Creative Curriculum</u> BCC 18
DESCRIPTOR	1.1.OT.D.2.	Recognize objects labeled with his/her name. <u>IT2 Creative Curriculum</u> 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	1.2.OT.B.	Key Ideas and: Answer simple questions about a text.
DESCRIPTOR	1.2.OT.B.2.	Answer "who" or "what" the text is about.

		<u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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

		<p>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</p>
STANDARD AREA / STATEMENT	1.2.OT.	Reading Informational Text
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	1.2.OT.J.	Vocabulary Acquisition and Use: Use expanded vocabulary in everyday speech.
DESCRIPTOR	1.2.OT.J.1.	<p>Talk about pictures using new vocabulary words or phrases.</p> <p><u>IT2 Creative Curriculum</u> BCC 12 BCC 15 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 LL 21 Will You Read to Me?</p>

		<p> LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes 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 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 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 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 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities </p>
DESCRIPTOR	1.2.OT.J.2.	<p> Use new vocabulary in the context of dramatic play, daily routines and classroom conversations. </p> <p> <u>IT2 Creative Curriculum</u> BCC 01 </p>

		<p>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</p>
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		<p>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</p>
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		<p>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</p>
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	<p>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</p>
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		<p>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</p>
DESCRIPTOR	1.2.OT.J.3.	<p>Begin to use new vocabulary when asking questions or describing situations or objects.</p> <p><u>IT2 Creative Curriculum</u> 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 P 11 Laundry Time!</p>
DESCRIPTOR	1.2.OT.J.5.	<p>Understand as many as 900 words and use about 300 in everyday speech.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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.	<p>Use some details from the story to answer questions.</p> <p><u>IT2 Creative Curriculum</u></p> <p>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</p>
DESCRIPTOR	1.3.OT.B.2.	<p>Answer “who” or “what” the story is about.</p> <p><u>IT2 Creative Curriculum</u></p> <p>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</p> <p>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</p>
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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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 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.	<p>Talk about pictures using new vocabulary words or phrases.</p> <p><u>IT2 Creative Curriculum</u> BCC 12 BCC 15 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 LL 21 Will You Read to Me? LL 22 Neighborhood Walk LL 24 Fingers, Nose, and Toes 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 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 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 33 Crawling Mouse MM 36 Hello, How Are You? MM 40 Wave Good-bye</p>

		<p> 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 16 Baby Faces SE 18 Picture Help SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule SE 22 Hello Activities </p>
<p>DESCRIPTOR</p>	<p>1.3.OT.J.2.</p>	<p> Use new vocabulary in the context of dramatic play, daily routines and classroom conversations. </p> <p> <u>IT2 Creative Curriculum</u> 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? </p>

	<p>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</p>
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		<p>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</p>
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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> 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 </p>
<p>DESCRIPTOR</p>	<p>1.3.OT.J.3.</p>	<p> Begin to use new vocabulary when asking questions or describing situations or objects. <u>IT2 Creative Curriculum</u> 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 </p>

		<p>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!</p>
DESCRIPTOR	1.3.OT.J.5.	<p>Understand as many as 900 words and use about 300 in everyday speech.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
STANDARD AREA / STATEMENT	1.3.OT.	Reading Literature
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	1.3.OT.L.	Range of Reading: Actively engage in small group reading activities.
DESCRIPTOR	1.3.OT.L.2.	<p>Ask and answer questions about text being read aloud.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
DESCRIPTOR	1.3.OT.L.3.	<p>Respond to comments from other children.</p> <p><u>IT2 Creative Curriculum</u> 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 MM 92 Creepy Crawly Spiders</p>
DESCRIPTOR	1.3.OT.L.4.	<p>Use ideas gained in group reading, other daily routines, learning centers and activities.</p> <p><u>IT2 Creative Curriculum</u> BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06 BCC 07 BCC 08</p>

		<p>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</p> <p>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</p>
STANDARD AREA / STATEMENT	1.4.OT.	Writing
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	1.4.OT.M.	Narrative: Tell a story about a picture.
DESCRIPTOR	1.4.OT.M.1.	<p>Tell a real or make-believe story.</p> <p><u>IT2 Creative Curriculum</u> LL 17 Three Bears SE 24 Stop!</p>
DESCRIPTOR	1.4.OT.M.2.	<p>Describe the shapes in a drawn pictures (e.g. “This is a dog and that is her dog house”).</p> <p><u>IT2 Creative Curriculum</u> BCC 03 BCC 16 BCC 22 LL 01 Letters in the Sand LL 20 This is the Same LL 37 My Clothes Today</p>
DESCRIPTOR	1.4.OT.M.3.	<p>Respond when asked “who” or “what” is in the picture.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p> 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 </p>
DESCRIPTOR	1.4.OT.M.4.	<p>When prompted, provide details to further support the description of the picture.</p> <p><u>IT2 Creative Curriculum</u></p> <p> 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 </p>

		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
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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

		<p>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!</p>
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		<p>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</p>
DESCRIPTOR	1.4.OT.M.5.	Communicate the beginning and end of an event.

		IT2 Creative Curriculum LL 17 Three Bears SE 24 Stop!
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.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 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?

		<p>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</p>
DESCRIPTOR	1.4.OT.R.3.	<p>Scribble writes deliberately.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	1.4.OT.R.4.	<p>Scribble lines, circles, zig-zags or in rows.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	1.4.OT.R.5.	<p>Write segments of letter forms (e.g. lines, curves).</p> <p><u>IT2 Creative Curriculum</u> LL 01 Letters in the Sand LL 03 From Drawing to Writing</p>
DESCRIPTOR	1.4.OT.R.6.	<p>Begin to use letter like forms.</p> <p><u>IT2 Creative Curriculum</u> LL 01 Letters in the Sand LL 03 From Drawing to Writing</p>
DESCRIPTOR	1.4.OT.R.7.	<p>Trace and create letters and other shapes using tactile materials (e.g. sand, sandpaper, glue, foam).</p> <p><u>IT2 Creative Curriculum</u></p>

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
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?”). <u>IT2 Creative Curriculum</u> MM 09 The Answer is No!
DESCRIPTOR	1.4.OT.V.2.	Ask questions about familiar and unfamiliar people. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> MM 09 The Answer is No!
DESCRIPTOR	1.5.OT.A.3.	Allow wait time before responding. <u>IT2 Creative Curriculum</u> BCC 01 BCC 02 BCC 03 BCC 04

		<p>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 LL 44 Fruit Salad LL 45 Animal Books</p>
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		<p>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...</p>
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		<p>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</p>
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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

		<p>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</p>
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.	<p>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).</p> <p><u>IT2 Creative Curriculum</u> MM 03 Hello Cheer SE 01 Actively Listening to Children SE 21 Big Rule, Little Rule</p>
DESCRIPTOR	1.5.OT.C.2.	<p>Demonstrate understanding of position words.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	1.5.OT.C.3.	<p>Follow 2-step directions with reminders.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>1.5.OT.C.4.</p>	<p>Respond to a question with an answer or details related to the topic being discussed.</p> <p><u>IT2 Creative Curriculum</u> 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...</p>

		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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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.

		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. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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 / 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.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. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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	2.1.OT.MP.2.	Persist in numerical play. <u>IT2 Creative Curriculum</u> 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	2.1.OT.MP.3.	Reference AL.2.OT.C). <u>IT2 Creative Curriculum</u> 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	2.3.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	2.3.OT.A.1.	Geometry: Identification: Recognize and identify basic shapes in the environment.
DESCRIPTOR	2.3.OT.A.1.1.	Describe objects in the environment and name shapes. <u>IT2 Creative Curriculum</u> M 01 Matching Shapes M 04 Cookie-Cutter Fun MM 95 Shape Finders

DESCRIPTOR	2.3.OT.A.1.2.	Complete simple puzzles. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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	2.3.OT.A.2.	Geometry: Application: Create and compose simple shapes.
DESCRIPTOR	2.3.OT.A.2.1.	Use simple shapes in drawing. <u>IT2 Creative Curriculum</u> 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	2.3.OT.A.2.3.	Use fingers or body to represent shapes when asked. <u>IT2 Creative Curriculum</u> 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.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	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. <u>IT2 Creative Curriculum</u> M 01 Matching Shapes M 04 Cookie-Cutter Fun MM 95 Shape Finders
DESCRIPTOR	2.3.OT.MP.2.	Complete simple puzzles. <u>IT2 Creative Curriculum</u> 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.

		<u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> BCC 04

		<p> BCC 05 BCC 07 BCC 08 BCC 09 LL 06 Sticky Tables 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 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 </p>
DESCRIPTOR	2.4.OT.A.1.3.	<p> Explore objects to determine size. <u>IT2 Creative Curriculum</u> 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 </p>
DESCRIPTOR	2.4.OT.A.1.4.	<p> Explore measuring tools. <u>IT2 Creative Curriculum</u> LL 43 Lemonade LL 46 Veggie Mash-Up LL 48 Applesauce LL 49 Pancakes </p>

		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
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.2.	Measurement and Data: Data: Classify objects and count the number of objects in each category.
DESCRIPTOR	2.4.OT.A.2.1.	Sort objects by one attribute (e.g. color, size, shape). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> BCC 01 BCC 02 BCC 03 BCC 04 BCC 05 BCC 06

		<p>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</p>
STANDARD AREA / STATEMENT	2.4.OT.	Measurement, Data and Probability
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	2.4.OT.MP.	Measurement and Data: Use mathematical processes when measuring; organizing data.
DESCRIPTOR	2.4.OT.MP.2.	<p>Engage in activities that include organizing data.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		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.4.	Persist in activities that include organizing data (Reference AL.2.OT.C). <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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
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. <u>IT2 Creative Curriculum</u> BCC 08

		BCC 11 BCC 18 LL 57 Waterworks LL 59 Playground Textures M 11 Garden Party
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.3.	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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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?

		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 Icy 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. <u>IT2 Creative Curriculum</u> BCC 08 BCC 11 BCC 18 LL 57 Waterworks LL 59 Playground Textures M 11 Garden Party
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. <u>IT2 Creative Curriculum</u> 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 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"). <u>IT2 Creative Curriculum</u> 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 84 Fiddly Fingers MM 91 You Have Two
DESCRIPTOR	3.1.OT.A.5.3.	Name basic parts of plants and animals (e.g. flower, leaf, tail). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> BCC 01 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 14 BCC 16 BCC 19 BCC 20

		<p>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</p>
DESCRIPTOR	3.1.OT.A.5.5.	<p>Include basic parts (e.g. head, flower) in drawing of people, animals or plants.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
STANDARD AREA / STATEMENT	3.1.OT.A.	Biological Sciences: Living and Non-Living Organisms
STANDARD		<p>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?</p>
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. <u>IT2 Creative Curriculum</u> MM 98 Let's Explore!
DESCRIPTOR	3.1.OT.A.9.2.	Use the five senses and simple equipment to gather data. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> BCC 12 BCC 15 LL 24 Fingers, Nose, and Toes
DESCRIPTOR	3.1.OT.B.1.2.	Match parent animal with offspring. <u>IT2 Creative Curriculum</u> BCC 08 BCC 11
DESCRIPTOR	3.1.OT.B.1.3.	Identify characteristics of animals from the same species (e.g. color, size). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u>

		MM 98 Let's Explore!
DESCRIPTOR	3.1.OT.B.6.2.	Use the five senses and simple equipment to gather data. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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.OT.C.	Biological Sciences: Evolution
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. <u>IT2 Creative Curriculum</u> BCC 08 BCC 11 MM 98 Let's Explore!
DESCRIPTOR	3.1.OT.C.4.3.	Observe during a nature walk. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u>

		M 05 Sink or Float? M 10 Making Butter M 14 Ramp Experiments
DESCRIPTOR	3.2.OT.A.1.3.	Explore and describe objects of varying shapes. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> M 05 Sink or Float? M 10 Making Butter M 14 Ramp Experiments
DESCRIPTOR	3.2.OT.A.1.6.	Participate in teacher-led exploration of matter (e.g. water and sensory play, explore novel objects introduced into classroom). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> M 05 Sink or Float? M 10 Making Butter M 14 Ramp Experiments
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.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. <u>IT2 Creative Curriculum</u> M 05 Sink or Float? M 10 Making Butter M 14 Ramp Experiments
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.6.	Science as Inquiry: Participate in simple investigations of matter to answer a question.
DESCRIPTOR	3.2.OT.A.6.1.	Ask questions about matter. <u>IT2 Creative Curriculum</u> MM 98 Let's Explore!
DESCRIPTOR	3.2.OT.A.6.2.	Use the five senses and simple equipment to gather data. <u>IT2 Creative Curriculum</u> 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	3.2.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 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 / 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.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

		P 10 Icy 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). <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> M 05 Sink or Float? MM 98 Let's Explore!
DESCRIPTOR	3.3.OT.A.4.4.	Answer questions about observations of water. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u>

		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. <u>IT2 Creative Curriculum</u> MM 98 Let's Explore!
DESCRIPTOR	3.3.OT.A.7.2.	Use the five senses and simple equipment to gather data. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> MM 98 Let's Explore!
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.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. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> BCC 08 BCC 11 BCC 18 LL 57 Waterworks LL 59 Playground Textures M 11 Garden Party
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.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. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> M 05 Sink or Float?
DESCRIPTOR	4.2.OT.A.2.	Recognize differences in types of water (e.g. moving versus still). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> BCC 08 BCC 11 LL 32 Observing Insect Life
SUBJECT / STANDARD AREA	PA.SS.	Social Studies Thinking (Older Toddler)

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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> BCC 12 BCC 15 LL 24 Fingers, Nose, and Toes
DESCRIPTOR	5.2.OT.A.2.	Participate in decision making. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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).

		<u>IT2 Creative Curriculum</u> BCC 12 BCC 15 LL 24 Fingers, Nose, and Toes
DESCRIPTOR	5.2.OT.A.5.	Talk about things the family does together. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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

		<p>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</p>
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.	<p>Make a choice and explain the reason for the choice.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
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.	<p>Act out play scenarios that relate to local businesses (e.g. getting haircut, pet school, farmer's market).</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		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	8.1.OT.	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.OT.A.	Continuity and Change over Time: Identify and complete the sequence of familiar routines and tasks.
DESCRIPTOR	8.1.OT.A.1.	Reference AL.2.OT.B. <u>IT2 Creative Curriculum</u> BCC 06 BCC 19 BCC 20 BCC 22 M 03 Everyday Patterns M 15 Good Night, Toys
SUBJECT / STANDARD AREA	PA.CA.	Creative Thinking and Expression (Older Toddler)
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.A.	Elements and Principles: Know and use basic elements of music and movement.
DESCRIPTOR	9.1.M.OT.A.1.	Explore rhythm instruments. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u>

		<p>BCC 16 BCC 21 M 08 Pots and Pans Band MM 80 Follow That Toy P 17 Tap and Shake My Tambourine</p>
DESCRIPTOR	9.1.M.OT.A.3.	<p>Participate in teacher guided music and movement activities.</p> <p><u>IT2 Creative Curriculum</u> 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!</p>

		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. <u>IT2 Creative Curriculum</u> M 08 Pots and Pans Band
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.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. <u>IT2 Creative Curriculum</u> 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.	Request favorite types of music. <u>IT2 Creative Curriculum</u> 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.	<p>Sing songs in recognizable ways.</p> <p><u>IT2 Creative Curriculum</u></p> <p>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</p> <p>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</p> <p>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> <p>P 06 Rocking on a Roller P 26 Let's Fill Up the Box P 27 Stand Up and Dance</p>

		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). <u>IT2 Creative Curriculum</u> 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, 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

		<p>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</p>
DESCRIPTOR	9.1.M.OT.B.5.	<p>Use props in response to music (e.g. scarves, instruments, ribbons).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.1.M.OT.B.6.	<p>Attempt to imitate music patterns and dance movements.</p> <p><u>IT2 Creative Curriculum</u> BCC 02 BCC 04 BCC 05 BCC 07 BCC 11 BCC 12 BCC 21 BCC 23 LL 04 Sing & Move LL 15 Whisper Songs</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>9.1.M.OT.B.7.</p>	<p>Participate in group music activities for short periods of time.</p> <p><u>IT2 Creative Curriculum</u> 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!</p>

		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!

		<p>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</p>
DESCRIPTOR	9.1.M.OT.E.3.	<p>Sing songs in recognizable ways.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>9.1.M.OT.E.4.</p>	<p>React to music with increasingly coordinated body movements (e.g. move, dance, clap, sway: movements may not match rhythm).</p> <p><u>IT2 Creative Curriculum</u> 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, 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</p>

		<p>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</p>
DESCRIPTOR	9.1.M.OT.E..5.	<p>Use props in response to music (e.g. scarves, instruments, ribbons).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.1.M.OT.E.6.	<p>Attempt to imitate music patterns and dance movements.</p> <p><u>IT2 Creative Curriculum</u> BCC 02 BCC 04 BCC 05 BCC 07 BCC 11 BCC 12</p>

		<p> BCC 21 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 </p>
<p>DESCRIPTOR</p>	<p>9.1.M.OT.E.7.</p>	<p> Participate in group music activities for short periods of time. <u>IT2 Creative Curriculum</u> 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 </p>

		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.E.8.	Indicate likes and dislikes in regard to music. <u>IT2 Creative Curriculum</u> 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.J.	Technologies: Use a variety of technologies for producing music or performing movements.
DESCRIPTOR	9.1.M.OT.J.1.	Explore musical instruments, including those which are culturally diverse. <u>IT2 Creative Curriculum</u> 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.OT.J.2.	Use instruments to accompany music. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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).

		<p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.1.M.OT.J.5.	<p>Attempt to imitate music patterns using musical instruments.</p> <p><u>IT2 Creative Curriculum</u> BCC 16 BCC 21 M 08 Pots and Pans Band MM 80 Follow That Toy P 17 Tap and Shake My Tambourine</p>
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.	<p>Imitate familiar actions in play (e.g. hold phone to ear, stir using spoon, use cups and plates to serve pretend meal).</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>9.1.D.OT.B.2.</p>	<p>Use object for intended purpose during play.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		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.3.	Use one object to represent another object during play. <u>IT2 Creative Curriculum</u> 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.B.4.	Create own dramatic play scenarios. <u>IT2 Creative Curriculum</u> BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15 BCC 16 BCC 19

		<p>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</p>
<p>DESCRIPTOR</p>	<p>9.1.D.OT.B.5.</p>	<p>Act out experiences that are new or unknown (e.g. dentist).</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>9.1.D.OT.B.6.</p>	<p>Pretend to be a person or animal.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		SE 26 Dressing for the Weather
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.E.	Representation: Use imagination and creativity to express self through dramatic play.
DESCRIPTOR	9.1.D.OT.E.1.	<p>Imitate and repeat voice inflections and facial expressions to entertain others.</p> <p><u>IT2 Creative Curriculum</u> 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 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 26 Dressing for the Weather</p>
DESCRIPTOR	9.1.D.OT.E.2.	<p>Use non-conforming objects to create representations of real life objects or activities.</p> <p><u>IT2 Creative Curriculum</u> BCC 05 BCC 06 BCC 07 BCC 08</p>

		<p> 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 </p>
<p>DESCRIPTOR</p>	<p>9.1.D.OT.E.3.</p>	<p> Represent fantasy and real-life experiences through pretend play. <u>IT2 Creative Curriculum</u> 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 </p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>9.1.D.OT.E.4.</p>	<p>Imitate roles of people, animals, or objects observed in life experiences.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
<p>DESCRIPTOR</p>	<p>9.1.D.OT.E.5.</p>	<p>Use props and costumes during dramatic play.</p> <p><u>IT2 Creative Curriculum</u> BCC 02 BCC 03 BCC 04 BCC 08 BCC 09 BCC 11 BCC 12 BCC 14 BCC 15 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</p>

		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. <u>IT2 Creative Curriculum</u> 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	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. <u>IT2 Creative Curriculum</u> 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.	Communicate about art, demonstrating an understanding of color and shape. <u>IT2 Creative Curriculum</u> 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 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

		<p>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</p>
<p>DESCRIPTOR</p>	<p>9.1.V.OT.A.3.</p>	<p>Create a picture using different colors.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
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<p>DESCRIPTOR</p>	<p>9.1.V.OT.A.4.</p>	<p>Combine colors.</p> <p><u>IT2 Creative Curriculum</u></p> <p>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</p> <p>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</p>
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		<p>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</p>
DESCRIPTOR	9.1.V.OT.A.5.	<p>Explore a variety of art materials.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.1.V.OT.A.6.	<p>Use art materials as intended.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
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.	<p>Participate in teacher-guided art activities.</p> <p><u>IT2 Creative Curriculum</u> 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?</p>

		<p>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</p>
DESCRIPTOR	9.1.V.OT.B.2.	<p>Use a variety of non-toxic materials (e.g. paint, crayons, markers, wood, play dough, plastic safety scissors, stampers, rubbing plates).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.1.V.OT.B.3.	<p>Demonstrate increased control of art technologies.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.1.V.OT.B.4.	<p>Initiate independent works of art.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		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.	<p>Initiate art activities.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.1.V.OT.E.2.	<p>Participate in teacher-guided visual art activities.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.1.V.OT.E.3.	<p>Select art materials during free choice.</p> <p><u>IT2 Creative Curriculum</u></p>

		<p>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</p>
DESCRIPTOR	9.1.V.OT.E.4.	<p>Draw simple pictures to represent something.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.1.V.OT.E.5.	<p>Attempt to draw self-portrait.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.1.V.OT.E.6.	<p>Create basic shapes.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		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. <u>IT2 Creative Curriculum</u> 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 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.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. <u>IT2 Creative Curriculum</u> 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.2.	Participate in teacher-guided visual art activities. <u>IT2 Creative Curriculum</u> 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.J.3.	Manipulate materials in a variety of ways (e.g. pounding, squeezing, rolling, tearing, poking). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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?

		<p>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</p>
DESCRIPTOR	9.3.OT.F.2.	<p>Engage in tactile art experiences.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	9.3.OT.F.3.	<p>Communicate about the specific tools needed to perform a specific type of art (e.g. "I need crayons").</p> <p><u>IT2 Creative Curriculum</u> LL 16 Tissue-Paper Play LL 37 My Clothes Today LL 40 Sticky Surface</p>

		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. <u>IT2 Creative Curriculum</u> 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.OT.F.5.	Participate in teacher-guided music and movement activities. <u>IT2 Creative Curriculum</u> 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!

		<p>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</p>
<p>DESCRIPTOR</p>	<p>9.3.OT.F.6.</p>	<p>Communicate likes and dislikes.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>9.3.OT.F.7.</p>	<p>Answer questions about different art forms.</p> <p><u>IT2 Creative Curriculum</u> 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!</p>

		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 / 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. <u>IT2 Creative Curriculum</u> 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

		<p>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</p>
<p>DESCRIPTOR</p>	<p>9.3.OT.G.2.</p>	<p>Notice the way others are dancing to music.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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 84 Fiddly Fingers MM 91 You Have Two
DESCRIPTOR	10.1.OT.B.2.	<p>Follow basic directions in a movement song (e.g. shake your feet or wiggle your arms).</p> <p><u>IT2 Creative Curriculum</u></p> <p>BCC 01 BCC 02 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</p> <p>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</p> <p>M 09 Let's Make Two M 12 Where's the Bear?</p> <p>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 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 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</p>

		<p>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 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</p>
<p>DESCRIPTOR</p>	<p>10.1.OT.B.3.</p>	<p>Point to or move fingers, hands, toes, feet and head when asked.</p> <p><u>IT2 Creative Curriculum</u> 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 84 Fiddly Fingers MM 91 You Have Two</p>
<p>DESCRIPTOR</p>	<p>10.1.OT.B.4.</p>	<p>Use fingers and hands during finger plays and songs with motions.</p> <p><u>IT2 Creative Curriculum</u> BCC 01 BCC 02</p>

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
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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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.OT.A.2.	Use verbal and non-verbal cues to express needs (e.g. hunger, tired, toileting). <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> BCC 10 BCC 11 BCC 12

		<p>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</p>
DESCRIPTOR	10.2.OT.A.4.	<p>Practice basic hygiene practices with adult reminders (e.g. use tissue to wipe nose, wash hands, attempt to brush teeth, cough into elbow).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	10.2.OT.A.5.	<p>Discuss basic hygiene practices.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	10.2.OT.A.6.	<p>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).</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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). <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u>

		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.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). <u>IT2 Creative Curriculum</u> 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>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</p>
<p>DESCRIPTOR</p>	<p>10.4.OT.A.2.</p>	<p>Run with increasing speed and developing coordination.</p> <p><u>IT2 Creative Curriculum</u> 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>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.4.OT.A.3.</p>	<p>Jump off low step landing on two feet.</p> <p><u>IT2 Creative Curriculum</u> 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>

		<p>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</p>
DESCRIPTOR	10.4.OT.A.4.	<p>Throw object at target (e.g. bean bag in basket).</p> <p><u>IT2 Creative Curriculum</u> BCC 12 BCC 15 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</p>
DESCRIPTOR	10.4.OT.A.5.	<p>Climb and crawl in and out of things (e.g. navigate short ladder on play equipment).</p> <p><u>IT2 Creative Curriculum</u> 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?</p>

		<p>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</p>
STANDARD AREA / STATEMENT	10.4.OT.	Physical Activity: Gross Motor Coordination
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	10.4.OT.B.	Balance and Strength: Demonstrate balance and strength when performing gross motor activities.
DESCRIPTOR	10.4.OT.B.1.	<p>Side steps across beam.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.4.OT.B.2.</p>	<p>Jump off low step using two feet.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.4.OT.B.3.</p>	<p>Jumps over small objects.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.4.OT.B.4.</p>	<p>Use steps (non-alternating feet) with support.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
DESCRIPTOR	10.4.OT.B.5.	<p>Kick a ball.</p> <p><u>IT2 Creative Curriculum</u> BCC 12 BCC 15 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</p>
DESCRIPTOR	10.4.OT.B.6.	<p>Carry objects from one place to another.</p> <p><u>IT2 Creative Curriculum</u> 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!</p>

		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.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.A.	Strength, Coordination and Muscle: Coordinate use of fingers, hands and wrists to accomplish actions.
DESCRIPTOR	10.5.OT.A.1.	Manipulate a variety of objects. <u>IT2 Creative Curriculum</u> 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!

		<p>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>
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		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.5.OT.A.2.</p>	<p>Pick up more than one object in the same hand.</p> <p><u>IT2 Creative Curriculum</u> 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>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.5.OT.A.3.</p>	<p>Transfer objects from one hand to another.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p> 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 </p>
<p>DESCRIPTOR</p>	<p>10.5.OT.A.4.</p>	<p> Twist wrists to turn hands. <u>IT2 Creative Curriculum</u> 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 </p>

		<p> 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 </p>
DESCRIPTOR	10.5.OT.A.5.	<p> Imitate motions of basic finger plays. <u>IT2 Creative Curriculum</u> LL 06 Sticky Tables LL 10 Yummy Foods LL 13 Lift the Flap and See Who's Here </p>

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>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</p>
<p>DESCRIPTOR</p>	<p>10.5.OT.A.6.</p>	<p>Hold object in one hand and manipulate it with another hand (e.g. tearing paper, brushing a dolls hair, string larger beads).</p> <p><u>IT2 Creative Curriculum</u> 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!</p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.5.OT.A.7.</p>	<p>Practice manual self-help skills (e.g. snapping, Velcro).</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
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.	<p>Pick up and manipulate objects.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

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
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M 10 Making Butter
M 11 Garden Party
M 12 Where's the Bear?
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MM 22 Shake It Up
MM 30 One for You, One for Me
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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
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>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</p>
<p>DESCRIPTOR</p>	<p>10.5.OT.B.2.</p>	<p>Stack toys and blocks.</p> <p><u>IT2 Creative Curriculum</u></p> <p>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>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.5.OT.B.3.</p>	<p>Place objects in containers.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p> 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 </p>
<p>DESCRIPTOR</p>	<p>10.5.OT.B.4.</p>	<p>Use nesting toys and place on inside another.</p> <p><u>IT2 Creative Curriculum</u></p> <p> 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 </p>

		<p> 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 </p>
DESCRIPTOR	10.5.OT.B.5.	Point to objects. <u>IT2 Creative Curriculum</u> 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
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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
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>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</p>
<p>DESCRIPTOR</p>	<p>10.5.OT.B.6.</p>	<p>Manipulate pieces of a puzzle.</p> <p><u>IT2 Creative Curriculum</u></p> <p>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>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.5.OT.B.7.</p>	<p>Hold book with one hand while turning pages with the other.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
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.	<p>Use writing or drawing tools to make recognizable shapes, lines or dots.</p> <p><u>IT2 Creative Curriculum</u> 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 13 What's Inside?</p>

		<p>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 Icy Paintings P 12 Molding Dough P 29 Nesting Bag P 36 Water Painting</p>
<p>DESCRIPTOR</p>	<p>10.5.OT.C.2.</p>	<p>Use spoon and fork for eating.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p> 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 </p>
<p>DESCRIPTOR</p>	<p>10.5.OT.C.3.</p>	<p> Use cups to practice pouring. <u>IT2 Creative Curriculum</u> 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 </p>

		<p>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</p>
<p>DESCRIPTOR</p>	<p>10.5.OT.C.4.</p>	<p>Use safety scissors to make simple snips or cuts.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

LL 19 Shake That Bell!
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 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>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</p>
<p>DESCRIPTOR</p>	<p>10.5.OT.C.5.</p>	<p>Use child-sized household or classroom tools (e.g. broom, plastic hammer, sponge, cloth).</p> <p><u>IT2 Creative Curriculum</u> 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>

		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.6.	Use basic tools to manipulate play dough. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> BCC 01 BCC 06

		<p>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!</p>
DESCRIPTOR	16.1.OT.A.2.	<p>Label basic emotions (e.g. happy, sad, mad, scared).</p> <p><u>IT2 Creative Curriculum</u> 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!</p>
DESCRIPTOR	16.1.OT.A.3.	<p>Use pretend play as a way to practice feelings.</p> <p><u>IT2 Creative Curriculum</u> BCC 05 BCC 06 BCC 07 BCC 08 BCC 09 BCC 10 BCC 12 BCC 13 BCC 14 BCC 15</p>

		<p>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</p>
DESCRIPTOR	16.1.OT.A.4.	<p>Answer questions that connect behavior to emotion.</p> <p><u>IT2 Creative Curriculum</u> 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!</p>
DESCRIPTOR	16.1.OT.A.5.	<p>State how actions connect to emotions (e.g. "I pound play dough, I'm mad", "I love you, hug!").</p> <p><u>IT2 Creative Curriculum</u></p>

		<p>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!</p>
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.	<p>Convey ownership of objects and people (e.g. say "that's mine", "that's my mommy").</p> <p><u>IT2 Creative Curriculum</u> MM 30 One for You, One for Me</p>
DESCRIPTOR	16.1.OT.B.2.	<p>Request preferred activity.</p> <p><u>IT2 Creative Curriculum</u> BCC 14 BCC 15 BCC 16 LL 29 Describing Food</p>
DESCRIPTOR	16.1.OT.B.3.	<p>Show preference for familiar adults.</p> <p><u>IT2 Creative Curriculum</u> MM 17 Dream</p>
DESCRIPTOR	16.1.OT.B.4.	<p>Communicate resistance when asked to end an activity they are engaged in.</p> <p><u>IT2 Creative Curriculum</u> MM 30 One for You, One for Me</p>
DESCRIPTOR	16.1.OT.B.5.	<p>Engage in the same activity over and over.</p> <p><u>IT2 Creative Curriculum</u> LL 32 Observing Insect Life LL 61 What's the Problem? M 01 Matching Shapes M 02 Dig It! M 10 Making Butter</p>

		<p>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</p>
DESCRIPTOR	16.1.OT.B.6.	<p>Communicate choice.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
STANDARD AREA / STATEMENT	16.1.OT.	Self-Awareness and Self-Regulation
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	16.1.OT.C.	Resiliency: Approach new experiences with confidence.
DESCRIPTOR	16.1.OT.C.1.	<p>Show confidence and pleasure in the completion of a task or activity.</p> <p><u>IT2 Creative Curriculum</u> BCC 08 BCC 11 BCC 14 BCC 18</p>
DESCRIPTOR	16.1.OT.C.2.	<p>Demonstrate pride in completed accomplishments.</p> <p><u>IT2 Creative Curriculum</u> BCC 08 BCC 11 BCC 14 BCC 18</p>
DESCRIPTOR	16.1.OT.C.3.	Attempt a teacher-suggested alternate solution to accomplish a

		task. <u>IT2 Creative Curriculum</u> 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 do I express and manage my emotions?
DESCRIPTOR / STANDARD	16.1.OT.D.	Goal Setting: Establish goals independently.
DESCRIPTOR	16.1.OT.D.1.	Make simple choices. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> BCC 05 BCC 19 BCC 20 BCC 24 LL 22 Neighborhood Walk LL 41 Letters, 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 / 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.E.	Identity Development: Use language that indicates knowledge of self.
DESCRIPTOR	16.1.OT.E.1.	Use words that mean self when speaking (e.g. "Me do it", "I can"). <u>IT2 Creative Curriculum</u> BCC 08

		BCC 11 BCC 14 BCC 18
DESCRIPTOR	16.1.OT.E.2.	Tell stories about self. <u>IT2 Creative Curriculum</u> BCC 08 BCC 11 BCC 14 BCC 18
DESCRIPTOR	16.1.OT.E.3.	Relate personal experiences to other experiences. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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

		<p>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?</p>
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	<p>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</p>
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		<p>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>
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		<p> 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 </p>
<p>DESCRIPTOR</p>	<p>16.2.OT.A.2.</p>	<p> Respond to familiar adult's questions and directions. 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 LL 22 Neighborhood Walk </p>

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?
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

		<p>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</p>
DESCRIPTOR	16.2.OT.A.3.	<p>Demonstrate appropriate affection for familiar adults and peers.</p> <p><u>IT2 Creative Curriculum</u> MM 17 Dream</p>
DESCRIPTOR	16.2.OT.A.4.	<p>Seek out companionship from another child.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	16.2.OT.A.5.	<p>Use words denoting friendship.</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		<p>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</p>
DESCRIPTOR	16.2.OT.A.6.	<p>Ask a child to play (e.g. “Do you want to make a block house with me?”).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	16.2.OT.A.7.	<p>Play cooperatively with a few peers for a short period of time.</p> <p><u>IT2 Creative Curriculum</u> 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!</p>

		SE 26 Dressing for the Weather
DESCRIPTOR	16.2.OT.A.8.	Show interest in unfamiliar adults. <u>IT2 Creative Curriculum</u> SE 08 Playful Interactions
DESCRIPTOR	16.2.OT.A.9.	Demonstrate increasing ability to separate from trusted adults without distress. <u>IT2 Creative Curriculum</u> 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.	<p>Make drawings of people including self-portraits.</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	16.2.OT.B.2.	<p>Engage in activities that reflect home culture (e.g. dramatic play – cooking food served in the home).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	16.2.OT.B.3.	<p>Engage in activities that promote labeling of personal characteristics (e.g. likes, dislikes, physical characteristics, family make-up).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
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.	<p>Reference 1.5.OT.A.</p> <p><u>IT2 Creative Curriculum</u></p> <p>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</p> <p>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</p>

		<p>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!</p>
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		<p>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!</p>
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		<p>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</p>
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		<p>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</p>
STANDARD AREA / STATEMENT	16.2.OT.	Establishing and Maintaining Relationships
STANDARD		<p>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?</p>
DESCRIPTOR / STANDARD	16.2.OT.D.	Managing Interpersonal Conflicts: Communicate about a conflict and seek help to solve.
DESCRIPTOR	16.2.OT.D.1.	<p>Use language to express emotion and describe needs (e.g. "I want that block," "Hey, that's mine").</p> <p><u>IT2 Creative Curriculum</u> 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</p>

		SE 20 Conflict Resolution SE 22 Hello Activities SE 23 Encouragement SE 24 Stop!
DESCRIPTOR	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!
DESCRIPTOR	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!
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.E.	Support: Asking for Help: Ask for help when needed.
DESCRIPTOR	16.2.OT.E.1.	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 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	16.2.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	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 / 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.A.	Decision Making Skills: Recognize the consequences of choices.
DESCRIPTOR	16.3.OT.A.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	16.3.OT.A.2.	Discuss consequences of 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	16.3.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

		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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> 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. <u>IT2 Creative Curriculum</u> SE 20 Conflict Resolution SE 24 Stop! SE 26 Dressing for the Weather
DESCRIPTOR	16.3.OT.B.4.	Test limits. <u>IT2 Creative Curriculum</u> 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>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</p>
DESCRIPTOR	16.3.OT.B.5.	<p>Demonstrate autonomy by saying “no” but will cooperate with teacher guidance.</p> <p><u>IT2 Creative Curriculum</u> LL 56 Where Did It Go? SE 20 Conflict Resolution</p>
DESCRIPTOR	16.3.OT.B.6.	<p>Respond appropriately when adult identifies an unsafe practice.</p> <p><u>IT2 Creative Curriculum</u> BCC 24 LL 22 Neighborhood Walk LL 49 Pancakes SE 19 Dos and Don'ts Book SE 21 Big Rule, Little Rule</p>
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.	<p>Tell or indicate that another child appears to be distressed.</p> <p><u>IT2 Creative Curriculum</u> P 13 1, 2, 3 Hops P 33 Balancing Act SE 21 Big Rule, Little Rule SE 26 Dressing for the Weather</p>
DESCRIPTOR	16.3.OT.C.2.	<p>Recognize and name others’ feelings.</p> <p><u>IT2 Creative Curriculum</u> P 13 1, 2, 3 Hops P 33 Balancing Act SE 21 Big Rule, Little Rule SE 26 Dressing for the Weather</p>
DESCRIPTOR	16.3.OT.C.3.	<p>Help a child with a task (e.g. clean up).</p> <p><u>IT2 Creative Curriculum</u> 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</p>
DESCRIPTOR	16.3.OT.C.4.	<p>Attempt to soothe another who is distressed.</p> <p><u>IT2 Creative Curriculum</u> P 13 1, 2, 3 Hops P 33 Balancing Act</p>

		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). <u>IT2 Creative Curriculum</u> P 13 1, 2, 3 Hops P 33 Balancing Act SE 21 Big Rule, Little Rule SE 26 Dressing for the Weather