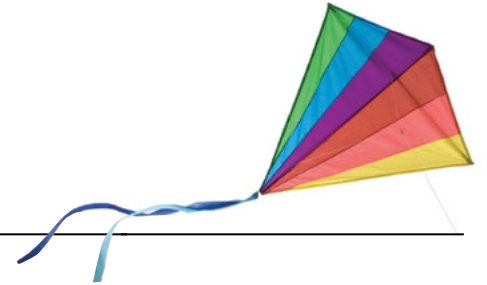




Alignment of

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*GOLD*®

Objectives for Development & Learning:  
Birth *Through* Third Grade

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WITH

# **GOLD® Objectives for Development and Learning, Birth Through Third Grade**

aligned to

**North Dakota Pre-Kindergarten Content Standards**

**Ages 4-5; adopted 2013**

<b>CONTENT STANDARD</b>	<b>ND.SED.</b>	<b>Social and Emotional Development</b>
<b>BENCHMARK</b>	<b>SED.1.</b>	<b>Students demonstrate a developing sense of self and the ability to self- regulate.</b>
<b>GRADE LEVEL EXPECTATION</b>		<b>Self-Concept</b>
<b>INDICATOR</b>	<b>SED.1.1.</b>	<p>Recognize personal abilities, characteristics, culture, and preferences.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u>  <b>• Objective 29 Demonstrates knowledge about self</b></p>
<b>CONTENT STANDARD</b>	<b>ND.SED.</b>	<b>Social and Emotional Development</b>
<b>BENCHMARK</b>	<b>SED.1.</b>	<b>Students demonstrate a developing sense of self and the ability to self- regulate.</b>
<b>GRADE LEVEL EXPECTATION</b>		<b>Self-Regulation</b>
<b>INDICATOR</b>	<b>SED.1.2.</b>	<p>Connect own behavior to its consequences and begin to differentiate between right and wrong.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u>  <b>• Objective 1 Regulates own emotions and behaviors a. Manages feelings</b>  <b>Objective 1a.6 Is able to look at a situation differently or delay gratification</b></p>
<b>INDICATOR</b>	<b>SED.1.3.</b>	<p>Show increasing ability to regulate and communicate own feelings and emotions.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u>  <b>• Objective 1 Regulates own emotions and behaviors a. Manages feelings</b>  <b>Objective 1a.6 Is able to look at a situation differently or delay gratification</b></p>
<b>INDICATOR</b>	<b>SED.1.4.</b>	<p>Regulate physical actions (e.g., follow classroom rules and routines, use classroom materials purposefully and respectfully, manage transitions and adapt to changes in routine).</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u>  <b>• Objective 1 Regulates own emotions and behaviors b. Follows limits and expectations</b>  <b>Objective 1b.6 Manages classroom rules, routines, and transitions with occasional reminders</b></p>

CONTENT STANDARD	ND.SED.	Social and Emotional Development
BENCHMARK	SED.1.	Students demonstrate a developing sense of self and the ability to self-regulate.
GRADE LEVEL EXPECTATION		Self-Reliance and Resiliency
INDICATOR	SED.1.5.	<p>Demonstrate self-confidence in own abilities.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately</li> </ul> <p><b>Objective 1c.6 Demonstrates confidence in meeting own needs</b></p>
INDICATOR	SED.1.6.	<p>Adapt to new environments with appropriate emotions and behaviors.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 1 Regulates own emotions and behaviors a. Manages feelings</li> </ul> <p><b>Objective 1a.6 Is able to look at a situation differently or delay gratification</b></p>
INDICATOR	SED.1.7.	<p>Show self-direction, independence, and initiative.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately</li> </ul> <p><b>Objective 1c.6 Demonstrates confidence in meeting own needs</b></p>
CONTENT STANDARD	ND.SED.	Social and Emotional Development
BENCHMARK	SED.2.	Students demonstrate a developing ability to interact with others.
GRADE LEVEL EXPECTATION		Social Competence
INDICATOR	SED.2.1.	<p>Use words, in English and/or home language, and non-verbal communication to communicate needs, ideas, experiences, and emotions.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 3 Participates cooperatively and constructively in group situations a. Balances needs and rights of self and others</li> </ul> <p><b>Objective 3a.6 Initiates the sharing of materials in the classroom and outdoors</b></p>
INDICATOR	SED.2.2.	<p>Communicate with peer or adult when encountering challenges.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 3 Participates cooperatively and constructively in group situations b. Solves social problems</li> </ul> <p><b>Objective 3b.6 Suggest solutions to social problems</b></p>

INDICATOR	SED.2.3.	Use acceptable and constructive methods to resolve conflicts and disagreements with peers.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 3 Participates cooperatively and constructively in group situations b. Solves social problems Objective 3b.6 Suggest solutions to social problems
CONTENT STANDARD	ND.SED.	Social and Emotional Development
BENCHMARK	SED.2.	Students demonstrate a developing ability to interact with others.
GRADE LEVEL EXPECTATION		Interactions with Peers and Adults
INDICATOR	SED.2.4.	Begin to develop peer friendships through group activities, tasks, and play.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships d. Makes friends Objective 2d.6 Establishes a special friendship with one other child, but the friendship might only last a short while
INDICATOR	SED.2.5.	Develop positive relationships with adults.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships a. Forms relationships with adults Objective 2a.8 Engages with trusted adults as resources and to share mutual interests
INDICATOR	SED.2.6.	With guidance and support, recognize and respect the feelings, opinions, and needs of others, and offer help.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 3 Participates cooperatively and constructively in group situations a. Balances needs and rights of self and others Objective 3a.6 Initiates the sharing of materials in the classroom and outdoors
INDICATOR	SED.2.7.	Work cooperatively with others and exhibit appropriate social behavior (e.g., use names, share, take turns, show respect).  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 3 Participates cooperatively and constructively in group situations a. Balances needs and rights of self and others Objective 3a.6 Initiates the sharing of materials in the classroom and outdoors
CONTENT STANDARD	ND.APL.	Approaches to Play & Learning
BENCHMARK	APL.1.	Students demonstrate habits of mind and dispositions important to learning.
GRADE LEVEL EXPECTATION		Initiative and Curiosity

INDICATOR	APL.1.1.	<p>Show interest and eagerness in discovering and learning new things.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation</li> </ul> <p>Objective 11d.6 Shows eagerness to learn about a variety of topics and ideas</p>
CONTENT STANDARD	ND.APL.	Approaches to Play & Learning
BENCHMARK	APL.1.	Students demonstrate habits of mind and dispositions important to learning.
GRADE LEVEL EXPECTATION		Engagement and Persistence
INDICATOR	APL.1.2.	<p>Sustain attention, interest, and focus on activities and engagement with experiences.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 11 Demonstrates positive approaches to learning a. Attends and engages</li> </ul> <p>Objective 11a.6 Sustains work on age-appropriate, interesting tasks; can ignore most distractions and interruptions</p>
INDICATOR	APL.1.3.	<p>Persist with goals, plans, and a variety of learning experiences.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 11 Demonstrates positive approaches to learning b. Persists</li> </ul> <p>Objective 11b.6 Plans and pursues a variety of appropriately challenging tasks</p>
INDICATOR	APL.1.4.	<p>Filter out and ignore most distractions and interruptions.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 11 Demonstrates positive approaches to learning a. Attends and engages</li> </ul> <p>Objective 11a.6 Sustains work on age-appropriate, interesting tasks; can ignore most distractions and interruptions</p>
INDICATOR	APL.1.5.	<p>Know how to seek and/or accept help or information from others when encountering a challenge or solving a problem.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 11 Demonstrates positive approaches to learning c. Solves problems</li> </ul> <p>Objective 11c.4 Observes and imitates how other people solve problems; asks for a solution and uses it</p>
CONTENT STANDARD	ND.APL.	Approaches to Play & Learning
BENCHMARK	APL.1.	Students demonstrate habits of mind and dispositions important to learning.
GRADE LEVEL EXPECTATION		Flexibility and Risk Taking

INDICATOR	APL.1.6.	<p>Approach tasks with flexibility.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 11 Demonstrates positive approaches to learning e. Shows flexibility and inventiveness in thinking</li> </ul> <p>Objective 11e.6 Changes plans if a better idea is thought of or proposed</p>
INDICATOR	APL.1.7.	<p>With some support and guidance, differentiate between appropriate and inappropriate risk taking.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately</li> </ul> <p>Objective 1c.6 Demonstrates confidence in meeting own needs</p>
CONTENT STANDARD	ND.APL.	Approaches to Play & Learning
BENCHMARK	APL.2.	Students engage in learning through a variety of approaches and cognitive processes.
GRADE LEVEL EXPECTATION		Imagination, Invention, and Creativity
INDICATOR	APL.2.1.	<p>Approach tasks with imagination and inventiveness.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 11 Demonstrates positive approaches to learning e. Shows flexibility and inventiveness in thinking</li> </ul> <p>Objective 11e.4 Uses creativity and imagination during play and routine tasks</p>
INDICATOR	APL.2.2.	<p>Explore and experiment with a wide variety of materials and activities.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation</li> </ul> <p>Objective 11d.6 Shows eagerness to learn about a variety of topics and ideas</p>
INDICATOR	APL.2.3.	<p>Engage in cooperative activities.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 2 Establishes and sustains positive relationships c. Interacts with peers</li> </ul> <p>Objective 2c.6 Initiates, joins in, and sustains positive interactions with a small group of two to three children</p>
CONTENT STANDARD	ND.APL.	Approaches to Play & Learning
BENCHMARK	APL.2.	Students engage in learning through a variety of approaches and cognitive processes.
GRADE LEVEL EXPECTATION		Pretend play

INDICATOR	APL.2.4.	<p>Substitutes one object for another in pretend play or pretends with objects that may or may not be present.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 14 Uses symbols and images to represent something not present b. Engages in sociodramatic play  Objective 14b.4 Acts out familiar or imaginary scenarios; may use props to stand for something else</p>
INDICATOR	APL.2.5.	<p>Uses imagination to create a variety of ideas, role plays, and fantasy situations.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 14 Uses symbols and images to represent something not present b. Engages in sociodramatic play  Objective 14b.4 Acts out familiar or imaginary scenarios; may use props to stand for something else</p>
INDICATOR	APL.2.6.	<p>Engages in elaborate sustained imagined play and can distinguish between real life and fantasy.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 14 Uses symbols and images to represent something not present b. Engages in sociodramatic play  Objective 14b.6 Interacts with two or more children during pretend play, assigning and/or assuming roles and discussing actions; sustains play scenario for up to 10 minutes</p>
CONTENT STANDARD	ND.APL.	Approaches to Play & Learning
BENCHMARK	APL.2.	Students engage in learning through a variety of approaches and cognitive processes.
GRADE LEVEL EXPECTATION		Analysis and Evaluation
INDICATOR	APL.2.7.	<p>Make simple connections based on prior knowledge and experiences.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 12 Remembers and connects experiences b. Makes connections  Objective 12b.6 Draws on everyday experiences and applies this knowledge to a similar situation</p>
CONTENT STANDARD	ND.PD.	Physical Development
BENCHMARK	PD.1.	Students demonstrate motor skills and movement patterns needed to perform a variety of physical activities.
GRADE LEVEL EXPECTATION		Movement Skills

INDICATOR	PD.1.1.	<p>Combine large motor movements (e.g., pulling, throwing, catching, kicking, rolling, riding) with the use of equipment (e.g., balls, bean bags, playground equipment).</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 4 Demonstrates traveling skills</li> </ul> <p><b>Objective 4.6 Moves purposefully from place to place with control</b></p> <ul style="list-style-type: none"> <li>• Objective 6 Demonstrates gross-motor manipulative skills</li> </ul> <p><b>Objective 6.6 Manipulates balls or similar objects with flexible body movements</b></p>
INDICATOR	PD.1.2.	<p>Engage in a variety of activities that require fine motor skills (e.g., art projects, manipulative toys, dressing).</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands</li> </ul> <p><b>Objective 7a.6 Uses refined wrist and finger movements</b></p>
CONTENT STANDARD	ND.PD.	Physical Development
BENCHMARK	PD.1.	Students demonstrate motor skills and movement patterns needed to perform a variety of physical activities.
GRADE LEVEL EXPECTATION		Control in Movement
INDICATOR	PD.1.3.	<p>Develop large body muscle control and coordination by engaging in a variety of physical activities (e.g., jumping, skipping, running, hopping, galloping, climbing, crawling, rolling).</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 4 Demonstrates traveling skills</li> </ul> <p><b>Objective 4.6 Moves purposefully from place to place with control</b></p>
INDICATOR	PD.1.4.	<p>Demonstrate a growing sense of balance (e.g., stands on one foot, walks on a balance beam).</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 5 Demonstrates balancing skills</li> </ul> <p><b>Objective 5.6 Sustains balance during simple movement experiences</b></p>
INDICATOR	PD.1.5.	<p>Use eye-hand coordination to complete tasks (e.g., stringing beads, doing puzzles, using clay, tracing, lacing, cutting with scissors, pouring).</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands</li> </ul> <p><b>Objective 7a.6 Uses refined wrist and finger movements</b></p>



INDICATOR	PD.1.6.	<p>Manipulate a variety of objects (e.g., clothing, blocks) and tools (e.g., writing and art tools, utensils).</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands</li> </ul> <p>Objective 7a.6 Uses refined wrist and finger movements</p> <ul style="list-style-type: none"> <li>• Objective 7 Demonstrates fine-motor strength and coordination b. Uses writing and drawing tools</li> </ul> <p>Objective 7b.6 Holds drawing and writing tools by using a three-point finger grip but may hold the instrument too close to one end</p>
CONTENT STANDARD	ND.PD.	Physical Development
BENCHMARK	PD.2.	Students understand and apply movement concepts, principles, strategies, and tactics to learn and perform physical activities.
GRADE LEVEL EXPECTATION		Movement Concepts
INDICATOR	PD.2.1.	<p>Demonstrate awareness of space and directionality in relationship to stationary and moving objects or boundaries (e.g., walls, lines, circles, bases) and respond to spatial directions.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 4 Demonstrates traveling skills</li> </ul> <p>Objective 4.6 Moves purposefully from place to place with control</p>
CONTENT STANDARD	ND.PD.	Physical Development
BENCHMARK	PD.3.	Students participate in regular physical activity.
GRADE LEVEL EXPECTATION		Benefit of Physical Activity
INDICATOR	PD.3.1.	<p>Identify the benefits and effects of exercise (e.g., positive feelings, increased stamina).</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately</li> </ul> <p>Objective 1c.6 Demonstrates confidence in meeting own needs</p>
CONTENT STANDARD	ND.PD.	Physical Development
BENCHMARK	PD.3.	Students participate in regular physical activity.
GRADE LEVEL EXPECTATION		Participates in Physical Activity
INDICATOR	PD.3.2.	<p>Participate in structured (e.g., games) and unstructured (e.g., playground) daily physical activities.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 4 Demonstrates traveling skills</li> </ul> <p>Objective 4.6 Moves purposefully from place to place with control</p>

CONTENT STANDARD	ND.PD.	Physical Development
BENCHMARK	PD.4.	Students understand and apply fitness concepts to achieve and maintain a health-enhancing level of physical fitness.
GRADE LEVEL EXPECTATION		Physiological Response to Physical Activity
INDICATOR	PD.4.1.	Exhibit strength, flexibility, and stamina/ endurance when participating in exercises for large motor skills.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 4 Demonstrates traveling skills Objective 4.6 Moves purposefully from place to place with control
INDICATOR	PD.4.2.	Exhibit control, strength, and dexterity in hand muscles.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 6 Demonstrates gross-motor manipulative skills Objective 6.6 Manipulates balls or similar objects with flexible body movements • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands Objective 7a.6 Uses refined wrist and finger movements
CONTENT STANDARD	ND.PD.	Physical Development
BENCHMARK	PD.5.	Students exhibit responsible personal and social behavior in physical activity settings.
GRADE LEVEL EXPECTATION		Procedures and Personal Responsibility
INDICATOR	PD.5.1.	Follow simple safety rules under teacher instruction and supervision during structured physical activities.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors b. Follows limits and expectations Objective 1b.6 Manages classroom rules, routines, and transitions with occasional reminders
CONTENT STANDARD	ND.PD.	Physical Development
BENCHMARK	PD.5.	Students exhibit responsible personal and social behavior in physical activity settings.
GRADE LEVEL EXPECTATION		Working With Others
INDICATOR	PD.5.2.	Work cooperatively with others in play and group physical activities.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships c. Interacts with peers Objective 2c.6 Initiates, joins in, and sustains positive interactions with a small group of two to three children
CONTENT STANDARD	ND.H.	Health
BENCHMARK	H.1.	Students understand the fundamental concepts of growth and development.

GRADE LEVEL EXPECTATION		Human Growth and Development
INDICATOR	H.1.1.	Recognize that people, including self, are growing and developing.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 25 Demonstrates knowledge of the characteristics of living things
CONTENT STANDARD	ND.H.	Health
BENCHMARK	H.1.	Students understand the fundamental concepts of growth and development.
GRADE LEVEL EXPECTATION		Body Systems
INDICATOR	H.1.2.	Identify the functions of basic body parts and systems (e.g., mouth is used to eat and talk).  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 25 Demonstrates knowledge of the characteristics of living things
CONTENT STANDARD	ND.H.	Health
BENCHMARK	H.2.	Students understand concepts related to the promotion of health and the prevention of disease.
GRADE LEVEL EXPECTATION		Personal Health
INDICATOR	H.2.1.	Develop awareness of behaviors that promote health and well-being (e.g., eating nutritious foods, sufficient rest, avoidance of unhealthy substances).  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.6 Demonstrates confidence in meeting own needs
CONTENT STANDARD	ND.H.	Health
BENCHMARK	H.2.	Students understand concepts related to the promotion of health and the prevention of disease.
GRADE LEVEL EXPECTATION		Disease and Illness
INDICATOR	H.2.2.	Perform basic self-help tasks that promote good hygiene (e.g., hand and face washing and drying, eating, dressing, brushing teeth, toileting).  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.6 Demonstrates confidence in meeting own needs
CONTENT STANDARD	ND.H.	Health
BENCHMARK	H.2.	Students understand concepts related to the promotion of health and the prevention of disease.
GRADE LEVEL EXPECTATION		Safety and Injury Prevention



INDICATOR	H.2.3.	<p>Know health and safety rules (e.g., rules for traffic and pedestrian safety, proper use of classroom materials, behavior in the classroom and on the playground).</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately  Objective 1c.6 Demonstrates confidence in meeting own needs</p>
INDICATOR	H.2.4.	<p>Follow rules in emergency situations and recognize potentially dangerous objects and substances.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately  Objective 1c.6 Demonstrates confidence in meeting own needs</p>
CONTENT STANDARD	ND.H.	Health
BENCHMARK	H.3.	Students understand the effect of external factors on the health of individuals, families, communities, and the environment.
GRADE LEVEL EXPECTATION		External Influences on Health
INDICATOR	H.3.1.	<p>Knows ways to keep their environment clean and healthy.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately  Objective 1c.6 Demonstrates confidence in meeting own needs</p>
CONTENT STANDARD	ND.H.	Health
BENCHMARK	H.4.	Students demonstrate the ability to use decision making and goal setting skills to enhance health.
GRADE LEVEL EXPECTATION		Goal Setting
INDICATOR	H.4.1.	<p>Exhibit knowledge about foods and nutrition (e.g., foods that are healthy or unhealthy).</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately  Objective 1c.6 Demonstrates confidence in meeting own needs</p>
INDICATOR	H.4.2.	<p>Make healthy choices (e.g., eats veggies and fruits) and engage in healthy practices (e.g., routines for personal hygiene).</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately</p>



		<b>Objective 1c.6 Demonstrates confidence in meeting own needs</b>
<b>CONTENT STANDARD</b>	<b>ND.ART.</b>	<b>Expressive Arts and Creative Thinking</b>
<b>BENCHMARK</b>	<b>ART.1.</b>	<b>Students engage in dance.</b>
<b>GRADE LEVEL EXPECTATION</b>		<b>Movement Elements</b>
<b>INDICATOR</b>	<b>ART.1.1.</b>	<p>Coordinate movements in response to beat or rhythm in music.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 35 Explores dance and movement concepts</li> </ul>
<b>CONTENT STANDARD</b>	<b>ND.ART.</b>	<b>Expressive Arts and Creative Thinking</b>
<b>BENCHMARK</b>	<b>ART.2.</b>	<b>Students engage in drama.</b>
<b>GRADE LEVEL EXPECTATION</b>		<b>Acting</b>
<b>INDICATOR</b>	<b>ART.2.1.</b>	<p>Use a variety of materials and play processes in dramatic play and assume different roles or characters.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 36 Explores drama through actions and language</li> </ul>
<b>CONTENT STANDARD</b>	<b>ND.ART.</b>	<b>Expressive Arts and Creative Thinking</b>
<b>BENCHMARK</b>	<b>ART.3.</b>	<b>Students engage with music.</b>
<b>GRADE LEVEL EXPECTATION</b>		<b>Singing</b>
<b>INDICATOR</b>	<b>ART.3.1.</b>	<p>Sing to music.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 34 Explores musical concepts and expression</li> </ul>
<b>CONTENT STANDARD</b>	<b>ND.ART.</b>	<b>Expressive Arts and Creative Thinking</b>
<b>BENCHMARK</b>	<b>ART.3.</b>	<b>Students engage with music.</b>
<b>GRADE LEVEL EXPECTATION</b>		<b>Instrumental Performance</b>
<b>INDICATOR</b>	<b>ART.3.2.</b>	<p>Play simple musical instruments.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 34 Explores musical concepts and expression</li> </ul>
<b>CONTENT STANDARD</b>	<b>ND.ART.</b>	<b>Expressive Arts and Creative Thinking</b>
<b>BENCHMARK</b>	<b>ART.3.</b>	<b>Students engage with music.</b>
<b>GRADE LEVEL EXPECTATION</b>		<b>Listening</b>
<b>INDICATOR</b>	<b>ART.3.3.</b>	<p>Listen to music with attention.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 34 Explores musical concepts and expression</li> </ul>

CONTENT STANDARD	ND.ART.	Expressive Arts and Creative Thinking
BENCHMARK	ART.4.	Students engage in visual arts.
GRADE LEVEL EXPECTATION		Visual Art Media, Techniques, and Processes
INDICATOR	ART.4.1.	<p>Use a variety of media and techniques to create art, including a variety of two-dimensional and three-dimensional processes.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <p>• Objective 33 Explores the visual arts</p>
CONTENT STANDARD	ND.ART.	Expressive Arts and Creative Thinking
BENCHMARK	ART.4.	Students engage in visual arts.
GRADE LEVEL EXPECTATION		Subject Matter, Theme, Symbols, and Ideas in Visual Art
INDICATOR	ART.4.2.	<p>Create art work that depicts objects and events and/or expresses feelings, thoughts, and ideas.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <p>• Objective 33 Explores the visual arts</p>
CONTENT STANDARD	ND.ART.	Expressive Arts and Creative Thinking
BENCHMARK	ART.4.	Students engage in visual arts.
GRADE LEVEL EXPECTATION		Connections
INDICATOR	ART.4.3.	<p>Share and discuss own art work with others, including opinions, likes, and dislikes about artistic creations.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <p>• Objective 33 Explores the visual arts</p>
CONTENT STANDARD	ND. LL.	Language and Literacy
BENCHMARK	LL.1.	Students read a variety of literature and informational texts.
GRADE LEVEL EXPECTATION		Key Ideas and Details
INDICATOR	LL.1.1.	<p>Recall and retell information from a book with attention to the main events or major ideas.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <p>• Objective 18 Comprehends and responds to books and other texts c. Retells stories and recounts details from informational texts</p> <p>Objective 18c.4 Retells familiar stories and recounts details from a nonfiction text using pictures or props as prompts</p>

INDICATOR	LL.1.2.	Respond to books in a variety of ways (e.g., make predictions, relate to personal experiences).  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 18 Comprehends and responds to books and other texts a. Interacts during reading experiences, book conversations, and text reflections Objective 18a.6 Identifies story-related problems, events, and resolutions during conversations with an adult
CONTENT STANDARD	ND. LL.	Language and Literacy
BENCHMARK	LL.1.	Students read a variety of literature and informational texts.
GRADE LEVEL EXPECTATION		Craft and Structure
INDICATOR	LL.1.3.	Know that books and other reading materials have titles, authors, and often, illustrators.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 17 Demonstrates knowledge of print and its uses a. Uses and appreciates books and other texts Objective 17a.6 Knows some features of a book (e.g., title, author, illustrator, front and back covers); connects specific books to authors
CONTENT STANDARD	ND. LL.	Language and Literacy
BENCHMARK	LL.1.	Students read a variety of literature and informational texts.
GRADE LEVEL EXPECTATION		Integration of Knowledge and Ideas
INDICATOR	LL.1.4.	With prompting and support, compare two or more books on the same topic (e.g., trucks, germs, rainbows) or theme (e.g., sharing, holidays).  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 18 Comprehends and responds to books and other texts a. Interacts during reading experiences, book conversations, and text reflections Objective 18a.5 Emerging to 18a.6 Identifies story-related problems, events, and resolutions during conversations with an adult
INDICATOR	LL.1.5.	Understand that illustrations and pictures convey meaning.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 18 Comprehends and responds to books and other texts a. Interacts during reading experiences, book conversations, and text reflections Objective 18a.4 Asks and answers questions about the text; refers to pictures
CONTENT STANDARD	ND. LL.	Language and Literacy
BENCHMARK	LL.1.	Students read a variety of literature and informational texts.
GRADE LEVEL EXPECTATION		Range of Reading and Level of Text Complexity



INDICATOR	LL.1.6.	<p>Know that reading is valuable and enjoyable.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 18 Comprehends and responds to books and other texts b. Uses emergent reading skills</li> </ul> <p>Objective 18b.6 Pretends to read, reciting language that closely matches the text on each page and using reading-like intonation</p>
INDICATOR	LL.1.7.	<p>Participate in group reading activities and listen to a variety of literature (e.g., stories, poetry, drama, rhymes, songs) and informational texts (e.g., books about real people and places, procedures, letters).</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 18 Comprehends and responds to books and other texts a. Interacts during reading experiences, book conversations, and text reflections</li> </ul> <p>Objective 18a.6 Identifies story-related problems, events, and resolutions during conversations with an adult</p>
CONTENT STANDARD	ND. LL.	Language and Literacy
BENCHMARK	LL.2.	Students apply basic skills in reading foundations.
GRADE LEVEL EXPECTATION		Print Concepts
INDICATOR	LL.2.1.	<p>Know that print conveys meaning.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 17 Demonstrates knowledge of print and its uses b. Uses print concepts</li> </ul> <p>Objective 17b.2 Shows understanding that text is meaningful and can be read</p>
INDICATOR	LL.2.2.	<p>Understand some basic print conventions and characteristics of books.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 17 Demonstrates knowledge of print and its uses b. Uses print concepts</li> </ul> <p>Objective 17b.6 Shows awareness of various features of print: letters, words, spaces, upper- and lowercase letters, some punctuation</p>
INDICATOR	LL.2.3.	<p>Know that letters have names and there are upper and lower case forms.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 17 Demonstrates knowledge of print and its uses b. Uses print concepts</li> </ul> <p>Objective 17b.6 Shows awareness of various features of print: letters, words, spaces, upper- and lowercase letters, some punctuation</p>



INDICATOR	LL.2.4.	Understand that the sounds of language are represented in print by letters and words.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 15 Demonstrates phonological awareness, phonics skills, and word recognition d. Applies phonics concepts and knowledge of word structure to decode text Objective 15d.2 Shows understanding that a specific sequence of letters represents a spoken word
CONTENT STANDARD	ND. LL.	Language and Literacy
BENCHMARK	LL.2.	Students apply basic skills in reading foundations.
GRADE LEVEL EXPECTATION		Phonological Awareness
INDICATOR	LL.2.5.	Discriminate between words and syllables in words.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 15 Demonstrates phonological awareness, phonics skills, and word recognition c. Notices and discriminates discrete units of sound Objective 15c.4 Shows awareness of separate syllables in words
INDICATOR	LL.2.6.	Recognize that spoken words can be separated into separate sounds and that separate sounds can be combined into spoken words.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 15 Demonstrates phonological awareness, phonics skills, and word recognition d. Applies phonics concepts and knowledge of word structure to decode text Objective 15d.2 Shows understanding that a specific sequence of letters represents a spoken word
CONTENT STANDARD	ND. LL.	Language and Literacy
BENCHMARK	LL.2.	Students apply basic skills in reading foundations.
GRADE LEVEL EXPECTATION		Phonics and Word Recognition
INDICATOR	LL.2.7.	Know that each letter has its own sound(s) and identify some letter sounds.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 16 Demonstrates knowledge of the alphabet b. Identifies letter-sound correspondences Objective 16b.2 Identifies the sounds of a few letters
INDICATOR	LL.2.8.	Recognize familiar print in the environment (e.g., traffic signs, store logos, own name).  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 17 Demonstrates knowledge of print and its uses b. Uses print concepts Objective 17b.2 Shows understanding that text is meaningful and can be read
CONTENT STANDARD	ND. LL.	Language and Literacy
BENCHMARK	LL.3.	Students write for a variety of purposes and audiences.



GRADE LEVEL EXPECTATION		Text Types and Purposes
INDICATOR	LL.3.1.	Know that writing communicates meaning and information for different purposes.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 19 Demonstrates writing skills b. Writes to convey ideas and information Objective 19b.8 Uses drawing, dictation, and letter strings to convey a message
INDICATOR	LL.3.2.	Use knowledge of letters to write, copy, or trace familiar words (e.g., own name, mom, dad, no, yes).  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 19 Demonstrates writing skills b. Writes to convey ideas and information Objective 19b.10 Uses drawing, dictation, and early invented spelling to convey a message
CONTENT STANDARD	ND. LL.	Language and Literacy
BENCHMARK	LL.3.	Students write for a variety of purposes and audiences.
GRADE LEVEL EXPECTATION		Production and Distribution of Writing
INDICATOR	LL.3.3.	Use writing tools and materials (e.g., pencils, crayons, chalk, markers, computers, paper).  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 7 Demonstrates fine-motor strength and coordination b. Uses writing and drawing tools Objective 7b.6 Holds drawing and writing tools by using a three-point finger grip but may hold the instrument too close to one end
INDICATOR	LL.3.4.	Use scribbles, shapes, pictures, letters, and dictation to represent thoughts and ideas.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 19 Demonstrates writing skills b. Writes to convey ideas and information Objective 19b.8 Uses drawing, dictation, and letter strings to convey a message
CONTENT STANDARD	ND. LL.	Language and Literacy
BENCHMARK	LL.3.	Students write for a variety of purposes and audiences.
GRADE LEVEL EXPECTATION		Research to Build and Present Knowledge
INDICATOR	LL.3.5.	Use a variety of ways to find information and solve problems.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.6 Shows eagerness to learn about a variety of topics and ideas
CONTENT STANDARD	ND. LL.	Language and Literacy
BENCHMARK	LL.4.	Students apply a variety of speaking and listening skills.

GRADE LEVEL EXPECTATION		Comprehension and Collaboration
INDICATOR	LL.4.1.	Engage in conversations.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations Objective 10a.6 Engages in conversations of at least three exchanges
INDICATOR	LL.4.2.	Listen for a variety of purposes (e.g., to understand messages, to gain information, to perform a task, for enjoyment, to learn what happened in a story, to converse with an adult or peer).  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 8 Listens to and understands increasingly complex language a. Comprehends language Objective 8a.6 Responds appropriately to specific vocabulary and simple statements, questions, and stories
CONTENT STANDARD	ND. LL.	Language and Literacy
BENCHMARK	LL.4.	Students apply a variety of speaking and listening skills.
GRADE LEVEL EXPECTATION		Presentation of Knowledge and Ideas
INDICATOR	LL.4.3.	Use non-verbal cues to communicate needs, opinions, ideas, experiences, and emotions.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 10 Uses appropriate conversational and other communication skills b. Uses social rules of language Objective 10b.6 Uses acceptable language and basic social rules while communicating with others; may need reminders
CONTENT STANDARD	ND. LL.	Language and Literacy
BENCHMARK	LL.5.	Students understand and apply the characteristics of language.
GRADE LEVEL EXPECTATION		Conventions of Standard English
INDICATOR	LL.5.1.	Apply basic grammatical structures in spoken language.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.6 Uses complete, four- to six-word sentences
CONTENT STANDARD	ND. LL.	Language and Literacy
BENCHMARK	LL.5.	Students understand and apply the characteristics of language.
GRADE LEVEL EXPECTATION		Knowledge of Language

INDICATOR	LL.5.2.	Use language for a variety of purposes (e.g., to speak, sing, act out, share information, and recite familiar texts.)  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary Objective 9a.6 Describes and tells the use of many familiar items
CONTENT STANDARD	ND. LL.	Language and Literacy
BENCHMARK	LL.5.	Students understand and apply the characteristics of language.
GRADE LEVEL EXPECTATION		Vocabulary Acquisition and Use
INDICATOR	LL.5.3.	Understand and use new vocabulary and descriptive language to describe feelings, thoughts, experiences, and observations.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary Objective 9a.6 Describes and tells the use of many familiar items
CONTENT STANDARD	ND.MTH.	Mathematics and Logical Thinking
BENCHMARK	MTH.1.	Students understand counting and cardinality.
GRADE LEVEL EXPECTATION		Number Names and the Count Sequence
INDICATOR	MTH.1.1.	Demonstrate an understanding that numbers are always in the same order: 1, 2, 3 (stable order counting principle), and that the order when counting objects does not affect the total (order irrelevance counting principle).  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 20 Uses number concepts and operations a. Counts Objective 20a.6 Verbally counts to 20; counts 10–20 objects accurately; knows the last number states how many in all; tells what number (1–10) comes next in order by counting
INDICATOR	MTH.1.2.	Use number names with written numerals.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 20 Uses number concepts and operations c. Connects numerals with their quantities Objective 20c.2 Recognizes and names a few numerals
INDICATOR	MTH.1.3.	Relates numbers and quantities to the everyday environment.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 20 Uses number concepts and operations b. Quantifies Objective 20b.6 Makes sets of 6–10 objects and then describes the parts; identifies which part has more, less, or the same (equal); counts all or counts on to find out how many

CONTENT STANDARD	ND.MTH.	Mathematics and Logical Thinking
BENCHMARK	MTH.1.	Students understand counting and cardinality.
GRADE LEVEL EXPECTATION		Count Objects
INDICATOR	MTH.1.4.	<p>Demonstrate understanding of one-to-one correspondence between objects and numbers.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 20 Uses number concepts and operations a. Counts</li> </ul> <p>Objective 20a.6 Verbally counts to 20; counts 10–20 objects accurately; knows the last number states how many in all; tells what number (1–10) comes next in order by counting</p>
INDICATOR	MTH.1.5.	<p>Name the number of items in a small set without counting each object (perceptual and conceptual subitizing)</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 20 Uses number concepts and operations b. Quantifies</li> </ul> <p>Objective 20b.4 Recognizes and names the number of items in a small set (up to five) instantly; combines and separates up to five objects and describes the parts</p>
CONTENT STANDARD	ND.MTH.	Mathematics and Logical Thinking
BENCHMARK	MTH.1.	Students understand counting and cardinality.
GRADE LEVEL EXPECTATION		Compare Numbers
INDICATOR	MTH.1.6.	<p>Demonstrates ability to compare quantities of objects.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 20 Uses number concepts and operations b. Quantifies</li> </ul> <p>Objective 20b.6 Makes sets of 6–10 objects and then describes the parts; identifies which part has more, less, or the same (equal); counts all or counts on to find out how many</p>
CONTENT STANDARD	ND.MTH.	Mathematics and Logical Thinking
BENCHMARK	MTH.2.	Students begin to develop an understanding of operations and algebraic thinking.
GRADE LEVEL EXPECTATION		Addition as adding to, and subtraction as taking from
INDICATOR	MTH.2.1.	<p>Recognize that the number of objects can change when they are added or taken away from a group.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 20 Uses number concepts and operations b. Quantifies</li> </ul> <p>Objective 20b.4 Recognizes and names the number of items in a small set (up to five) instantly; combines and separates up to five objects and describes the parts</p>



INDICATOR	MTH.2.2.	Use objects to solve simple addition (e.g., joining; combining two parts to make a whole) and subtraction (e.g., separating) problems within 5.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 20 Uses number concepts and operations f. Applies number combinations and mental number strategies in mathematical operations Objective 20f.1 Emerging to 20f.2 Adds and subtracts whole numbers fluently within five
CONTENT STANDARD	ND.MTH.	Mathematics and Logical Thinking
BENCHMARK	MTH.2.	Students begin to develop an understanding of operations and algebraic thinking.
GRADE LEVEL EXPECTATION		Patterns
INDICATOR	MTH.2.3.	Recognize, duplicate, and extend simple patterns of objects, sounds, and movements using manipulatives.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 23 Demonstrates knowledge of patterns Objective 23.6 Extends and creates simple repeating patterns
CONTENT STANDARD	ND.MTH.	Mathematics and Logical Thinking
BENCHMARK	MTH.3.	Students understand measurement and data.
GRADE LEVEL EXPECTATION		Compare measurable attributes
INDICATOR	MTH.3.1.	Compare objects based on their attributes (e.g., two- or three-dimensional, containers which hold more or less of something).  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 22 Compares and measures a. Measures objects Objective 22a.4 Compares and orders a small set of objects as appropriate according to size, length, weight, area, or volume
INDICATOR	MTH.3.2.	Use standard or nonstandard measurement techniques to measure objects.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 22 Compares and measures a. Measures objects Objective 22a.6 Uses multiples of the same unit to measure; uses numbers to compare; knows the purpose of standard measuring tools
CONTENT STANDARD	ND.MTH.	Mathematics and Logical Thinking
BENCHMARK	MTH.3.	Students understand measurement and data.
GRADE LEVEL EXPECTATION		Classify objects

INDICATOR	MTH.3.3.	Order objects by size and length.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 22 Compares and measures a. Measures objects Objective 22a.4 Compares and orders a small set of objects as appropriate according to size, length, weight, area, or volume
CONTENT STANDARD	ND.MTH.	Mathematics and Logical Thinking
BENCHMARK	MTH.4.	Students begin to develop geometric thinking.
GRADE LEVEL EXPECTATION		Identify and describe shapes
INDICATOR	MTH.4.1.	Identifies, draws, builds, and names common two- or three- dimensional shapes.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 21 Explores and describes spatial relationships and shapes b. Understands shapes Objective 21b.6 Describes basic two- and three-dimensional shapes by using own words; recognizes basic shapes when they are presented in a new orientation
CONTENT STANDARD	ND.MTH.	Mathematics and Logical Thinking
BENCHMARK	MTH.4.	Students begin to develop geometric thinking.
GRADE LEVEL EXPECTATION		Spatial Sense
INDICATOR	MTH.4.2.	Use vocabulary to describe or indicate directionality, order, or position of objects.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 21 Explores and describes spatial relationships and shapes a. Understands spatial relationships Objective 21a.6 Uses and responds appropriately to positional words indicating location, direction, and distance
INDICATOR	MTH.4.3.	Demonstrate understanding of spatial sense for solving problems when completing activities.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 21 Explores and describes spatial relationships and shapes a. Understands spatial relationships Objective 21a.6 Uses and responds appropriately to positional words indicating location, direction, and distance
CONTENT STANDARD	ND.MTH.	Mathematics and Logical Thinking
BENCHMARK	MTH.5.	Students use math practices.
GRADE LEVEL EXPECTATION		Strategies and multiple solutions (e.g., logical thinking)





INDICATOR	MTH.5.1.	Uses simple strategies to solve mathematical problems.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning c. Solves problems Objective 11c.6 Solves problems without having to try every possibility
INDICATOR	MTH.5.2.	Choose which strategies and thinking skills should be used when solving a problem.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning c. Solves problems Objective 11c.6 Solves problems without having to try every possibility
CONTENT STANDARD	ND.SCI.	Science and Problem Solving
BENCHMARK	SCI.1.	Students understand the unifying concepts and processes of science.
GRADE LEVEL EXPECTATION		Consistency and Change
INDICATOR	SCI.1.1.	Know and describe the sequence of daily routines.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 12 Remembers and connects experiences b. Makes connections Objective 12b.6 Draws on everyday experiences and applies this knowledge to a similar situation
INDICATOR	SCI.1.2.	Recognize and inquire about simple cause and effect relationships (e.g., if you go outside when it is raining you will get wet).  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 12 Remembers and connects experiences b. Makes connections Objective 12b.6 Draws on everyday experiences and applies this knowledge to a similar situation
INDICATOR	SCI.1.3.	Observe and describe changes (e.g., ice to water) that occur in the world, including changes to living things and natural processes (e.g., weather, day/night cycle).  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 25 Demonstrates knowledge of the characteristics of living things • Objective 27 Demonstrates knowledge of Earth's environment
CONTENT STANDARD	ND.SCI.	Science and Problem Solving
BENCHMARK	SCI.2.	Students use the process of science inquiry.
GRADE LEVEL EXPECTATION		Scientific Inquiry



INDICATOR	SCI.2.1.	Use simple tools (e.g., magnifying glass, binoculars, maps, eye droppers, computers) and simple machines (e.g., lever, wheel, axle, pulley, wedge) to investigate their environment.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 28 Uses tools and other technology to perform tasks
INDICATOR	SCI.2.2.	Use their five senses to manipulate materials and learn about the environment.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 24 Uses scientific inquiry skills
INDICATOR	SCI.2.3.	Gather and record simple information through discussions and drawings about their environment (e.g., weather).  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 24 Uses scientific inquiry skills
INDICATOR	SCI.2.4.	Make predictions and generate ideas based on past experience, observations, and information.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 24 Uses scientific inquiry skills
CONTENT STANDARD	ND.SCI.	Science and Problem Solving
BENCHMARK	SCI.3.	Students understand the basic concepts and principles of physical science.
GRADE LEVEL EXPECTATION		Properties of Matter
INDICATOR	SCI.3.1.	Use words to identify, describe, and compare objects based on physical characteristics.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 26 Demonstrates knowledge of the physical properties of objects and materials
INDICATOR	SCI.3.2.	Observe and describe the physical properties of materials (e.g., liquids or solids found in the everyday environment).  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 26 Demonstrates knowledge of the physical properties of objects and materials
CONTENT STANDARD	ND.SCI.	Science and Problem Solving
BENCHMARK	SCI.4.	Students understand the basic concepts and principles of life science.
GRADE LEVEL EXPECTATION		Characteristics of Organisms

INDICATOR	SCI.4.1.	Develop awareness of the needs of living things.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 25 Demonstrates knowledge of the characteristics of living things
CONTENT STANDARD	ND.SS.	Social Studies
BENCHMARK	SS.1.	Students apply social studies skills and resources.
GRADE LEVEL EXPECTATION		Map Skills
INDICATOR	SS.1.1.	Identify characteristics of the places where they live, play, and learn.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 32 Demonstrates simple geographic knowledge
INDICATOR	SS.1.2.	Understand that maps, visuals, and objects can represent places.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 32 Demonstrates simple geographic knowledge
CONTENT STANDARD	ND.SS.	Social Studies
BENCHMARK	SS.2.	Students understand important historical events.
GRADE LEVEL EXPECTATION		Concepts of Time
INDICATOR	SS.2.1.	Demonstrate a basic understanding of past, present, and future.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 31 Explores change related to familiar people or places
CONTENT STANDARD	ND.SS.	Social Studies
BENCHMARK	SS.2.	Students understand important historical events.
GRADE LEVEL EXPECTATION		People and Events
INDICATOR	SS.2.2.	Demonstrate a basic understanding of how things, people, and places change over time and connect new ideas to past experiences and events.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 31 Explores change related to familiar people or places
CONTENT STANDARD	ND.SS.	Social Studies
BENCHMARK	SS.3.	Students understand economic concepts and the characteristics of various economic systems.
GRADE LEVEL EXPECTATION		Community Workers
INDICATOR	SS.3.1.	Know that people perform various kinds of work to earn money to buy things they need.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 30 Shows basic understanding of people and how they live



CONTENT STANDARD	ND.SS.	Social Studies
BENCHMARK	SS.4.	Students understand the development, functions, and forms of various political institutions and the role of the citizen in government and society.
GRADE LEVEL EXPECTATION		Citizenship
INDICATOR	SS.4.1.	Share responsibility for caring for their environment (e.g., cleaning, recycling).  <u>GOLD® Objectives for Development and Learning</u> • Objective 27 Demonstrates knowledge of Earth's environment
INDICATOR	SS.4.2.	Demonstrate an awareness of rules and routines in the classroom, community, and family life.  <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
INDICATOR	SS.4.3.	Function as a member of the classroom community by contributing to the well-being of the group (e.g., taking care of property, respecting the rights of others, and keeping one another safe).  <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
INDICATOR	SS.4.4.	Begin to understand various group decision-making processes (e.g., voting, consensus, handshake, “boss”).  <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
CONTENT STANDARD	ND.SS.	Social Studies
BENCHMARK	SS.5.	Students understand the importance of culture, individual identity, and group identity.
GRADE LEVEL EXPECTATION		Identity and Culture
INDICATOR	SS.5.1.	Understand relationships and roles within families, homes, and classroom.  <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
INDICATOR	SS.5.2.	Know about communities to which they belong (e.g., roles of community members, ways communities interact).  <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live



INDICATOR	SS.5.3.	Demonstrate awareness of differences among families (e.g., ethnicity, routines, language, traditions).  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 30 Shows basic understanding of people and how they live
INDICATOR	SS.5.4.	Identify basic types of media and technology used at home, school, and work.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 28 Uses tools and other technology to perform tasks

### North Dakota Birth to 3 Early Learning Guidelines

Ages birth to 8 months; adopted 2010

CONTENT STANDARD	ND.YI.SED.	Social and Emotional Development (Young Infant: Birth to 8 months)
BENCHMARK	YI.SED.1.	Trust and Emotional Security
GRADE LEVEL EXPECTATION	YI.SED.1.1.	INDICATORS
INDICATOR	YI.SED.1.1.1.	Engages in behaviors that build relationships with familiar adults.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships a. Forms relationships with adults Objective 2a.2 Demonstrates a secure attachment to one or more adults
INDICATOR	YI.SED.1.1.2.	Shows preference for familiar adults.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships a. Forms relationships with adults Objective 2a.2 Demonstrates a secure attachment to one or more adults
INDICATOR	YI.SED.1.1.3.	Responds to unfamiliar adults cautiously.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships a. Forms relationships with adults Objective 2a.4 Uses trusted adult as a secure base from which to explore the world



INDICATOR	YI.SED.1.1.4.	Seeks to find comfort in new situations.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors a. Manages feelings Objective 1a.2 Uses adult support to calm self
INDICATOR	YI.SED.1.1.5.	Shows emotional connection and attachment to others.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships a. Forms relationships with adults Objective 2a.2 Demonstrates a secure attachment to one or more adults
CONTENT STANDARD	ND.YI.SED.	Social and Emotional Development (Young Infant: Birth to 8 months)
BENCHMARK	YI.SED.2.	Self-Awareness
GRADE LEVEL EXPECTATION	YI.SED.2.1.	INDICATORS
INDICATOR	YI.SED.2.1.1.	Expresses feelings and emotions through facial expressions, sounds or gestures.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.2 Indicates needs and wants; participates as adult attends to needs
INDICATOR	YI.SED.2.1.2.	Develops awareness of self as separate from others.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.2 Indicates needs and wants; participates as adult attends to needs
INDICATOR	YI.SED.2.1.3.	Shows confidence in increasing abilities.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.2 Indicates needs and wants; participates as adult attends to needs
CONTENT STANDARD	ND.YI.SED.	Social and Emotional Development (Young Infant: Birth to 8 months)
BENCHMARK	YI.SED.3.	Self-Regulation
GRADE LEVEL EXPECTATION	YI.SED.3.1.	INDICATORS
INDICATOR	YI.SED.3.1.1.	Begins to manage own behavior and show self-regulation.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors a. Manages feelings Objective 1a.3 Emerging to 1a.4 Comforts self by seeking out special object or person

INDICATOR	YI.SED.3.1.2.	Shows ability to cope with stress.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors a. Manages feelings Objective 1a.2 Uses adult support to calm self
INDICATOR	YI.SED.3.1.3.	Shows increasing independence.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.2 Indicates needs and wants; participates as adult attends to needs
INDICATOR	YI.SED.3.1.4.	Understands simple routines, rules or limitations.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors b. Follows limits and expectations Objective 1b.2 Responds to changes in an adult's tone of voice and expression
CONTENT STANDARD	ND.YI.SED.	Social and Emotional Development (Young Infant: Birth to 8 months)
BENCHMARK	YI.SED.4.	Relationships with Other Children
GRADE LEVEL EXPECTATION	YI.SED.4.1.	INDICATORS
INDICATOR	YI.SED.4.1.1.	Shows interest in and awareness of other children.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships c. Interacts with peers Objective 2c.1 Emerging to 2c.2 Plays near other children; uses similar materials or actions
INDICATOR	YI.SED.4.1.2.	Responds to and interacts with other children.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships c. Interacts with peers Objective 2c.1 Emerging to 2c.2 Plays near other children; uses similar materials or actions
INDICATOR	YI.SED.4.1.3.	Begins to recognize and respond to other children's feelings and emotions.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues Objective 2b.2 Reacts to others' emotional expressions

INDICATOR	YI.SED.4.1.4.	<p>Begins to show concern for others.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues</li> </ul> <p>Objective 2b.3 Emerging to 2b.4 Demonstrates concern about the feelings of others</p>
INDICATOR	YI.SED.4.1.5.	<p>Learns social skills and eventually uses words for expressing feelings, needs and wants.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 3 Participates cooperatively and constructively in group situations b. Solves social problems</li> </ul> <p>Objective 3b.2 Expresses feelings during a conflict</p>
INDICATOR	YI.SED.4.1.6.	<p>Uses imitation or pretend play to learn new roles and relationships.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 14 Uses symbols and images to represent something not present b. Engages in sociodramatic play</li> </ul> <p>Objective 14b.2 Imitates actions of others during play; uses real objects as props</p>
CONTENT STANDARD	ND.YI.LDC.	Language Development and Communication (Young Infant: Birth to 8 months)
BENCHMARK	YI.LDC.1.	Listening and Understanding
GRADE LEVEL EXPECTATION	YI.LDC.1.1.	INDICATORS
INDICATOR	YI.LDC.1.1.1.	<p>Shows interest in listening to sounds.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 11 Demonstrates positive approaches to learning a. Attends and engages</li> </ul> <p>Objective 11a.2 Pays attention to sights and sounds</p>
INDICATOR	YI.LDC.1.1.2.	<p>Listens with interest to language of others.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 8 Listens to and understands increasingly complex language a. Comprehends language</li> </ul> <p>Objective 8a.2 Shows an interest in the speech of others</p>
INDICATOR	YI.LDC.1.1.3.	<p>Responds to verbal communication of others.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations</li> </ul> <p>Objective 10a.2 Engages in simple back-and-forth exchanges with others</p>

INDICATOR	YI.LDC.1.1.4.	<p>Responds to nonverbal communication of others.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations  Objective 10a.2 Engages in simple back-and-forth exchanges with others</p>
INDICATOR	YI.LDC.1.1.5.	<p>Begins to understand gestures, words, questions or routines.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 8 Listens to and understands increasingly complex language b. Follows directions  Objective 8b.2 Responds to simple verbal requests accompanied by gestures or tone of voice</p>
CONTENT STANDARD	ND.YI.LDC.	Language Development and Communication (Young Infant: Birth to 8 months)
BENCHMARK	YI.LDC.2.	Communicating and Speaking
GRADE LEVEL EXPECTATION	YI.LDC.2.1.	INDICATORS
INDICATOR	YI.LDC.2.1.1.	<p>Uses sounds, gestures or actions to express needs and wants.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary  Objective 9a.2 Vocalizes and gestures to communicate</p>
INDICATOR	YI.LDC.2.1.2.	<p>Uses consistent sounds, gestures or words to communicate.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 9 Uses language to express thoughts and needs b. Speaks clearly  Objective 9b.2 Babbles strings of single consonant sounds and combines sounds</p>
INDICATOR	YI.LDC.2.1.3.	<p>Imitates sounds, gestures or words.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 9 Uses language to express thoughts and needs b. Speaks clearly  Objective 9b.2 Babbles strings of single consonant sounds and combines sounds</p>
INDICATOR	YI.LDC.2.1.4.	<p>Uses sounds, signs or words for a variety of purposes.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary  Objective 9a.2 Vocalizes and gestures to communicate</p>



INDICATOR	YI.LDC.2.1.5.	Shows reciprocity in using language in simple conversations.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations Objective 10a.2 Engages in simple back-and-forth exchanges with others
CONTENT STANDARD	ND.YI.LDC.	Language Development and Communication (Young Infant: Birth to 8 months)
BENCHMARK	YI.LDC.3.	Emergent Literacy
GRADE LEVEL EXPECTATION	YI.LDC.3.1.	INDICATORS
INDICATOR	YI.LDC.3.1.1.	Shows interest in songs, rhymes and stories.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 17 Demonstrates knowledge of print and its uses a. Uses and appreciates books and other texts Objective 17a.2 Shows interest in books
INDICATOR	YI.LDC.3.1.2.	Shows interest in photos, pictures and drawings.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 14 Uses symbols and images to represent something not present a. Thinks symbolically Objective 14a.1 Emerging to 14a.2 Recognizes people, objects, and animals in pictures or photographs
INDICATOR	YI.LDC.3.1.3.	Develops interest in and involvement with books and other print materials.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 17 Demonstrates knowledge of print and its uses a. Uses and appreciates books and other texts Objective 17a.2 Shows interest in books
INDICATOR	YI.LDC.3.1.4.	Begins to recognize and understand symbols.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 17 Demonstrates knowledge of print and its uses a. Uses and appreciates books and other texts Objective 17a.2 Shows interest in books
CONTENT STANDARD	ND.YI.CD.	Cognitive Development (Young Infant: Birth to 8 months)
BENCHMARK	YI.CD.1.	Exploration and Discovery
GRADE LEVEL EXPECTATION	YI.CD.1.1.	INDICATORS

INDICATOR	YI.CD.1.1.1.	<p>Pays attention to people and objects.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 11 Demonstrates positive approaches to learning a. Attends and engages  Objective 11a.2 Pays attention to sights and sounds</p>
INDICATOR	YI.CD.1.1.2.	<p>Uses senses to explore people, objects and the environment.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation  Objective 11d.2 Uses senses to explore the immediate environment</p>
INDICATOR	YI.CD.1.1.3.	<p>Attends to colors, shapes, patterns or pictures.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 11 Demonstrates positive approaches to learning a. Attends and engages  Objective 11a.2 Pays attention to sights and sounds</p>
INDICATOR	YI.CD.1.1.4.	<p>Shows interest and curiosity in new people and objects.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation  Objective 11d.2 Uses senses to explore the immediate environment</p>
INDICATOR	YI.CD.1.1.5.	<p>Makes things happen and watches for results or repeats action.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 11 Demonstrates positive approaches to learning b. Persists  Objective 11b.2 Repeats actions to obtain similar results</p>
CONTENT STANDARD	ND.YI.CD.	Cognitive Development (Young Infant: Birth to 8 months)
BENCHMARK	YI.CD.2.	Memory
GRADE LEVEL EXPECTATION	YI.CD.2.1.	INDICATORS
INDICATOR	YI.CD.2.1.1.	<p>Shows ability to acquire and process new information.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 12 Remembers and connects experiences a. Recognizes and recalls  Objective 12a.2 Recognizes familiar people, places, and objects; looks for hidden object where it was last seen</p>

INDICATOR	YI.CD.2.1.2.	<p>Recognizes familiar people, places and things.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 12 Remembers and connects experiences a. Recognizes and recalls Objective 12a.2 Recognizes familiar people, places, and objects; looks for hidden object where it was last seen</li> </ul>
INDICATOR	YI.CD.2.1.3.	<p>Recalls and uses information in new situations.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 12 Remembers and connects experiences b. Makes connections Objective 12b.2 Looks for familiar persons when they are named; relates objects to events</li> </ul>
INDICATOR	YI.CD.2.1.4.	<p>Searches for missing or hidden objects.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 12 Remembers and connects experiences a. Recognizes and recalls Objective 12a.2 Recognizes familiar people, places, and objects; looks for hidden object where it was last seen</li> </ul>
CONTENT STANDARD	ND.YI.CD.	Cognitive Development (Young Infant: Birth to 8 months)
BENCHMARK	YI.CD.3.	Problem Solving
GRADE LEVEL EXPECTATION	YI.CD.3.1.	INDICATORS
INDICATOR	YI.CD.3.1.1.	<p>Experiments with different uses for objects.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 11 Demonstrates positive approaches to learning e. Shows flexibility and inventiveness in thinking Objective 11e.2 Imitates others in using objects in new and/or unanticipated ways</li> </ul>
INDICATOR	YI.CD.3.1.2.	<p>Shows imagination and creativity in solving problems.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 11 Demonstrates positive approaches to learning c. Solves problems Objective 11c.2 Reacts to a problem; seeks to achieve a specific goal</li> </ul>
INDICATOR	YI.CD.3.1.3.	<p>Uses a variety of strategies to solve problems.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 11 Demonstrates positive approaches to learning c. Solves problems Objective 11c.2 Reacts to a problem; seeks to achieve a specific goal</li> </ul>

INDICATOR	YI.CD.3.1.4.	Applies knowledge to new situations.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning c. Solves problems Objective 11c.2 Reacts to a problem; seeks to achieve a specific goal
CONTENT STANDARD	ND.YI.CD.	Cognitive Development (Young Infant: Birth to 8 months)
BENCHMARK	YI.CD.4.	Imitation and Symbolic Play
GRADE LEVEL EXPECTATION	YI.CD.4.1.	INDICATORS
INDICATOR	YI.CD.4.1.1.	Observes and imitates sounds, gestures or behaviors.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 14 Uses symbols and images to represent something not present b. Engages in sociodramatic play Objective 14b.2 Imitates actions of others during play; uses real objects as props
INDICATOR	YI.CD.4.1.2.	Uses objects in new ways or in pretend play.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning e. Shows flexibility and inventiveness in thinking Objective 11e.2 Imitates others in using objects in new and/or unanticipated ways
INDICATOR	YI.CD.4.1.3.	Uses imitation or pretend play to express creativity and imagination.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 14 Uses symbols and images to represent something not present b. Engages in sociodramatic play Objective 14b.2 Imitates actions of others during play; uses real objects as props
CONTENT STANDARD	ND.YI.PMD.	Physical and Motor Development (Young Infant: Birth to 8 months)
BENCHMARK	YI.PMD.1.	Gross Motor Development
GRADE LEVEL EXPECTATION	YI.PMD.1.1.	INDICATORS
INDICATOR	YI.PMD.1.1.1.	Moves body, arms and legs with coordination.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 4 Demonstrates traveling skills Objective 4.2 Moves to explore immediate environment
INDICATOR	YI.PMD.1.1.2.	Demonstrates large muscle balance, stability, control and coordination.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 5 Demonstrates balancing skills Objective 5.2 Balances while exploring immediate environment



INDICATOR	YI.PMD.1.1.3.	<p>Develops increasing ability to change positions and move body from place to place.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 4 Demonstrates traveling skills  <b>Objective 4.2 Moves to explore immediate environment</b></p>
INDICATOR	YI.PMD.1.1.4.	<p>Moves body with purpose to achieve a goal.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 4 Demonstrates traveling skills  <b>Objective 4.2 Moves to explore immediate environment</b></p>
CONTENT STANDARD	ND.YI.PMD.	Physical and Motor Development (Young Infant: Birth to 8 months)
BENCHMARK	YI.PMD.2.	Fine Motor Development
GRADE LEVEL EXPECTATION	YI.PMD.2.1.	INDICATORS
INDICATOR	YI.PMD.2.1.1.	<p>Uses hands or feet to make contact with objects or people.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands  <b>Objective 7a.2 Reaches for, touches, and holds objects purposefully</b></p>
INDICATOR	YI.PMD.2.1.2.	<p>Develops small muscle control and coordination.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands  <b>Objective 7a.2 Reaches for, touches, and holds objects purposefully</b></p>
INDICATOR	YI.PMD.2.1.3.	<p>Coordinates eye and hand movements.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands  <b>Objective 7a.2 Reaches for, touches, and holds objects purposefully</b></p>
INDICATOR	YI.PMD.2.1.4.	<p>Uses different actions on objects.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands  <b>Objective 7a.2 Reaches for, touches, and holds objects purposefully</b></p>

INDICATOR	YI.PMD.2.1.5.	Controls small muscles in hands when doing simple tasks.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands Objective 7a.2 Reaches for, touches, and holds objects purposefully
CONTENT STANDARD	ND.YI.PMD.	Physical and Motor Development (Young Infant: Birth to 8 months)
BENCHMARK	YI.PMD.3.	Physical Health and Well-Being
GRADE LEVEL EXPECTATION	YI.PMD.3.1.	INDICATORS
INDICATOR	YI.PMD.3.1.1.	Shows characteristics of healthy development.  No Correlations
INDICATOR	YI.PMD.3.1.2.	Responds when physical needs are met.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.2 Indicates needs and wants; participates as adult attends to needs
INDICATOR	YI.PMD.3.1.3.	Expresses physical needs nonverbally or verbally.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.2 Indicates needs and wants; participates as adult attends to needs
INDICATOR	YI.PMD.3.1.4.	Participates in physical care routines.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.2 Indicates needs and wants; participates as adult attends to needs
INDICATOR	YI.PMD.3.1.5.	Begins to develop self-help skills.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.2 Indicates needs and wants; participates as adult attends to needs
INDICATOR	YI.PMD.3.1.6.	Begins to understand safe and unsafe behaviors.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors b. Follows limits and expectations

Objective 1b.2 Responds to changes in an adult's tone of voice and expression

North Dakota Birth to 3 Early Learning Guidelines

Ages 8 to 18 months; adopted 2010

CONTENT STANDARD	ND.OI.SED.	Social and Emotional Development (Older Infant: 8 to 18 months)
BENCHMARK	OI.SED.1.	Trust and Emotional Security
GRADE LEVEL EXPECTATION	OI.SED.1.1.	INDICATORS
INDICATOR	OI.SED.1.1.1.	Engages in behaviors that build relationships with familiar adults.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships a. Forms relationships with adults Objective 2a.4 Uses trusted adult as a secure base from which to explore the world
INDICATOR	OI.SED.1.1.2.	Shows preference for familiar adults.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships a. Forms relationships with adults Objective 2a.4 Uses trusted adult as a secure base from which to explore the world
INDICATOR	OI.SED.1.1.3.	Responds to unfamiliar adults cautiously.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships a. Forms relationships with adults Objective 2a.4 Uses trusted adult as a secure base from which to explore the world
INDICATOR	OI.SED.1.1.4.	Seeks to find comfort in new situations.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships a. Forms relationships with adults Objective 2a.4 Uses trusted adult as a secure base from which to explore the world
INDICATOR	OI.SED.1.1.5.	Shows emotional connection and attachment to others.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships a. Forms relationships with adults Objective 2a.4 Uses trusted adult as a secure base from which to explore the world

CONTENT STANDARD	ND.OI.SED.	Social and Emotional Development (Older Infant: 8 to 18 months)
BENCHMARK	OI.SED.2.	Self-Awareness
GRADE LEVEL EXPECTATION	OI.SED.2.1.	INDICATORS
INDICATOR	OI.SED.2.1.1.	Expresses feelings and emotions through facial expressions, sounds or gestures.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors a. Manages feelings Objective 1a.4 Comforts self by seeking out special object or person
INDICATOR	OI.SED.2.1.2.	Develops awareness of self as separate from others.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self
INDICATOR	OI.SED.2.1.3.	Shows confidence in increasing abilities.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self
CONTENT STANDARD	ND.OI.SED.	Social and Emotional Development (Older Infant: 8 to 18 months)
BENCHMARK	OI.SED.3.	Self-Regulation
GRADE LEVEL EXPECTATION	OI.SED.3.1.	INDICATORS
INDICATOR	OI.SED.3.1.1.	Begins to manage own behavior and show self-regulation.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors a. Manages feelings Objective 1a.4 Comforts self by seeking out special object or person
INDICATOR	OI.SED.3.1.2.	Shows ability to cope with stress.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors a. Manages feelings Objective 1a.4 Comforts self by seeking out special object or person
INDICATOR	OI.SED.3.1.3.	Shows increasing independence.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self



INDICATOR	OI.SED.3.1.4.	Understands simple routines, rules or limitations.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors b. Follows limits and expectations Objective 1b.4 Accepts redirection from adults
CONTENT STANDARD	ND.OI.SED.	Social and Emotional Development (Older Infant: 8 to 18 months)
BENCHMARK	OI.SED.4.	Relationships with Other Children
GRADE LEVEL EXPECTATION	OI.SED.4.1.	INDICATORS
INDICATOR	OI.SED.4.1.1.	Shows interest in and awareness of other children.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships c. Interacts with peers Objective 2c.1 Emerging to 2c.2 Plays near other children; uses similar materials or actions
INDICATOR	OI.SED.4.1.2.	Responds to and interacts with other children.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships c. Interacts with peers Objective 2c.1 Emerging to 2c.2 Plays near other children; uses similar materials or actions
INDICATOR	OI.SED.4.1.3.	Begins to recognize and respond to other children's feelings and emotions.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues Objective 2b.2 Reacts to others' emotional expressions
INDICATOR	OI.SED.4.1.4.	Begins to show concern for others.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues Objective 2b.3 Emerging to 2b.4 Demonstrates concern about the feelings of others
INDICATOR	OI.SED.4.1.5.	Learns social skills and eventually uses words for expressing feelings, needs and wants.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 3 Participates cooperatively and constructively in group situations b. Solves social problems Objective 3b.2 Expresses feelings during a conflict

INDICATOR	OI.SED.4.1.6.	<p>Uses imitation or pretend play to learn new roles and relationships.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 14 Uses symbols and images to represent something not present b. Engages in sociodramatic play</li> </ul> <p>Objective 14b.2 Imitates actions of others during play; uses real objects as props</p>
CONTENT STANDARD	ND.OI.LDC.	Language Development and Communication (Older Infant: 8 to 18 months)
BENCHMARK	OI.LDC.1.	Listening and Understanding
GRADE LEVEL EXPECTATION	OI.LDC.1.1.	INDICATORS
INDICATOR	OI.LDC.1.1.1.	<p>Shows interest in listening to sounds.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 11 Demonstrates positive approaches to learning a. Attends and engages</li> </ul> <p>Objective 11a.2 Pays attention to sights and sounds</p>
INDICATOR	OI.LDC.1.1.2.	<p>Listens with interest to language of others.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 8 Listens to and understands increasingly complex language a. Comprehends language</li> </ul> <p>Objective 8a.2 Shows an interest in the speech of others</p>
INDICATOR	OI.LDC.1.1.3.	<p>Responds to verbal communication of others.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations</li> </ul> <p>Objective 10a.2 Engages in simple back-and-forth exchanges with others</p>
INDICATOR	OI.LDC.1.1.4.	<p>Responds to nonverbal communication of others.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations</li> </ul> <p>Objective 10a.2 Engages in simple back-and-forth exchanges with others</p>
INDICATOR	OI.LDC.1.1.5.	<p>Begins to understand gestures, words, questions or routines.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 8 Listens to and understands increasingly complex language b. Follows directions</li> </ul> <p>Objective 8b.2 Responds to simple verbal requests accompanied by gestures or tone of voice</p>
CONTENT STANDARD	ND.OI.LDC.	Language Development and Communication (Older Infant: 8 to 18 months)



BENCHMARK	OI.LDC.2.	Communicating and Speaking
GRADE LEVEL EXPECTATION	OI.LDC.2.1.	INDICATORS
INDICATOR	OI.LDC.2.1.1.	<p>Uses sounds, gestures or actions to express needs and wants.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary</li> </ul> <p><b>Objective 9a.2 Vocalizes and gestures to communicate</b></p>
INDICATOR	OI.LDC.2.1.2.	<p>Uses consistent sounds, gestures or words to communicate.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 9 Uses language to express thoughts and needs b. Speaks clearly</li> </ul> <p><b>Objective 9b.2 Babbles strings of single consonant sounds and combines sounds</b></p>
INDICATOR	OI.LDC.2.1.3.	<p>Imitates sounds, gestures or words.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations</li> </ul> <p><b>Objective 10a.2 Engages in simple back-and-forth exchanges with others</b></p>
INDICATOR	OI.LDC.2.1.4.	<p>Uses sounds, signs or words for a variety of purposes.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary</li> </ul> <p><b>Objective 9a.2 Vocalizes and gestures to communicate</b></p>
INDICATOR	OI.LDC.2.1.5.	<p>Shows reciprocity in using language in simple conversations.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations</li> </ul> <p><b>Objective 10a.2 Engages in simple back-and-forth exchanges with others</b></p>
CONTENT STANDARD	ND.OI.LDC.	Language Development and Communication (Older Infant: 8 to 18 months)
BENCHMARK	OI.LDC.3.	Emergent Literacy
GRADE LEVEL EXPECTATION	OI.LDC.3.1.	INDICATORS
INDICATOR	OI.LDC.3.1.1.	<p>Shows interest in songs, rhymes and stories.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 17 Demonstrates knowledge of print and its uses a. Uses and appreciates books and other texts</li> </ul> <p><b>Objective 17a.2 Shows interest in books</b></p>



INDICATOR	OI.LDC.3.1.2.	Shows interest in photos, pictures and drawings.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 14 Uses symbols and images to represent something not present a. Thinks symbolically Objective 14a.2 Recognizes people, objects, and animals in pictures or photographs
INDICATOR	OI.LDC.3.1.3.	Develops interest in and involvement with books and other print materials.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 17 Demonstrates knowledge of print and its uses a. Uses and appreciates books and other texts Objective 17a.2 Shows interest in books
INDICATOR	OI.LDC.3.1.4.	Begins to recognize and understand symbols.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 17 Demonstrates knowledge of print and its uses b. Uses print concepts Objective 17b.2 Shows understanding that text is meaningful and can be read
CONTENT STANDARD	ND.OI.CD.	Cognitive Development (Older Infant: 8 to 18 months)
BENCHMARK	OI.CD.1.	Exploration and Discovery
GRADE LEVEL EXPECTATION	OI.CD.1.1.	INDICATORS
INDICATOR	OI.CD.1.1.1.	Pays attention to people and objects.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.2 Pays attention to sights and sounds
INDICATOR	OI.CD.1.1.2.	Uses senses to explore people, objects and the environment.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
INDICATOR	OI.CD.1.1.3.	Attends to colors, shapes, patterns or pictures.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.2 Pays attention to sights and sounds
INDICATOR	OI.CD.1.1.4.	Shows interest and curiosity in new people and objects.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages

		<b>Objective 11a.2 Pays attention to sights and sounds</b>
INDICATOR	OI.CD.1.1.5.	Makes things happen and watches for results or repeats action.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning b. Persists <b>Objective 11b.2 Repeats actions to obtain similar results</b>
CONTENT STANDARD	ND.OI.CD.	<b>Cognitive Development (Older Infant: 8 to 18 months)</b>
BENCHMARK	OI.CD.2.	<b>Memory</b>
GRADE LEVEL EXPECTATION	OI.CD.2.1.	<b>INDICATORS</b>
INDICATOR	OI.CD.2.1.1.	Shows ability to acquire and process new information.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 12 Remembers and connects experiences a. Recognizes and recalls <b>Objective 12a.2 Recognizes familiar people, places, and objects; looks for hidden object where it was last seen</b>
INDICATOR	OI.CD.2.1.2.	Recognizes familiar people, places and things.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 12 Remembers and connects experiences a. Recognizes and recalls <b>Objective 12a.2 Recognizes familiar people, places, and objects; looks for hidden object where it was last seen</b>
INDICATOR	OI.CD.2.1.3.	Recalls and uses information in new situations.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 12 Remembers and connects experiences b. Makes connections <b>Objective 12b.2 Looks for familiar persons when they are named; relates objects to events</b>
INDICATOR	OI.CD.2.1.4.	Searches for missing or hidden objects.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 12 Remembers and connects experiences a. Recognizes and recalls <b>Objective 12a.2 Recognizes familiar people, places, and objects; looks for hidden object where it was last seen</b>
CONTENT STANDARD	ND.OI.CD.	<b>Cognitive Development (Older Infant: 8 to 18 months)</b>
BENCHMARK	OI.CD.3.	<b>Problem Solving</b>
GRADE LEVEL EXPECTATION	OI.CD.3.1.	<b>INDICATORS</b>

INDICATOR	OI.CD.3.1.1.	Experiments with different uses for objects.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning e. Shows flexibility and inventiveness in thinking Objective 11e.2 Imitates others in using objects in new and/or unanticipated ways
INDICATOR	OI.CD.3.1.2.	Shows imagination and creativity in solving problems.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning c. Solves problems Objective 11c.2 Reacts to a problem; seeks to achieve a specific goal
INDICATOR	OI.CD.3.1.3.	Uses a variety of strategies to solve problems.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning c. Solves problems Objective 11c.2 Reacts to a problem; seeks to achieve a specific goal
INDICATOR	OI.CD.3.1.4.	Applies knowledge to new situations.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning c. Solves problems Objective 11c.2 Reacts to a problem; seeks to achieve a specific goal
CONTENT STANDARD	ND.OI.CD.	Cognitive Development (Older Infant: 8 to 18 months)
BENCHMARK	OI.CD.4.	Imitation and Symbolic Play
GRADE LEVEL EXPECTATION	OI.CD.4.1.	INDICATORS
INDICATOR	OI.CD.4.1.1.	Observes and imitates sounds, gestures or behaviors.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 14 Uses symbols and images to represent something not present b. Engages in sociodramatic play Objective 14b.2 Imitates actions of others during play; uses real objects as props
INDICATOR	OI.CD.4.1.2.	Uses objects in new ways or in pretend play.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 14 Uses symbols and images to represent something not present b. Engages in sociodramatic play Objective 14b.2 Imitates actions of others during play; uses real objects as props

INDICATOR	OI.CD.4.1.3.	<p>Uses imitation or pretend play to express creativity and imagination.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 14 Uses symbols and images to represent something not present b. Engages in sociodramatic play</li> </ul> <p>Objective 14b.2 Imitates actions of others during play; uses real objects as props</p>
CONTENT STANDARD	ND.OI.PMD.	Physical and Motor Development (Older Infant: 8 to 18 months)
BENCHMARK	OI.PMD.1.	Gross Motor Development
GRADE LEVEL EXPECTATION	OI.PMD.1.1.	INDICATORS
INDICATOR	OI.PMD.1.1.1.	<p>Moves body, arms and legs with coordination.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 4 Demonstrates traveling skills</li> </ul> <p>Objective 4.2 Moves to explore immediate environment</p>
INDICATOR	OI.PMD.1.1.2.	<p>Demonstrates large muscle balance, stability, control and coordination.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 5 Demonstrates balancing skills</li> </ul> <p>Objective 5.2 Balances while exploring immediate environment</p>
INDICATOR	OI.PMD.1.1.3.	<p>Develops increasing ability to change positions and move body from place to place.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 4 Demonstrates traveling skills</li> </ul> <p>Objective 4.2 Moves to explore immediate environment</p>
INDICATOR	OI.PMD.1.1.4.	<p>Moves body with purpose to achieve a goal.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 4 Demonstrates traveling skills</li> </ul> <p>Objective 4.2 Moves to explore immediate environment</p>
CONTENT STANDARD	ND.OI.PMD.	Physical and Motor Development (Older Infant: 8 to 18 months)
BENCHMARK	OI.PMD.2.	Fine Motor Development
GRADE LEVEL EXPECTATION	OI.PMD.2.1.	INDICATORS
INDICATOR	OI.PMD.2.1.1.	<p>Uses hands or feet to make contact with objects or people.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands</li> </ul> <p>Objective 7a.2 Reaches for, touches, and holds objects purposefully</p>

INDICATOR	OI.PMD.2.1.2.	<p>Develops small muscle control and coordination.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands</li> </ul> <p>Objective 7a.2 Reaches for, touches, and holds objects purposefully</p>
INDICATOR	OI.PMD.2.1.3.	<p>Coordinates eye and hand movements.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands</li> </ul> <p>Objective 7a.2 Reaches for, touches, and holds objects purposefully</p>
INDICATOR	OI.PMD.2.1.4.	<p>Uses different actions on objects.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands</li> </ul> <p>Objective 7a.2 Reaches for, touches, and holds objects purposefully</p>
INDICATOR	OI.PMD.2.1.5.	<p>Controls small muscles in hands when doing simple tasks.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands</li> </ul> <p>Objective 7a.2 Reaches for, touches, and holds objects purposefully</p>
CONTENT STANDARD	ND.OI.PMD.	Physical and Motor Development (Older Infant: 8 to 18 months)
BENCHMARK	OI.PMD.3.	Physical Health and Well-Being
GRADE LEVEL EXPECTATION	OI.PMD.3.1.	INDICATORS
INDICATOR	OI.PMD.3.1.1.	<p>Shows characteristics of healthy development.</p> <p>No Correlations</p>
INDICATOR	OI.PMD.3.1.2.	<p>Responds when physical needs are met.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <ul style="list-style-type: none"> <li>• Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately</li> </ul> <p>Objective 1c.2 Indicates needs and wants; participates as adult attends to needs</p>



INDICATOR	OI.PMD.3.1.3.	Expresses physical needs nonverbally or verbally.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately <b>Objective 1c.2 Indicates needs and wants; participates as adult attends to needs</b>
INDICATOR	OI.PMD.3.1.4.	Participates in physical care routines.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately <b>Objective 1c.2 Indicates needs and wants; participates as adult attends to needs</b>
INDICATOR	OI.PMD.3.1.5.	Begins to develop self-help skills.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately <b>Objective 1c.2 Indicates needs and wants; participates as adult attends to needs</b>
INDICATOR	OI.PMD.3.1.6.	Begins to understand safe and unsafe behaviors.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors b. Follows limits and expectations <b>Objective 1b.2 Responds to changes in an adult's tone of voice and expression</b>

## North Dakota Birth to 3 Early Learning Guidelines

Ages 18 to 36 months; adopted 2010

CONTENT STANDARD	ND.T.SED.	Social and Emotional Development (Toddler: 18 to 36 months)
BENCHMARK	T.SED.1.	Trust and Emotional Security
GRADE LEVEL EXPECTATION	T.SED.1.1.	INDICATORS
INDICATOR	T.SED.1.1.1.	Engages in behaviors that build relationships with familiar adults.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships a. Forms relationships with adults <b>Objective 2a.4 Uses trusted adult as a secure base from which to explore the world</b>



INDICATOR	T.SED.1.1.2.	Shows preference for familiar adults.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships a. Forms relationships with adults Objective 2a.4 Uses trusted adult as a secure base from which to explore the world
INDICATOR	T.SED.1.1.3.	Responds to unfamiliar adults cautiously.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships a. Forms relationships with adults Objective 2a.4 Uses trusted adult as a secure base from which to explore the world
INDICATOR	T.SED.1.1.4.	Seeks to find comfort in new situations.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors a. Manages feelings Objective 1a.4 Comforts self by seeking out special object or person
INDICATOR	T.SED.1.1.5.	Shows emotional connection and attachment to others.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships a. Forms relationships with adults Objective 2a.4 Uses trusted adult as a secure base from which to explore the world
CONTENT STANDARD	ND.T.SED.	Social and Emotional Development (Toddler: 18 to 36 months)
BENCHMARK	T.SED.2.	Self-Awareness
GRADE LEVEL EXPECTATION	T.SED.2.1.	INDICATORS
INDICATOR	T.SED.2.1.1.	Expresses feelings and emotions through facial expressions, sounds or gestures.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships a. Forms relationships with adults Objective 2a.4 Uses trusted adult as a secure base from which to explore the world
INDICATOR	T.SED.2.1.2.	Develops awareness of self as separate from others.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self

INDICATOR	T.SED.2.1.3.	Shows confidence in increasing abilities.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately <b>Objective 1c.4 Seeks to do things for self</b>
CONTENT STANDARD	ND.T.SED.	Social and Emotional Development (Toddler: 18 to 36 months)
BENCHMARK	T.SED.3.	Self-Regulation
GRADE LEVEL EXPECTATION	T.SED.3.1.	INDICATORS
INDICATOR	T.SED.3.1.1.	Begins to manage own behavior and show self-regulation.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors a. Manages feelings <b>Objective 1a.4 Comforts self by seeking out special object or person</b>
INDICATOR	T.SED.3.1.2.	Shows ability to cope with stress.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors a. Manages feelings <b>Objective 1a.4 Comforts self by seeking out special object or person</b>
INDICATOR	T.SED.3.1.3.	Shows increasing independence.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately <b>Objective 1c.4 Seeks to do things for self</b>
INDICATOR	T.SED.3.1.4.	Understands simple routines, rules or limitations.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 1 Regulates own emotions and behaviors b. Follows limits and expectations <b>Objective 1b.4 Accepts redirection from adults</b>
CONTENT STANDARD	ND.T.SED.	Social and Emotional Development (Toddler: 18 to 36 months)
BENCHMARK	T.SED.4.	Relationships with Other Children
GRADE LEVEL EXPECTATION	T.SED.4.1.	INDICATORS
INDICATOR	T.SED.4.1.1.	Shows interest in and awareness of other children.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 2 Establishes and sustains positive relationships c. Interacts with peers <b>Objective 2c.2 Plays near other children; uses similar materials or actions</b>

INDICATOR	T.SED.4.1.2.	<p>Responds to and interacts with other children.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 2 Establishes and sustains positive relationships c. Interacts with peers</li> </ul> <p>Objective 2c.2 Plays near other children; uses similar materials or actions</p>
INDICATOR	T.SED.4.1.3.	<p>Begins to recognize and respond to other children's feelings and emotions.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues</li> </ul> <p>Objective 2b.4 Demonstrates concern about the feelings of others</p>
INDICATOR	T.SED.4.1.4.	<p>Begins to show concern for others.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues</li> </ul> <p>Objective 2b.4 Demonstrates concern about the feelings of others</p>
INDICATOR	T.SED.4.1.5.	<p>Learns social skills and eventually uses words for expressing feelings, needs and wants.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 3 Participates cooperatively and constructively in group situations b. Solves social problems</li> </ul> <p>Objective 3b.2 Expresses feelings during a conflict</p>
INDICATOR	T.SED.4.1.6.	<p>Uses imitation or pretend play to learn new roles and relationships.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 14 Uses symbols and images to represent something not present b. Engages in sociodramatic play</li> </ul> <p>Objective 14b.2 Imitates actions of others during play; uses real objects as props</p>
CONTENT STANDARD	ND.T.LDC.	Language Development and Communication (Toddler: 18 to 36 months)
BENCHMARK	T.LDC.1.	Listening and Understanding
GRADE LEVEL EXPECTATION	T.LDC.1.1.	INDICATORS
INDICATOR	T.LDC.1.1.1.	<p>Shows interest in listening to sounds.</p> <p><u><b>GOLD® Objectives for Development and Learning</b></u></p> <ul style="list-style-type: none"> <li>• Objective 11 Demonstrates positive approaches to learning a. Attends and engages</li> </ul> <p>Objective 11a.2 Pays attention to sights and sounds</p>

INDICATOR	T.LDC.1.1.2.	<p>Listens with interest to language of others.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 8 Listens to and understands increasingly complex language a.  Comprehends language  Objective 8a.2 Shows an interest in the speech of others</p>
INDICATOR	T.LDC.1.1.3.	<p>Responds to verbal communication of others.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 10 Uses appropriate conversational and other communication skills a.  Engages in conversations  Objective 10a.2 Engages in simple back-and-forth exchanges with others</p>
INDICATOR	T.LDC.1.1.4.	<p>Responds to nonverbal communication of others.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 10 Uses appropriate conversational and other communication skills a.  Engages in conversations  Objective 10a.2 Engages in simple back-and-forth exchanges with others</p>
INDICATOR	T.LDC.1.1.5.	<p>Begins to understand gestures, words, questions or routines.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 8 Listens to and understands increasingly complex language b. Follows directions  Objective 8b.2 Responds to simple verbal requests accompanied by gestures or tone of voice</p>
CONTENT STANDARD	ND.T.LDC.	Language Development and Communication (Toddler: 18 to 36 months)
BENCHMARK	T.LDC.2.	Communicating and Speaking
GRADE LEVEL EXPECTATION	T.LDC.2.1.	INDICATORS
INDICATOR	T.LDC.2.1.1.	<p>Uses sounds, gestures or actions to express needs and wants.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary  Objective 9a.4 Names familiar, people, animals, and objects</p>
INDICATOR	T.LDC.2.1.2.	<p>Uses consistent sounds, gestures or words to communicate.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 9 Uses language to express thoughts and needs b. Speaks clearly  Objective 9b.4 Uses some words and word-like sounds and is understood by most familiar people</p>



INDICATOR	T.LDC.2.1.3.	Imitates sounds, gestures or words.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 9 Uses language to express thoughts and needs b. Speaks clearly Objective 9b.4 Uses some words and word-like sounds and is understood by most familiar people
INDICATOR	T.LDC.2.1.4.	Uses sounds, signs or words for a variety of purposes.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary Objective 9a.4 Names familiar, people, animals, and objects
INDICATOR	T.LDC.2.1.5.	Shows reciprocity in using language in simple conversations.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations Objective 10a.4 Initiates and attends to brief conversations
CONTENT STANDARD	ND.T.LDC.	Language Development and Communication (Toddler: 18 to 36 months)
BENCHMARK	T.LDC.3.	Emergent Literacy
GRADE LEVEL EXPECTATION	T.LDC.3.1.	INDICATORS
INDICATOR	T.LDC.3.1.1.	Shows interest in songs, rhymes and stories.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 17 Demonstrates knowledge of print and its uses a. Uses and appreciates books and other texts Objective 17a.2 Shows interest in books
INDICATOR	T.LDC.3.1.2.	Shows interest in photos, pictures and drawings.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 17 Demonstrates knowledge of print and its uses a. Uses and appreciates books and other texts Objective 17a.2 Shows interest in books
INDICATOR	T.LDC.3.1.3.	Develops interest in and involvement with books and other print materials.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 17 Demonstrates knowledge of print and its uses a. Uses and appreciates books and other texts Objective 17a.2 Shows interest in books

INDICATOR	T.LDC.3.1.4.	Begins to recognize and understand symbols.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 17 Demonstrates knowledge of print and its uses b. Uses print concepts Objective 17b.2 Shows understanding that text is meaningful and can be read
CONTENT STANDARD	ND.T.CD.	Cognitive Development (Toddler: 18 to 36 months)
BENCHMARK	T.CD.1.	Exploration and Discovery
GRADE LEVEL EXPECTATION	T.CD.1.1.	INDICATORS
INDICATOR	T.CD.1.1.1.	Pays attention to people and objects.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.2 Pays attention to sights and sounds
INDICATOR	T.CD.1.1.2.	Uses senses to explore people, objects and the environment.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
INDICATOR	T.CD.1.1.3.	Attends to colors, shapes, patterns or pictures.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.2 Pays attention to sights and sounds
INDICATOR	T.CD.1.1.4.	Shows interest and curiosity in new people and objects.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.2 Pays attention to sights and sounds
INDICATOR	T.CD.1.1.5.	Makes things happen and watches for results or repeats action.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning b. Persists Objective 11b.2 Repeats actions to obtain similar results
CONTENT STANDARD	ND.T.CD.	Cognitive Development (Toddler: 18 to 36 months)
BENCHMARK	T.CD.2.	Memory
GRADE LEVEL EXPECTATION	T.CD.2.1.	INDICATORS

INDICATOR	T.CD.2.1.1.	Shows ability to acquire and process new information.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 12 Remembers and connects experiences b. Makes connections Objective 12b.2 Looks for familiar persons when they are named; relates objects to events
INDICATOR	T.CD.2.1.2.	Recognizes familiar people, places and things.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 12 Remembers and connects experiences a. Recognizes and recalls Objective 12a.2 Recognizes familiar people, places, and objects; looks for hidden object where it was last seen
INDICATOR	T.CD.2.1.3.	Recalls and uses information in new situations.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 12 Remembers and connects experiences b. Makes connections Objective 12b.2 Looks for familiar persons when they are named; relates objects to events
INDICATOR	T.CD.2.1.4.	Searches for missing or hidden objects.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 12 Remembers and connects experiences a. Recognizes and recalls Objective 12a.2 Recognizes familiar people, places, and objects; looks for hidden object where it was last seen
CONTENT STANDARD	ND.T.CD.	Cognitive Development (Toddler: 18 to 36 months)
BENCHMARK	T.CD.3.	Problem Solving
GRADE LEVEL EXPECTATION	T.CD.3.1.	INDICATORS
INDICATOR	T.CD.3.1.1.	Experiments with different uses for objects.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning e. Shows flexibility and inventiveness in thinking Objective 11e.2 Imitates others in using objects in new and/or unanticipated ways
INDICATOR	T.CD.3.1.2.	Shows imagination and creativity in solving problems.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 11 Demonstrates positive approaches to learning c. Solves problems Objective 11c.2 Reacts to a problem; seeks to achieve a specific goal



INDICATOR	T.CD.3.1.3.	<p>Uses a variety of strategies to solve problems.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 11 Demonstrates positive approaches to learning c. Solves problems  Objective 11c.2 Reacts to a problem; seeks to achieve a specific goal</p>
INDICATOR	T.CD.3.1.4.	<p>Applies knowledge to new situations.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 11 Demonstrates positive approaches to learning c. Solves problems  Objective 11c.2 Reacts to a problem; seeks to achieve a specific goal</p>
CONTENT STANDARD	ND.T.CD.	Cognitive Development (Toddler: 18 to 36 months)
BENCHMARK	T.CD.4.	Imitation and Symbolic Play
GRADE LEVEL EXPECTATION	T.CD.4.1.	INDICATORS
INDICATOR	T.CD.4.1.1.	<p>Observes and imitates sounds, gestures or behaviors.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 14 Uses symbols and images to represent something not present b. Engages in sociodramatic play  Objective 14b.2 Imitates actions of others during play; uses real objects as props</p>
INDICATOR	T.CD.4.1.2.	<p>Uses objects in new ways or in pretend play.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 14 Uses symbols and images to represent something not present b. Engages in sociodramatic play  Objective 14b.2 Imitates actions of others during play; uses real objects as props</p>
INDICATOR	T.CD.4.1.3.	<p>Uses imitation or pretend play to express creativity and imagination.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 14 Uses symbols and images to represent something not present b. Engages in sociodramatic play  Objective 14b.2 Imitates actions of others during play; uses real objects as props</p>
CONTENT STANDARD	ND.T.PMD.	Physical and Motor Development (Toddler: 18 to 36 months)
BENCHMARK	T.PMD.1.	Gross Motor Development
GRADE LEVEL EXPECTATION	T.PMD.1.1.	INDICATORS
INDICATOR	T.PMD.1.1.1.	<p>Moves body, arms and legs with coordination.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 4 Demonstrates traveling skills  Objective 4.4 Experiments with different ways of moving</p>

INDICATOR	T.PMD.1.1.2.	Demonstrates large muscle balance, stability, control and coordination.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 5 Demonstrates balancing skills <b>Objective 5.4 Experiments with different ways of balancing</b>
INDICATOR	T.PMD.1.1.3.	Develops increasing ability to change positions and move body from place to place.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 4 Demonstrates traveling skills <b>Objective 4.4 Experiments with different ways of moving</b>
INDICATOR	T.PMD.1.1.4.	Moves body with purpose to achieve a goal.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 4 Demonstrates traveling skills <b>Objective 4.4 Experiments with different ways of moving</b>
CONTENT STANDARD	ND.T.PMD.	<b>Physical and Motor Development (Toddler: 18 to 36 months)</b>
BENCHMARK	T.PMD.2.	<b>Fine Motor Development</b>
GRADE LEVEL EXPECTATION	T.PMD.2.1.	<b>INDICATORS</b>
INDICATOR	T.PMD.2.1.1.	Uses hands or feet to make contact with objects or people.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands <b>Objective 7a.4 Uses fingers and whole arm movements to manipulate and explore objects</b>
INDICATOR	T.PMD.2.1.2.	Develops small muscle control and coordination.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands <b>Objective 7a.4 Uses fingers and whole arm movements to manipulate and explore objects</b>
INDICATOR	T.PMD.2.1.3.	Coordinates eye and hand movements.  <u><b>GOLD® Objectives for Development and Learning</b></u> • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands <b>Objective 7a.4 Uses fingers and whole arm movements to manipulate and explore objects</b>

INDICATOR	T.PMD.2.1.4.	<p>Uses different actions on objects.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands  <b>Objective 7a.4 Uses fingers and whole arm movements to manipulate and explore objects</b></p>
INDICATOR	T.PMD.2.1.5.	<p>Controls small muscles in hands when doing simple tasks.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands  <b>Objective 7a.4 Uses fingers and whole arm movements to manipulate and explore objects</b></p>
CONTENT STANDARD	ND.T.PMD.	Physical and Motor Development (Toddler: 18 to 36 months)
BENCHMARK	T.PMD.3.	Physical Health and Well-Being
GRADE LEVEL EXPECTATION	T.PMD.3.1.	INDICATORS
INDICATOR	T.PMD.3.1.1.	<p>Shows characteristics of healthy development.</p> <p>No Correlations</p>
INDICATOR	T.PMD.3.1.2.	<p>Responds when physical needs are met.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately  <b>Objective 1c.4 Seeks to do things for self</b></p>
INDICATOR	T.PMD.3.1.3.	<p>Expresses physical needs nonverbally or verbally.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately  <b>Objective 1c.4 Seeks to do things for self</b></p>
INDICATOR	T.PMD.3.1.4.	<p>Participates in physical care routines.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b>  • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately  <b>Objective 1c.4 Seeks to do things for self</b></p>

INDICATOR	T.PMD.3.1.5.	<p>Begins to develop self-help skills.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <p>• Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately</p> <p><b>Objective 1c.4 Seeks to do things for self</b></p>
INDICATOR	T.PMD.3.1.6.	<p>Begins to understand safe and unsafe behaviors.</p> <p><b><u>GOLD® Objectives for Development and Learning</u></b></p> <p>• Objective 1 Regulates own emotions and behaviors b. Follows limits and expectations</p> <p><b>Objective 1b.4 Accepts redirection from adults</b></p>

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