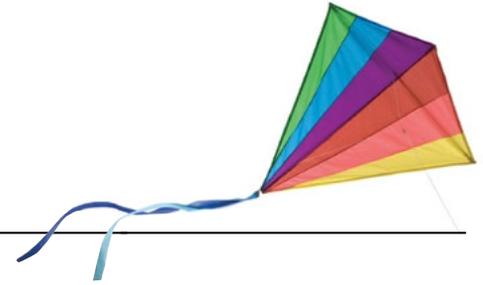




Alignment of



GOLD®

Objectives for Development & Learning:
Birth Through Third Grade



WITH

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

aligned to

Florida Early Learning and Developmental Standards: Birth to Kindergarten

Standards adopted 2017

Ages 36-48 months & 48 months to Kindergarten

BODY OF KNOWLEDGE	FL.36-48.I.	PHYSICAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.I.A.	HEALTH AND WELLBEING
BENCHMARK	36-48.I.A.a.	Active Physical Play
INDICATOR	36-48.I.A.a.1.	Engages in physical activities with increasing balance, coordination, endurance and intensity
EXPECTATION	36-48.I.A.a.1.a.	Engages in active games or outdoor play and other forms of physical activity for sustained periods of time (e.g., dancing in circle time) <u>GOLD® Objectives for Development and Learning</u> • Objective 4 Demonstrates traveling skills Objective 4.6 Moves purposefully from place to place with control
BODY OF KNOWLEDGE	FL.36-48.I.	PHYSICAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.I.A.	HEALTH AND WELLBEING
BENCHMARK	36-48.I.A.b.	Safety
INDICATOR	36-48.I.A.b.1.	Shows awareness of safety and increasingly demonstrates knowledge of safe choices and risk assessment when participating in daily activities
EXPECTATION	36-48.I.A.b.1.a.	Follows basic safety practices with close adult supervision (e.g., tries to buckle own seatbelt; seeks adult assistance to use step stool) <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.6 Demonstrates confidence in meeting own needs

BODY OF KNOWLEDGE	FL.36-48.I.	PHYSICAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.I.A.	HEALTH AND WELLBEING
BENCHMARK	36-48.I.A.c.	Personal Care Routines
INDICATOR	36-48.I.A.c.1.	Responds to and initiates care routines that support personal hygiene
EXPECTATION	36-48.I.A.c.1.a.	Carries out familiar hygiene routines with occasional reminders of how to do them <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.6 Demonstrates confidence in meeting own needs
BODY OF KNOWLEDGE	FL.36-48.I.	PHYSICAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.I.A.	HEALTH AND WELLBEING
BENCHMARK	36-48.I.A.d.	Feeding and Nutrition
INDICATOR	36-48.I.A.d.1.	Responds to feeding or feeds self with increasing efficiency and demonstrates increasing interest in eating habits and making food choices
EXPECTATION	36-48.I.A.d.1.a.	Serves self or others by scooping or pouring from containers <u>GOLD® Objectives for Development and Learning</u> • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands Objective 7a.6 Uses refined wrist and finger movements
EXPECTATION	36-48.I.A.d.1.b.	Begins to recognize nutritious food choices and healthy eating habits <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.6 Demonstrates confidence in meeting own needs
BODY OF KNOWLEDGE	FL.36-48.I.	PHYSICAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.I.B.	MOTOR DEVELOPMENT
BENCHMARK	36-48.I.B.a.	Gross Motor Development
INDICATOR	36-48.I.B.a.1.	Demonstrates use of large muscles for movement, position, strength and coordination
EXPECTATION	36-48.I.B.a.1.a.	Begins to balance, such as on one leg or a beam, for short periods <u>GOLD® Objectives for Development and Learning</u> • Objective 5 Demonstrates balancing skills Objective 5.6 Sustains balance during simple movement experiences
EXPECTATION	36-48.I.B.a.1.b.	Begins to perform some skills, such as jumping for height and hopping

		<u>GOLD® Objectives for Development and Learning</u> • Objective 5 Demonstrates balancing skills Objective 5.6 Sustains balance during simple movement experiences
EXPECTATION	36-48.I.B.a.1.c.	Engages in physical activity that requires strength and stamina for brief periods <u>GOLD® Objectives for Development and Learning</u> • Objective 4 Demonstrates traveling skills Objective 4.6 Moves purposefully from place to place with control
BODY OF KNOWLEDGE	FL.36-48.I.	PHYSICAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.I.B.	MOTOR DEVELOPMENT
BENCHMARK	36-48.I.B.a.	Gross Motor Development
INDICATOR	36-48.I.B.a.2.	Demonstrates use of large muscles to move in the environment
EXPECTATION	36-48.I.B.a.2.a.	Begins to combine and coordinate two or more motor movements (e.g., runs with long strides showing arm and leg opposition; uses wheelchair to move in classroom) <u>GOLD® Objectives for Development and Learning</u> • Objective 4 Demonstrates traveling skills Objective 4.6 Moves purposefully from place to place with control
BODY OF KNOWLEDGE	FL.36-48.I.	PHYSICAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.I.B.	MOTOR DEVELOPMENT
BENCHMARK	36-48.I.B.b.	Gross Motor Perception (Sensorimotor)
INDICATOR	36-48.I.B.b.1.	Uses perceptual information to guide motions and interactions with objects and other people
EXPECTATION	36-48.I.B.b.1.a.	Begins to act and move with purpose and recognizes differences in direction, distance and location <u>GOLD® Objectives for Development and Learning</u> • Objective 4 Demonstrates traveling skills Objective 4.6 Moves purposefully from place to place with control
EXPECTATION	36-48.I.B.b.1.b.	Demonstrates awareness of own body in relation to others <u>GOLD® Objectives for Development and Learning</u> • Objective 4 Demonstrates traveling skills Objective 4.6 Moves purposefully from place to place with control
BODY OF KNOWLEDGE	FL.36-48.I.	PHYSICAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.I.B.	MOTOR DEVELOPMENT
BENCHMARK	36-48.I.B.c.	Fine Motor Development
INDICATOR	36-48.I.B.c.1.	Demonstrates increasing precision, strength, coordination and efficiency when using hand muscles for play and functional tasks

EXPECTATION	36-48.I.B.c.1.a.	Uses various drawing and art tools with developing coordination <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.36-48.I.	PHYSICAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.I.B.	MOTOR DEVELOPMENT
BENCHMARK	36-48.I.B.c.	Fine Motor Development
INDICATOR	36-48.I.B.c.2.	Increasingly coordinates hand and eye movements to perform a variety of actions with increasing precision
EXPECTATION	36-48.I.B.c.2.a.	Uses hand-eye coordination to manipulate objects and materials (e.g., completing large-piece puzzles or threading beads with large holes, begins to use scissors) <u>GOLD® Objectives for Development and Learning</u> • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands Objective 7a.6 Uses refined wrist and finger movements
EXPECTATION	36-48.I.B.c.2.b.	Uses hand-eye coordination in handling books (e.g., turning pages, pointing to a picture or looking for favorite page) <u>GOLD® Objectives for Development and Learning</u> • Objective 17 Demonstrates knowledge of print and its uses a. Uses and appreciates books and other texts Objective 17a.4 Orients book correctly; turns pages from the front of the book to the back; recognizes familiar books by their covers
BODY OF KNOWLEDGE	FL.36-48.II.	APPROACHES TO LEARNING DOMAIN (36-48 months)
BIG IDEA	36-48.II.A.	EAGERNESS AND CURIOSITY
BENCHMARK	36-48.II.A.1.	Shows curiosity and is eager to learn new things and have new experiences <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.36-48.II.	APPROACHES TO LEARNING DOMAIN (36-48 months)
BIG IDEA	36-48.II.B.	PERSISTENCE
BENCHMARK	36-48.II.B.1.	Sustains attention for brief periods and finds help when needed

		<u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.4 Sustains interest in working on a task, especially when adults offer suggestions, questions, and comments
BODY OF KNOWLEDGE	FL.36-48.II.	APPROACHES TO LEARNING DOMAIN (36-48 months)
BIG IDEA	36-48.II.C.	CREATIVITY AND INVENTIVENESS
BENCHMARK	36-48.II.C.1.	Approaches daily activities with creativity <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 11 Demonstrates positive approaches to learning e. Shows flexibility and inventiveness in thinking Objective 11e.4 Uses creativity and imagination during play and routine tasks
BODY OF KNOWLEDGE	FL.36-48.II.	APPROACHES TO LEARNING DOMAIN (36-48 months)
BIG IDEA	36-48.II.D.	PLANNING AND REFLECTION
BENCHMARK	36-48.II.D.1.	Shows initial signs of planning and learning from their experiences <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 12 Remembers and connects experiences b. Makes connections Objective 12b.6 Draws on everyday experiences and applies this knowledge to a similar situation
BODY OF KNOWLEDGE	FL.36-48.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.III.A.	EMOTIONAL FUNCTIONING
BENCHMARK	36-48.III.A.1.	Expresses, identifies and responds to a range of emotions
INDICATOR	36-48.III.A.1.a.	Identifies complex emotions in a book, picture or on a person’s face (e.g., frustrated, confused) <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues Objective 2b.6 Identifies basic emotional reactions of others and their causes accurately
BODY OF KNOWLEDGE	FL.36-48.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.III.A.	EMOTIONAL FUNCTIONING
BENCHMARK	36-48.III.A.2.	Demonstrates appropriate affect (emotional response) between behavior and facial expression
INDICATOR	36-48.III.A.2.a.	Verbalizes own feelings and those of others No Correlations
BODY OF KNOWLEDGE	FL.36-48.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.III.B.	MANAGING EMOTIONS

BENCHMARK	36-48.III.B.1.	Demonstrates ability to self-regulate
INDICATOR	36-48.III.B.1.a.	<p>Begins to verbalize their emotions</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues <p>Objective 2b.4 Demonstrates concern about the feelings of others</p>
BODY OF KNOWLEDGE	FL.36-48.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.III.B.	MANAGING EMOTIONS
BENCHMARK	36-48.III.B.2.	Attends to sights, sounds, objects, people and activities
INDICATOR	36-48.III.B.2.a.	<p>Begins to sustain attention for brief period of time in group activities</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages <p>Objective 11a.4 Sustains interest in working on a task, especially when adults offer suggestions, questions, and comments</p>
BODY OF KNOWLEDGE	FL.36-48.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	36-48.III.C.1.	Develops positive relationships with adults
INDICATOR	36-48.III.C.1.a.	<p>Develops positive relationships and interacts comfortably with familiar adults</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 2 Establishes and sustains positive relationships a. Forms relationships with adults <p>Objective 2a.6 Manages separations without distress and engages with trusted adults</p>
BODY OF KNOWLEDGE	FL.36-48.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	36-48.III.C.2.	Develops positive relationships with peers
INDICATOR	36-48.III.C.2.a.	<p>Builds social relationships and becomes more connected to other children</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 2 Establishes and sustains positive relationships c. Interacts with peers <p>Objective 2c.4 Uses successful strategies for entering groups</p>
INDICATOR	36-48.III.C.2.b.	<p>Demonstrates strategies for entry into social play with peers</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 2 Establishes and sustains positive relationships c. Interacts with peers <p>Objective 2c.4 Uses successful strategies for entering groups</p>

INDICATOR	36-48.III.C.2.c.	Develops an initial understanding of bullying <u>GOLD® Objectives for Development and Learning</u> • Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues Objective 2b.4 Demonstrates concern about the feelings of others
BODY OF KNOWLEDGE	FL.36-48.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	36-48.III.C.3.	Develops increasing ability to engage in social problem solving
INDICATOR	36-48.III.C.3.a.	Able to suggest a potential solution to social problems and with adult support is able to follow through <u>GOLD® Objectives for Development and Learning</u> • Objective 3 Participates cooperatively and constructively in group situations b. Solves social problems Objective 3b.4 Seeks adult help to resolve social problems
BODY OF KNOWLEDGE	FL.36-48.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	36-48.III.C.4.	Exhibits empathy by demonstrating care and concern for others
INDICATOR	36-48.III.C.4.a.	Responds to the emotions of others with comforting words or actions <u>GOLD® Objectives for Development and Learning</u> • Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues Objective 2b.4 Demonstrates concern about the feelings of others
BODY OF KNOWLEDGE	FL.36-48.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	36-48.III.D.1.	Develops sense of identity and belonging through play
INDICATOR	36-48.III.D.1.a.	Continues to play with preferred playmates <u>GOLD® Objectives for Development and Learning</u> • Objective 2 Establishes and sustains positive relationships d. Makes friends Objective 2d.4 Plays with one or two preferred playmates
BODY OF KNOWLEDGE	FL.36-48.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	36-48.III.D.2.	Develops sense of identity and belonging through exploration and persistence
INDICATOR	36-48.III.D.2.a.	Continues sustained independent play and participates in more planned group activities

		<p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages <p>Objective 11a.4 Sustains interest in working on a task, especially when adults offer suggestions, questions, and comments</p>
BODY OF KNOWLEDGE	FL.36-48.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	36-48.III.D.3.	Develops sense of identity and belonging through routines, rituals and interactions
INDICATOR	36-48.III.D.3.a.	<p>Begins to show a willingness to be flexible if routines must change in minor ways</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 1 Regulates own emotions and behaviors a. Manages feelings <p>Objective 1a.6 Is able to look at a situation differently or delay gratification</p>
BODY OF KNOWLEDGE	FL.36-48.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (36-48 months)
BIG IDEA	36-48.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	36-48.III.D.4.	Develops sense of self-awareness and independence
INDICATOR	36-48.III.D.4.a.	<p>Increasingly uses words to communicate needs and wants</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately <p>Objective 1c.6 Demonstrates confidence in meeting own needs</p>
INDICATOR	36-48.III.D.4.b.	<p>Begins to recognize preferences of others</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues <p>Objective 2b.7 Emerging to 2b.8 Recognizes that others' feelings about a situation might be different from his own</p>
INDICATOR	36-48.III.D.4.c.	<p>Begins to use words to demonstrate knowledge of personal information (e.g., hair color, age, gender or size)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 29 Demonstrates knowledge about self
INDICATOR	36-48.III.D.4.d.	<p>Begins to identify self as part of a group (e.g., class or family)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 3 Participates cooperatively and constructively in group situations a. Balances needs and rights of self and others <p>Objective 3a.4 Takes turns</p>

BODY OF KNOWLEDGE	FL.36-48.IV.	LANGUAGE AND LITERACY DOMAIN (36-48 months)
BIG IDEA	36-48.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	36-48.IV.A.1.	Demonstrates understanding when listening
INDICATOR	36-48.IV.A.1.a.	Engages in multiple back-and-forth communicative interactions with adults and peers in purposeful and novel situations to reach a goal <u>GOLD® Objectives for Development and Learning</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	36-48.IV.A.1.b.	Shows understanding by answering factual questions and responding appropriately to what is said <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.36-48.IV.	LANGUAGE AND LITERACY DOMAIN (36-48 months)
BIG IDEA	36-48.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	36-48.IV.A.2.	Increases knowledge through listening
INDICATOR	36-48.IV.A.2.a.	Tells the main idea or topic of a conversation, story, informational text or creative play, and makes a connection <u>GOLD® Objectives for Development and Learning</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
INDICATOR	36-48.IV.A.2.b.	Observes simple aspects of child’s world and responds and reacts <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.36-48.IV.	LANGUAGE AND LITERACY DOMAIN (36-48 months)
BIG IDEA	36-48.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	36-48.IV.A.3.	Follows directions

INDICATOR	36-48.IV.A.3.a.	Achieves mastery of one-step directions and usually follows two-step directions <u>GOLD® Objectives for Development and Learning</u> • Objective 8 Listens to and understands increasingly complex language b. Follows directions Objective 8b.4 Follows simple requests not accompanied by gestures
BODY OF KNOWLEDGE	FL.36-48.IV.	LANGUAGE AND LITERACY DOMAIN (36-48 months)
BIG IDEA	36-48.IV.B.	SPEAKING
BENCHMARK	36-48.IV.B.1.	Speaks and is understood when speaking
INDICATOR	36-48.IV.B.1.a.	Begins to speak and is usually understood by both a familiar and an unfamiliar adult but may make some pronunciation errors <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs b. Speaks clearly Objective 9b.6 Is understood by most people; may mispronounce new, long, or unusual words
BODY OF KNOWLEDGE	FL.36-48.IV.	LANGUAGE AND LITERACY DOMAIN (36-48 months)
BIG IDEA	36-48.IV.C.	VOCABULARY
BENCHMARK	36-48.IV.C.1.	Shows an understanding of words and their meanings (receptive)
INDICATOR	36-48.IV.C.1.a.	Begins to demonstrate understanding of age-appropriate vocabulary across multiple topic areas and demonstrates a variety of words and their meanings within each area (e.g., world knowledge, names of body parts and feelings) <u>GOLD® Objectives for Development and Learning</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
INDICATOR	36-48.IV.C.1.b.	Begins to understand the use of words in different context (including plurals and past tense in speech) <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.6 Uses complete, four- to six-word sentences
BODY OF KNOWLEDGE	FL.36-48.IV.	LANGUAGE AND LITERACY DOMAIN (36-48 months)
BIG IDEA	36-48.IV.C.	VOCABULARY
BENCHMARK	36-48.IV.C.2.	Uses increased vocabulary to describe objects, actions and events (expressive)
INDICATOR	36-48.IV.C.2.a.	Adds new words to vocabulary weekly (e.g., repeats words and integrates new words in play scenarios) (typically has a speaking vocabulary of approximately 1,000 words)

		<p><u>GOLD® Objectives for Development and Learning</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</p>
INDICATOR	36-48.IV.C.2.b.	<p>Describes what objects are used for and is able to express ideas (e.g., names some colors, shapes, and says full name)</p> <p><u>GOLD® Objectives for Development and Learning</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</p>
BODY OF KNOWLEDGE	FL.36-48.IV.	LANGUAGE AND LITERACY DOMAIN (36-48 months)
BIG IDEA	36-48.IV.D.	SENTENCES AND STRUCTURE
BENCHMARK	36-48.IV.D.1.	Uses age-appropriate grammar in conversations and increasingly complex phrases and sentences
INDICATOR	36-48.IV.D.1.a.	<p>Produces utterances of four to five units of meaning in length</p> <p><u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.6 Uses complete, four- to six-word sentences</p>
INDICATOR	36-48.IV.D.1.b.	<p>Produces words and phrases using the regular past tense and the regular third person (e.g., “Daddy jumped.” “We’re building.”)</p> <p><u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.6 Uses complete, four- to six-word sentences</p>
BODY OF KNOWLEDGE	FL.36-48.IV.	LANGUAGE AND LITERACY DOMAIN (36-48 months)
BIG IDEA	36-48.IV.D.	SENTENCES AND STRUCTURE
BENCHMARK	36-48.IV.D.2.	Connects words, phrases and sentences to build ideas
INDICATOR	36-48.IV.D.2.a.	<p>Produces sentences or phrases of two to five words including subject/verb/object (e.g., “Suzy has cookies.” “My shirt’s got blue flowers.”)</p> <p><u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.6 Uses complete, four- to six-word sentences</p>

INDICATOR	36-48.IV.D.2.b.	Asks more complex questions beginning with “is” (e.g., “Is David here?” “What was for lunch?”) <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.6 Uses complete, four- to six-word sentences
INDICATOR	36-48.IV.D.2.c.	Uses conjunctions “and” and sometimes “because” in sentences and uses other complex sentence structures (e.g., elaborated phrases with adjectives and adverbs) <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.6 Uses complete, four- to six-word sentences
BODY OF KNOWLEDGE	FL.36-48.IV.	LANGUAGE AND LITERACY DOMAIN (36-48 months)
BIG IDEA	36-48.IV.E.	CONVERSATION
BENCHMARK	36-48.IV.E.1.	Uses verbal and nonverbal communication and language to express needs and feelings, share experiences and resolve problems
INDICATOR	36-48.IV.E.1.a.	Engages in conversations using sentences with four or more words, participates in simple, back-and-forth conversations to exchange ideas or information <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.36-48.IV.	LANGUAGE AND LITERACY DOMAIN (36-48 months)
BIG IDEA	36-48.IV.E.	CONVERSATION
BENCHMARK	36-48.IV.E.2.	Asks questions, and responds to adults and peers in a variety of settings
INDICATOR	36-48.IV.E.2.a.	Asks and responds to increasingly longer and more complex sentences and simple questions <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.36-48.IV.	LANGUAGE AND LITERACY DOMAIN (36-48 months)
BIG IDEA	36-48.IV.E.	CONVERSATION
BENCHMARK	36-48.IV.E.3.	Demonstrates understanding of the social conventions of communication and language use

INDICATOR	36-48.IV.E.3.a.	Demonstrates awareness of nonverbal conversational rules <u>GOLD® Objectives for Development and Learning</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
INDICATOR	36-48.IV.E.3.b.	Begins to demonstrate knowledge of verbal conversational rules (e.g., appropriately takes turns, does not interrupt, uses appropriate verbal expressions and uses appropriate intonation) <u>GOLD® Objectives for Development and Learning</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
INDICATOR	36-48.IV.E.3.c.	Begins to match language to social and academic contexts (e.g., uses volume appropriate to context) No Correlations
BODY OF KNOWLEDGE	FL.36-48.IV.	LANGUAGE AND LITERACY DOMAIN (36-48 months)
BIG IDEA	36-48.IV.F.	EMERGENT READING
BENCHMARK	36-48.IV.F.1.	Shows motivation for and appreciation of reading
INDICATOR	36-48.IV.F.1.a.	Begins to select books for reading enjoyment and reading related activities including pretending to read to self or others <u>GOLD® Objectives for Development and Learning</u> • Objective 18 Comprehends and responds to books and other texts b. Uses emergent reading skills Objective 18b.2 Pretends to read a familiar book, treating each page as a separate unit; names and describes what is on each page, using pictures as cues
INDICATOR	36-48.IV.F.1.b.	Begins to make real-world connections between stories and real-life experiences <u>GOLD® Objectives for Development and Learning</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
INDICATOR	36-48.IV.F.1.c.	Interacts appropriately with books; pretends to read, holds book appropriately or picture reads <u>GOLD® Objectives for Development and Learning</u>

		<ul style="list-style-type: none"> Objective 18 Comprehends and responds to books and other texts b. Uses emergent reading skills <p>Objective 18b.2 Pretends to read a familiar book, treating each page as a separate unit; names and describes what is on each page, using pictures as cues</p>
INDICATOR	36-48.IV.F.1.d.	<p>Asks to be read to or asks the meaning of written text</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 18 Comprehends and responds to books and other texts a. Interacts during reading experiences, book conversations, and text reflections <p>Objective 18a.4 Asks and answers questions about the text; refers to pictures</p>
INDICATOR	36-48.IV.F.1.e.	<p>Participates in conversations that demonstrate appreciation of printed materials</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 18 Comprehends and responds to books and other texts a. Interacts during reading experiences, book conversations, and text reflections <p>Objective 18a.4 Asks and answers questions about the text; refers to pictures</p>
BODY OF KNOWLEDGE	FL.36-48.IV.	LANGUAGE AND LITERACY DOMAIN (36-48 months)
BIG IDEA	36-48.IV.F.	EMERGENT READING
BENCHMARK	36-48.IV.F.2.	Shows age-appropriate phonological awareness
INDICATOR	36-48.IV.F.2.a.	<p>Listens and matches rhythm, volume and pitch of rhymes, songs and chants</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 15 Demonstrates phonological awareness, phonics skills, and word recognition a. Notices and discriminates rhyme <p>Objective 15a.4 Fills in the missing rhyming word; generates rhyming words spontaneously</p>
BODY OF KNOWLEDGE	FL.36-48.IV.	LANGUAGE AND LITERACY DOMAIN (36-48 months)
BIG IDEA	36-48.IV.F.	EMERGENT READING
BENCHMARK	36-48.IV.F.3.	Shows alphabetic and print knowledge
INDICATOR	36-48.IV.F.3.a.	<p>Recognizes that print conveys meaning</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 17 Demonstrates knowledge of print and its uses b. Uses print concepts <p>Objective 17b.2 Shows understanding that text is meaningful and can be read</p>
INDICATOR	36-48.IV.F.3.b.	<p>Recognizes some letters when named (e.g., when shown a group of letters, can accurately identify, verbally or nonverbally, the letter that is named)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 16 Demonstrates knowledge of the alphabet a. Identifies and names letters <p>Objective 16a.2 Recognizes and names a few letters in own name</p>

INDICATOR	36-48.IV.F.3.c.	Names some letters (e.g., when shown an uppercase or lowercase letter, can accurately say its name) <u>GOLD® Objectives for Development and Learning</u> • Objective 16 Demonstrates knowledge of the alphabet a. Identifies and names letters Objective 16a.2 Recognizes and names a few letters in own name
BODY OF KNOWLEDGE	FL.36-48.IV.	LANGUAGE AND LITERACY DOMAIN (36-48 months)
BIG IDEA	36-48.IV.F.	EMERGENT READING
BENCHMARK	36-48.IV.F.4.	Demonstrates comprehension of books read aloud
INDICATOR	36-48.IV.F.4.a.	Retells or reenacts parts of a story after it is read aloud <u>GOLD® Objectives for Development and Learning</u> • Objective 18 Comprehends and responds to books and other texts a. Interacts during reading experiences, book conversations, and text reflections Objective 18a.2 Contributes particular language from the book at the appropriate time
BODY OF KNOWLEDGE	FL.36-48.IV.	LANGUAGE AND LITERACY DOMAIN (36-48 months)
BIG IDEA	36-48.IV.G.	EMERGENT WRITING
BENCHMARK	36-48.IV.G.1.	Begins to show motivation to engage in written expression and appropriate knowledge of forms and functions of written composition
INDICATOR	36-48.IV.G.1.a.	Uses scribbling, letter-like shapes and drawings to represent thoughts and ideas <u>GOLD® Objectives for Development and Learning</u> • Objective 19 Demonstrates writing skills b. Writes to convey ideas and information Objective 19b.4 Uses drawing, dictation, and controlled linear scribbles to convey a message
BODY OF KNOWLEDGE	FL.36-48.V.	MATHEMATICAL THINKING DOMAIN (36-48 months)
BIG IDEA	36-48.V.A.	NUMBER SENSE
BENCHMARK	36-48.V.A.1.	Subitizes (immediately recognizes without counting) the number of objects in a set of four objects <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations b. Quantifies Objective 20b.3 Emerging to 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
BENCHMARK	36-48.V.A.2.	Counts and identifies the number sequence “1 to 10” <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations a. Counts

		Objective 20a.4 Verbally counts to 10; counts up to five objects accurately, using one number name for each object
BENCHMARK	36-48.V.A.3.	Begins to demonstrate one-to-one correspondence up to 10 during daily routines <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations a. Counts Objective 20a.4 Verbally counts to 10; counts up to five objects accurately, using one number name for each object
BENCHMARK	36-48.V.A.4.	Identifies the last number spoken tells “how many” up to five (cardinality) <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations a. Counts Objective 20a.4 Verbally counts to 10; counts up to five objects accurately, using one number name for each object
BENCHMARK	36-48.V.A.5.	Counts sets constructed by the teacher to five and beyond <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations b. Quantifies 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
BENCHMARK	36-48.V.A.6.	Constructs and counts sets of one to five and beyond <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations b. Quantifies 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
BODY OF KNOWLEDGE	FL.36-48.V.	MATHEMATICAL THINKING DOMAIN (36-48 months)
BIG IDEA	36-48.V.B.	NUMBER AND OPERATIONS
BENCHMARK	36-48.V.B.1.	Explores quantities up to five using objects, fingers and dramatic play to solve real-world joining and separating problems <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations b. Quantifies 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
BENCHMARK	36-48.V.B.2.	Changes size of a set of up to five objects by combining and taking away <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations b. Quantifies

		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
BODY OF KNOWLEDGE	FL.36-48.V.	MATHEMATICAL THINKING DOMAIN (36-48 months)
BIG IDEA	36-48.V.C.	PATTERNS
BENCHMARK	36-48.V.C.1.	Notices a pattern with a missing object and completes the pattern by filling in the missing object <u>GOLD® Objectives for Development and Learning</u> • Objective 23 Demonstrates knowledge of patterns Objective 23.4 Copies simple repeating patterns
BENCHMARK	36-48.V.C.2.	Begins to duplicate a pattern from a model <u>GOLD® Objectives for Development and Learning</u> • Objective 23 Demonstrates knowledge of patterns Objective 23.4 Copies simple repeating patterns
BODY OF KNOWLEDGE	FL.36-48.V.	MATHEMATICAL THINKING DOMAIN (36-48 months)
BIG IDEA	36-48.V.D.	GEOMETRY
BENCHMARK	36-48.V.D.1.	Recognizes and names typical shapes (circle, square, triangle) <u>GOLD® Objectives for Development and Learning</u> • Objective 21 Explores and describes spatial relationships and shapes b. Understands shapes Objective 21b.4 Identifies a few basic shapes (circle, square, triangle)
BENCHMARK	36-48.V.D.2.	Matches a wider variety of shapes and orientations <u>GOLD® Objectives for Development and Learning</u> • Objective 21 Explores and describes spatial relationships and shapes b. Understands shapes Objective 21b.5 Emerging to 21b.6 Describes basic two- and three-dimensional shapes by using own words; recognizes basic shapes when they are presented in a new orientation
BENCHMARK	36-48.V.D.3.	Explores three-dimensional shapes in the environment through play <u>GOLD® Objectives for Development and Learning</u> • Objective 21 Explores and describes spatial relationships and shapes b. Understands shapes Objective 21b.5 Emerging to 21b.6 Describes basic two- and three-dimensional shapes by using own words; recognizes basic shapes when they are presented in a new orientation
BODY OF KNOWLEDGE	FL.36-48.V.	MATHEMATICAL THINKING DOMAIN (36-48 months)
BIG IDEA	36-48.V.E.	SPATIAL RELATIONS

BENCHMARK	36-48.V.E.1.	Demonstrates an understanding of basic spatial directions through songs, finger plays and games <u>GOLD® Objectives for Development and Learning</u> • Objective 21 Explores and describes spatial relationships and shapes a. Understands spatial relationships Objective 21a.4 Follows simple directions related to proximity (beside, between, next to)
BENCHMARK	36-48.V.E.2.	Demonstrates directionality, order and position of objects by following simple directions <u>GOLD® Objectives for Development and Learning</u> • Objective 21 Explores and describes spatial relationships and shapes a. Understands spatial relationships Objective 21a.4 Follows simple directions related to proximity (beside, between, next to)
BODY OF KNOWLEDGE	FL.36-48.V.	MATHEMATICAL THINKING DOMAIN (36-48 months)
BIG IDEA	36-48.V.F.	MEASUREMENT AND DATA
BENCHMARK	36-48.V.F.1.	Uses size words to label objects <u>GOLD® Objectives for Development and Learning</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
BENCHMARK	36-48.V.F.2.	Explores two objects by making direct comparisons in length, weight and size using a single attribute <u>GOLD® Objectives for Development and Learning</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
BENCHMARK	36-48.V.F.3.	Measures object attributes using a variety of standard and nonstandard tools with adult guidance <u>GOLD® Objectives for Development and Learning</u> • Objective 22 Compares and measures a. Measures objects Objective 22a.5 Emerging to 22a.6 Uses multiples of the same unit to measure; uses numbers to compare; knows the purpose of standard measuring tools
BENCHMARK	36-48.V.F.4.	Participates in group sorting and data collection <u>GOLD® Objectives for Development and Learning</u> • Objective 13 Uses classification skills Objective 13.4 Places objects in two or more groups based on differences in a single characteristic, e.g., color, size, or shape

BODY OF KNOWLEDGE	FL.36-48.VI.	SCIENTIFIC INQUIRY DOMAIN (36-48 months)
BIG IDEA	36-48.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	36-48.VI.A.1.	Uses senses to explore and understand their social and physical environment
INDICATOR	36-48.VI.A.1.a.	<p>Begins to identify each of the five senses and how they relate to the sense organs</p> <p><u><i>GOLD</i>[®] Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 25 Demonstrates knowledge of the characteristics of living things
INDICATOR	36-48.VI.A.1.b.	<p>Uses senses to observe and experience objects and environment</p> <p><u><i>GOLD</i>[®] Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 24 Uses scientific inquiry skills
BODY OF KNOWLEDGE	FL.36-48.VI.	SCIENTIFIC INQUIRY DOMAIN (36-48 months)
BIG IDEA	36-48.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	36-48.VI.A.2.	Uses tools in scientific inquiry
INDICATOR	36-48.VI.A.2.a.	<p>Demonstrates the use of simple tools and equipment for observing and investigating (e.g., droppers, blocks, bug catchers)</p> <p><u><i>GOLD</i>[®] Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 28 Uses tools and other technology to perform tasks
BODY OF KNOWLEDGE	FL.36-48.VI.	SCIENTIFIC INQUIRY DOMAIN (36-48 months)
BIG IDEA	36-48.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	36-48.VI.A.3.	Uses understanding of causal relationships to act on social and physical environments
INDICATOR	36-48.VI.A.3.a.	<p>Makes simple predictions and reflects on what caused something to happen</p> <p><u><i>GOLD</i>[®] Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.4 Explores and investigates ways to make something happen
INDICATOR	36-48.VI.A.3.b.	<p>Participates in and discusses simple experiments</p> <p><u><i>GOLD</i>[®] Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.4 Explores and investigates ways to make something happen
INDICATOR	36-48.VI.A.3.c.	<p>Represents ideas and observations through drawings or using other forms of representation (e.g., manipulatives or different objects)</p> <p><u><i>GOLD</i>[®] Objectives for Development and Learning</u></p>

		<ul style="list-style-type: none"> Objective 14 Uses symbols and images to represent something not present a. Thinks symbolically Objective 14a.4 Draws or constructs, and then identifies what it is
BODY OF KNOWLEDGE	FL.36-48.VI.	SCIENTIFIC INQUIRY DOMAIN (36-48 months)
BIG IDEA	36-48.VI.B.	LIFE SCIENCE
BENCHMARK	36-48.VI.B.1.	Demonstrates knowledge related to living things and their environments
INDICATOR	36-48.VI.B.1.a.	<p>Observes and explores a variety of plants and animals and their environments (e.g., rabbits, birds, ladybugs, hermit crabs, eggs, butterflies and bugs in the garden)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 25 Demonstrates knowledge of the characteristics of living things
INDICATOR	36-48.VI.B.1.b.	<p>Begins to notice the similarities and differences among various living things</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 25 Demonstrates knowledge of the characteristics of living things
INDICATOR	36-48.VI.B.1.c.	<p>Explores basic life cycles (e.g., plants grow from seeds and hatching eggs)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 25 Demonstrates knowledge of the characteristics of living things
INDICATOR	36-48.VI.B.1.d.	<p>Explores the differences between living and non-living things</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 25 Demonstrates knowledge of the characteristics of living things
INDICATOR	36-48.VI.B.1.e.	<p>Explores the needs of living things (e.g., plants need water to grow and kids need food to grow)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 25 Demonstrates knowledge of the characteristics of living things
BODY OF KNOWLEDGE	FL.36-48.VI.	SCIENTIFIC INQUIRY DOMAIN (36-48 months)
BIG IDEA	36-48.VI.C.	PHYSICAL SCIENCE
BENCHMARK	36-48.VI.C.1.	Demonstrates knowledge related to physical science
INDICATOR	36-48.VI.C.1.a.	<p>Explores and investigates objects that require positioning and movement through play (e.g., gears, marble chutes, screws in a toy workbench)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 26 Demonstrates knowledge of the physical properties of objects and materials
INDICATOR	36-48.VI.C.1.b.	<p>Explores and investigates how to change the speed with which an object will move (e.g., pedaling a tricycle, rolling a ball)</p>

		<p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 26 Demonstrates knowledge of the physical properties of objects and materials
INDICATOR	36-48.VI.C.1.c.	<p>Explores and investigates the properties of toys and objects (e.g., relationship between size and weight of blocks, what makes balls bounce)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 26 Demonstrates knowledge of the physical properties of objects and materials
INDICATOR	36-48.VI.C.1.d.	<p>Explores and begins to identify physical properties and state of matter of objects or materials (e.g., playing with sand and water, mixing paints, freezing and cooking, sinking/floating objects)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 26 Demonstrates knowledge of the physical properties of objects and materials
BODY OF KNOWLEDGE	FL.36-48.VI.	SCIENTIFIC INQUIRY DOMAIN (36-48 months)
BIG IDEA	36-48.VI.D.	EARTH AND SPACE SCIENCE
BENCHMARK	36-48.VI.D.1.	Demonstrates knowledge related to the dynamic properties of earth and sky
INDICATOR	36-48.VI.D.1.a.	<p>Investigates and asks questions about the properties of water using adult- and child-directed activities</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 27 Demonstrates knowledge of Earth’s environment
INDICATOR	36-48.VI.D.1.b.	<p>Investigates and asks questions about the properties of rocks, soil, sand and mud using adult- and child-directed activities</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 27 Demonstrates knowledge of Earth’s environment
INDICATOR	36-48.VI.D.1.c.	<p>Asks questions and shows curiosity about objects in the sky (e.g., clouds, sun, moon and stars)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 27 Demonstrates knowledge of Earth’s environment
INDICATOR	36-48.VI.D.1.d.	<p>Describes typical daytime and nighttime activities for people and other animals through drawing, naming or pretend play</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 27 Demonstrates knowledge of Earth’s environment

INDICATOR	36-48.VI.D.1.e.	Observes and discusses weather changes day to day <u>GOLD® Objectives for Development and Learning</u> • Objective 27 Demonstrates knowledge of Earth’s environment
BODY OF KNOWLEDGE	FL.36-48.VI.	SCIENTIFIC INQUIRY DOMAIN (36-48 months)
BIG IDEA	36-48.VI.E.	ENVIRONMENT
BENCHMARK	36-48.VI.E.1.	Demonstrates awareness of relationship to people, objects and living/non-living things in their environment
INDICATOR	36-48.VI.E.1.a.	Describes familiar people and objects in the environment <u>GOLD® Objectives for Development and Learning</u> • Objective 27 Demonstrates knowledge of Earth’s environment
INDICATOR	36-48.VI.E.1.b.	Participates in activities to protect the environment <u>GOLD® Objectives for Development and Learning</u> • Objective 27 Demonstrates knowledge of Earth’s environment
BODY OF KNOWLEDGE	FL.36-48.VI.	SCIENTIFIC INQUIRY DOMAIN (36-48 months)
BIG IDEA	36-48.VI.F.	ENGINEERING AND TECHNOLOGY
BENCHMARK	36-48.VI.F.1.	Shows interest and understanding of how simple tools and machines assist with solving problems or creating objects and structures
INDICATOR	36-48.VI.F.1.a.	Begins to identify problems and tries to solve them by designing or using tools (e.g., uses a stick or bat to reach and pull a ball back inside the fence) <u>GOLD® Objectives for Development and Learning</u> • Objective 28 Uses tools and other technology to perform tasks
INDICATOR	36-48.VI.F.1.b.	Explores and identifies simple machines through play (e.g., ramps, gears, wheels, pulleys and levers) <u>GOLD® Objectives for Development and Learning</u> • Objective 28 Uses tools and other technology to perform tasks
INDICATOR	36-48.VI.F.1.c.	Explores and constructs simple objects and structures with appropriate materials and explores concept of stability of structures (e.g., block building, ramps, pathways, sand, playdough and knocking over a block tower) <u>GOLD® Objectives for Development and Learning</u> • Objective 28 Uses tools and other technology to perform tasks
BODY OF KNOWLEDGE	FL.36-48.VII.	SOCIAL STUDIES DOMAIN (36-48 months)
BIG IDEA	36-48.VII.A.	CULTURE

BENCHMARK	36-48.VII.A.1.	Begins to identify self as a member of a culture <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BENCHMARK	36-48.VII.A.2.	Begins to understand everyone belongs to a culture <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BENCHMARK	36-48.VII.A.3.	Explores culture of peers and families (classroom) <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BODY OF KNOWLEDGE	FL.36-48.VII.	SOCIAL STUDIES DOMAIN (36-48 months)
BIG IDEA	36-48.VII.B.	INDIVIDUAL DEVELOPMENT AND IDENTITY
BENCHMARK	36-48.VII.B.1.	Recognizes characteristics of self as an individual <u>GOLD® Objectives for Development and Learning</u> • Objective 29 Demonstrates knowledge about self
BENCHMARK	36-48.VII.B.2.	Recognizes the ways self is similar to and different from peers and others <u>GOLD® Objectives for Development and Learning</u> • Objective 29 Demonstrates knowledge about self
BODY OF KNOWLEDGE	FL.36-48.VII.	SOCIAL STUDIES DOMAIN (36-48 months)
BIG IDEA	36-48.VII.C.	INDIVIDUALS AND GROUPS
BENCHMARK	36-48.VII.C.1.	Identifies self and others as part of a group <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BENCHMARK	36-48.VII.C.2.	Identifies groups within a community <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BENCHMARK	36-48.VII.C.3.	Begins to demonstrate awareness of group rules (e.g., family, classroom, school and community) <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BENCHMARK	36-48.VII.C.4.	Exhibits emerging leadership skills and roles (e.g., line leader and door holder)

		<u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BODY OF KNOWLEDGE	FL.36-48.VII.	SOCIAL STUDIES DOMAIN (36-48 months)
BIG IDEA	36-48.VII.D.	SPACES, PLACES AND ENVIRONMENTS
BENCHMARK	36-48.VII.D.1.	Recognizes the relationship of personal space to surroundings <u>GOLD® Objectives for Development and Learning</u> • Objective 32 Demonstrates simple geographic knowledge
BENCHMARK	36-48.VII.D.2.	Identifies own environment and other locations <u>GOLD® Objectives for Development and Learning</u> • Objective 32 Demonstrates simple geographic knowledge
BENCHMARK	36-48.VII.D.3.	Identifies basic physical characteristics (e.g., landmarks or land features) <u>GOLD® Objectives for Development and Learning</u> • Objective 32 Demonstrates simple geographic knowledge
BENCHMARK	36-48.VII.D.4.	Begins to use spatial words (e.g., far/close, over/under and up/down) <u>GOLD® Objectives for Development and Learning</u> • Objective 21 Explores and describes spatial relationships and shapes a. Understands spatial relationships Objective 21a.4 Follows simple directions related to proximity (beside, between, next to)
BENCHMARK	36-48.VII.D.5.	Begins to recognize some geographic tools and resources (e.g., maps, globes or GPS) <u>GOLD® Objectives for Development and Learning</u> • Objective 32 Demonstrates simple geographic knowledge
BODY OF KNOWLEDGE	FL.36-48.VII.	SOCIAL STUDIES DOMAIN (36-48 months)
BIG IDEA	36-48.VII.E.	TIME, CONTINUITY AND CHANGE
BENCHMARK	36-48.VII.E.1.	Recognizes sequence of events to establish a sense of order and time <u>GOLD® Objectives for Development and Learning</u> • Objective 31 Explores change related to familiar people or places
BENCHMARK	36-48.VII.E.2.	Explores changes that take place over time in the immediate environment <u>GOLD® Objectives for Development and Learning</u> • Objective 31 Explores change related to familiar people or places
BODY OF KNOWLEDGE	FL.36-48.VII.	SOCIAL STUDIES DOMAIN (36-48 months)
BIG IDEA	36-48.VII.F.	GOVERNANCE, CIVIC IDEALS AND PRACTICES

BENCHMARK	36-48.VII.F.1.	Begins to recognize and follow rules and expectations in varying settings <u>GOLD® Objectives for Development and Learning</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
BENCHMARK	36-48.VII.F.2.	Begins to participate in problem solving and decision making <u>GOLD® Objectives for Development and Learning</u> • Objective 3 Participates cooperatively and constructively in group situations b. Solves social problems Objective 3b.4 Seeks adult help to resolve social problems
BENCHMARK	36-48.VII.F.3.	Begins to recognize national patriotic symbols (e.g., flag and eagle) <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BODY OF KNOWLEDGE	FL.36-48.VII.	SOCIAL STUDIES DOMAIN (36-48 months)
BIG IDEA	36-48.VII.G.	ECONOMICS AND RESOURCES
BENCHMARK	36-48.VII.G.1.	Begins to recognize the difference between wants and needs <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BENCHMARK	36-48.VII.G.2.	Recognizes familiar people who perform different occupations <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BODY OF KNOWLEDGE	FL.36-48.VII.	SOCIAL STUDIES DOMAIN (36-48 months)
BIG IDEA	36-48.VII.H.	TECHNOLOGY AND OUR WORLD
BENCHMARK	36-48.VII.H.1.	Uses technology as a tool when appropriate (e.g., writing utensils, electronic toys, DVD, music players, digital cameras, computers or tablets) <u>GOLD® Objectives for Development and Learning</u> • Objective 28 Uses tools and other technology to perform tasks
BODY OF KNOWLEDGE	FL.36-48.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (36-48 months)
BIG IDEA	36-48.VIII.A.	SENSORY ART EXPERIENCE
BENCHMARK	36-48.VIII.A.1.	Uses imagination and creativity to express self with intention using a variety of open-ended, process-oriented and diverse art materials

		<u>GOLD® Objectives for Development and Learning</u> • Objective 33 Explores the visual arts
BODY OF KNOWLEDGE	FL.36-48.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (36-48 months)
BIG IDEA	36-48.VIII.B.	MUSIC
BENCHMARK	36-48.VIII.B.1.	Engages in a variety of individual and group musical activities with more coordinated intention <u>GOLD® Objectives for Development and Learning</u> • Objective 34 Explores musical concepts and expression
BENCHMARK	36-48.VIII.B.2.	Begins to express and represent thought, observations, imagination, feelings, experiences and knowledge in individual and group music activities (e.g., singing, trying musical instruments or marching) <u>GOLD® Objectives for Development and Learning</u> • Objective 34 Explores musical concepts and expression
BODY OF KNOWLEDGE	FL.36-48.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (36-48 months)
BIG IDEA	36-48.VIII.C.	CREATIVE MOVEMENT
BENCHMARK	36-48.VIII.C.1.	Engages in individual and group movement activities to express and represent thoughts, observations, imagination, feelings, experiences and knowledge <u>GOLD® Objectives for Development and Learning</u> • Objective 35 Explores dance and movement concepts
BODY OF KNOWLEDGE	FL.36-48.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (36-48 months)
BIG IDEA	36-48.VIII.D.	IMAGINATIVE AND CREATIVE PLAY
BENCHMARK	36-48.VIII.D.1.	Expresses and represents thoughts, observations, imagination, feelings, experiences and knowledge, verbally or non-verbally, using a variety of objects in own environment <u>GOLD® Objectives for Development and Learning</u> • Objective 36 Explores drama through actions and language
BODY OF KNOWLEDGE	FL.36-48.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (36-48 months)
BIG IDEA	36-48.VIII.E.	APPRECIATION OF THE ARTS
BENCHMARK	36-48.VIII.E.1.	Responds to and expresses opinions and feelings about own art form as well as a variety of artistic expressions of others <u>GOLD® Objectives for Development and Learning</u> • Objective 33 Explores the visual arts
BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.I.A.	HEALTH AND WELLBEING

BENCHMARK	48-K.I.A.a.	Active Physical Play
INDICATOR	48-K.I.A.a.1.	Engages in physical activities with increasing balance, coordination, endurance and intensity
EXPECTATION	48-K.I.A.a.1.a.	Seeks to engage in physical activities or active play routinely with increased intensity and duration No Correlations
BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.I.A.	HEALTH AND WELLBEING
BENCHMARK	48-K.I.A.b.	Safety
INDICATOR	48-K.I.A.b.1.	Shows awareness of safety and increasingly demonstrates knowledge of safe choices and risk assessment when participating in daily activities
EXPECTATION	48-K.I.A.b.1.a.	Consistently follows basic safety rules independently across different situations <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.6 Demonstrates confidence in meeting own needs
EXPECTATION	48-K.I.A.b.1.b.	Identifies consequences of not following safety rules <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.6 Demonstrates confidence in meeting own needs
BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.I.A.	HEALTH AND WELLBEING
BENCHMARK	48-K.I.A.c.	Personal Care Routines
INDICATOR	48-K.I.A.c.1.	Responds to and initiates care routines that support personal hygiene
EXPECTATION	48-K.I.A.c.1.a.	Initiates and completes familiar hygiene routines independently <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.6 Demonstrates confidence in meeting own needs
BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.I.A.	HEALTH AND WELLBEING
BENCHMARK	48-K.I.A.d.	Feeding and Nutrition

INDICATOR	48-K.I.A.d.1.	Responds to feeding or feeds self with increasing efficiency and demonstrates increasing interest in eating habits and making food choices
EXPECTATION	48-K.I.A.d.1.a.	Assists adults in preparing simple foods to serve to self or others <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.6 Demonstrates confidence in meeting own needs
EXPECTATION	48-K.I.A.d.1.b.	Recognizes nutritious food choices and healthy eating habits <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.6 Demonstrates confidence in meeting own needs
BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.I.B.	MOTOR DEVELOPMENT
BENCHMARK	48-K.I.B.a.	Gross Motor Development
INDICATOR	48-K.I.B.a.1.	Demonstrates use of large muscles for movement, position, strength and coordination
EXPECTATION	48-K.I.B.a.1.a.	Balances, such as on one leg or on a beam, for longer periods of time both when standing still and when moving from one position to another <u>GOLD® Objectives for Development and Learning</u> • Objective 5 Demonstrates balancing skills Objective 5.6 Sustains balance during simple movement experiences
EXPECTATION	48-K.I.B.a.1.b.	Demonstrates more coordinated movement when engaging in skills, such as jumping for height and distance, hopping and running <u>GOLD® Objectives for Development and Learning</u> • Objective 4 Demonstrates traveling skills Objective 4.8 Coordinates increasingly complex movements in play and games
EXPECTATION	48-K.I.B.a.1.c.	Engages in more complex movements (e.g., riding a tricycle with ease) <u>GOLD® Objectives for Development and Learning</u> • Objective 4 Demonstrates traveling skills Objective 4.8 Coordinates increasingly complex movements in play and games
EXPECTATION	48-K.I.B.a.1.d.	Engages in physical activities of increasing levels of intensity for sustained periods of time <u>GOLD® Objectives for Development and Learning</u> • Objective 4 Demonstrates traveling skills

		Objective 4.8 Coordinates increasingly complex movements in play and games
BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.I.B.	MOTOR DEVELOPMENT
BENCHMARK	48-K.I.B.a.	Gross Motor Development
INDICATOR	48-K.I.B.a.2.	Demonstrates use of large muscles to move in the environment
EXPECTATION	48-K.I.B.a.2.a.	<p>Combines and coordinates more than two motor movements (e.g., moves a wheelchair through an obstacle course)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 4 Demonstrates traveling skills <p>Objective 4.8 Coordinates increasingly complex movements in play and games</p>
BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.I.B.	MOTOR DEVELOPMENT
BENCHMARK	48-K.I.B.b.	Gross Motor Perception (Sensorimotor)
INDICATOR	48-K.I.B.b.1.	Uses perceptual information to guide motions and interactions with objects and other people
EXPECTATION	48-K.I.B.b.1.a.	<p>Acts and moves with purpose and independently recognizes differences in direction, distance and location</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 4 Demonstrates traveling skills <p>Objective 4.8 Coordinates increasingly complex movements in play and games</p>
EXPECTATION	48-K.I.B.b.1.b.	<p>Demonstrates spatial awareness through play activities</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 4 Demonstrates traveling skills <p>Objective 4.8 Coordinates increasingly complex movements in play and games</p>
BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.I.B.	MOTOR DEVELOPMENT
BENCHMARK	48-K.I.B.c.	Fine Motor Development
INDICATOR	48-K.I.B.c.1.	Demonstrates increasing precision, strength, coordination and efficiency when using hand muscles for play and functional tasks
EXPECTATION	48-K.I.B.c.1.a.	<p>Shows hand control using various drawing and art tools with increasing coordination</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 7 Demonstrates fine-motor strength and coordination b. Uses writing and drawing tools <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>

BODY OF KNOWLEDGE	FL.48-K.I.	PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.I.B.	MOTOR DEVELOPMENT
BENCHMARK	48-K.I.B.c.	Fine Motor Development
INDICATOR	48-K.I.B.c.2.	Increasingly coordinates hand and eye movements to perform a variety of actions with increasing precision
EXPECTATION	48-K.I.B.c.2.a.	Easily coordinates hand and eye movements to carry out tasks (e.g., working on puzzles or stringing beads together) <u>GOLD® Objectives for Development and Learning</u> • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands Objective 7a.8 Uses small, precise finger and hand movements
EXPECTATION	48-K.I.B.c.2.b.	Uses developmentally appropriate grasp to hold and manipulate tools for writing, drawing and painting <u>GOLD® Objectives for Development and Learning</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
EXPECTATION	48-K.I.B.c.2.c.	Uses coordinated movements to complete complex tasks (e.g., cuts along a line, pours or buttons, buckles/unbuckles, zips, snaps, laces shoes, fastens tabs) <u>GOLD® Objectives for Development and Learning</u> • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands Objective 7a.8 Uses small, precise finger and hand movements
BODY OF KNOWLEDGE	FL.48-K.II.	APPROACHES TO LEARNING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.II.A.	EAGERNESS AND CURIOSITY
BENCHMARK	48-K.II.A.1.	Shows increased curiosity and is eager to learn new things and have new experiences <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.48-K.II.	APPROACHES TO LEARNING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.II.B.	PERSISTENCE
BENCHMARK	48-K.II.B.1.	Attends to tasks for a brief period of time

		<u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.6 Sustains work on age-appropriate, interesting tasks; can ignore most distractions and interruptions
BODY OF KNOWLEDGE	FL.48-K.II.	APPROACHES TO LEARNING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.II.C.	CREATIVITY AND INVENTIVENESS
BENCHMARK	48-K.II.C.1.	Approaches daily activities with creativity and inventiveness <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 11 Demonstrates positive approaches to learning e. Shows flexibility and inventiveness in thinking Objective 11e.6 Changes plans if a better idea is thought of or proposed
BODY OF KNOWLEDGE	FL.48-K.II.	APPROACHES TO LEARNING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.II.D.	PLANNING AND REFLECTION
BENCHMARK	48-K.II.D.1.	Demonstrates some planning and learning from experiences <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 11 Demonstrates positive approaches to learning e. Shows flexibility and inventiveness in thinking Objective 11e.6 Changes plans if a better idea is thought of or proposed
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.III.A.	EMOTIONAL FUNCTIONING
BENCHMARK	48-K.III.A.1.	Expresses, identifies and responds to a range of emotions
INDICATOR	48-K.III.A.1.a.	Recognizes the emotions of peers and responds with empathy and compassion <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues Objective 2b.6 Identifies basic emotional reactions of others and their causes accurately
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.III.A.	EMOTIONAL FUNCTIONING
BENCHMARK	48-K.III.A.2.	Demonstrates appropriate affect (emotional response) between behavior and facial expression
INDICATOR	48-K.III.A.2.a.	Demonstrates cognitive empathy (recognizing or inferring other’s mental states) and the use of words, gestures and facial expressions to respond appropriately <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues

		Objective 2b.6 Identifies basic emotional reactions of others and their causes accurately
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.III.B.	MANAGING EMOTIONS
BENCHMARK	48-K.III.B.1.	Demonstrates ability to self-regulate
INDICATOR	48-K.III.B.1.a.	Recognizes and names own emotions and manages and exhibits behavioral control with or without adult support Objective 1 Regulates own emotions and behaviors a. Manages feelings Objective 1a.6 Is able to look at a situation differently or delay gratification
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.III.B.	MANAGING EMOTIONS
BENCHMARK	48-K.III.B.2.	Attends to sights, sounds, objects, people and activities
INDICATOR	48-K.III.B.2.a.	Increases attention to preferred activities and begins to attend to non-preferred activities <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.6 Sustains work on age-appropriate, interesting tasks; can ignore most distractions and interruptions
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	48-K.III.C.1.	Develops positive relationships with adults
INDICATOR	48-K.III.C.1.a.	Shows enjoyment in interactions with trusted adults while also demonstrating skill in separating from these adults 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
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	48-K.III.C.2.	Develops positive relationships with peers
INDICATOR	48-K.III.C.2.a.	Plays with peers in a coordinated manner including assigning roles, materials and actions <u>GOLD® Objectives for Development and Learning</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

INDICATOR	48-K.III.C.2.b.	Maintains friendships and is able to engage in prosocial behavior such as cooperating, compromising and turn-taking <u>GOLD® Objectives for Development and Learning</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	48-K.III.C.2.c.	Responds appropriately to bullying behavior <u>GOLD® Objectives for Development and Learning</u> • Objective 3 Participates cooperatively and constructively in group situations b. Solves social problems Objective 3b.6 Suggest solutions to social problems
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	48-K.III.C.3.	Develops increasing ability to engage in social problem solving
INDICATOR	48-K.III.C.3.a.	Able to independently engage in simple social problem solving including offering potential solutions and reflecting on the appropriateness of the solution <u>GOLD® Objectives for Development and Learning</u> • Objective 3 Participates cooperatively and constructively in group situations b. Solves social problems Objective 3b.6 Suggest solutions to social problems
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	48-K.III.C.4.	Exhibits empathy by demonstrating care and concern for others
INDICATOR	48-K.III.C.4.a.	Able to take the perspective of others and actively respond in a manner that is consistent and supportive <u>GOLD® Objectives for Development and Learning</u> • Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues Objective 2b.6 Identifies basic emotional reactions of others and their causes accurately
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	48-K.III.D.1.	Develops sense of identity and belonging through play
INDICATOR	48-K.III.D.1.a.	Engages in associative play and begins to play cooperatively with friends

		<u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • 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
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	48-K.III.D.2.	Develops sense of identity and belonging through exploration and persistence
INDICATOR	48-K.III.D.2.a.	Persists at individual planned experiences, caregiver- directed experiences and planned group activities <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 11 Demonstrates positive approaches to learning b. Persists Objective 11b.6 Plans and pursues a variety of appropriately challenging tasks
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	48-K.III.D.3.	Develops sense of identity and belonging through routines, rituals and interactions
INDICATOR	48-K.III.D.3.a.	Demonstrates willingness to be flexible if routines must change <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 1 Regulates own emotions and behaviors a. Manages feelings Objective 1a.6 Is able to look at a situation differently or delay gratification
BODY OF KNOWLEDGE	FL.48-K.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	48-K.III.D.4.	Develops sense of self-awareness and independence
INDICATOR	48-K.III.D.4.a.	Uses words to communicate personal characteristics, preferences, thoughts and feelings <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 29 Demonstrates knowledge about self
INDICATOR	48-K.III.D.4.b.	Recognizes preferences of others <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues Objective 2b.8 Recognizes that others’ feelings about a situation might be different from his own
INDICATOR	48-K.III.D.4.c.	Uses words to demonstrate knowledge of personal information (e.g., hair color, age, gender or size)

		<u>GOLD® Objectives for Development and Learning</u> • Objective 29 Demonstrates knowledge about self
INDICATOR	48-K.III.D.4.d.	Identifies self as a unique member of a group (e.g., class, school, family or larger community) <u>GOLD® Objectives for Development and Learning</u> • Objective 29 Demonstrates knowledge about self
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	48-K.IV.A.1.	Demonstrates understanding when listening
INDICATOR	48-K.IV.A.1.a.	Engages in multiple back-and-forth communicative interactions with adults (e. g., teacher-shared information, read-aloud books) and peers to set goals, follow rules, solve problems and share what is learned with others <u>GOLD® Objectives for Development and Learning</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	48-K.IV.A.1.b.	Shows understanding by asking and answering factual, predictive and inferential questions, adding comments relevant to the topic and reacting appropriately to what is said <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	48-K.IV.A.2.	Increases knowledge through listening
INDICATOR	48-K.IV.A.2.a.	Identifies the main idea, some details of a conversation, story or informational text and can explicitly connect what is being learned to own existing knowledge <u>GOLD® Objectives for Development and Learning</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
INDICATOR	48-K.IV.A.2.b.	Demonstrates increased ability to focus and sustain attention, set goals and solve dilemmas presented in conversation, story, informational text or creative play

		<p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages <p>Objective 11a.6 Sustains work on age-appropriate, interesting tasks; can ignore most distractions and interruptions</p>
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	48-K.IV.A.3.	Follows directions
INDICATOR	48-K.IV.A.3.a.	<p>Achieves mastery of two-step directions and usually follows three-step directions</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 8 Listens to and understands increasingly complex language b. Follows directions <p>Objective 8b.6 Follows directions of two or more steps that relate to familiar objects and experiences</p>
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.B.	SPEAKING
BENCHMARK	48-K.IV.B.1.	Speaks and is understood when speaking
INDICATOR	48-K.IV.B.1.a.	<p>Speaks and is understood by both a familiar and an unfamiliar adult but may make some pronunciation errors</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 9 Uses language to express thoughts and needs b. Speaks clearly <p>Objective 9b.6 Is understood by most people; may mispronounce new, long, or unusual words</p>
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.C.	VOCABULARY
BENCHMARK	48-K.IV.C.1.	Shows an understanding of words and their meanings (receptive)
INDICATOR	48-K.IV.C.1.a.	<p>Demonstrates understanding of age-appropriate vocabulary across many topic areas and demonstrates a wide variety of words and their meanings within each area (e.g., world knowledge, names of body parts and feelings)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary <p>Objective 9a.6 Describes and tells the use of many familiar items</p>
INDICATOR	48-K.IV.C.1.b.	Demonstrates understanding of functional and organizational language (e.g., same and different, in front of and behind, next to, opposite, below) in multiple environments

		<p><u>GOLD® Objectives for Development and Learning</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</p>
INDICATOR	48-K.IV.C.1.c.	<p>Understands or knows the meaning of many thousands of words including subject area words (e.g., science, social studies, math and literacy), many more than he or she routinely uses (receptive language)</p> <p><u>GOLD® Objectives for Development and Learning</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</p>
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.C.	VOCABULARY
BENCHMARK	48-K.IV.C.2.	Uses increased vocabulary to describe objects, actions and events (expressive)
INDICATOR	48-K.IV.C.2.a.	<p>Uses a large speaking vocabulary, adding new words weekly (e.g., repeats words and uses them appropriately in context) (typically has a vocabulary of more than 1,500 words)</p> <p><u>GOLD® Objectives for Development and Learning</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</p>
INDICATOR	48-K.IV.C.2.b.	<p>Uses a variety of word-meaning relationships (e.g., part-whole, object-function, object-location)</p> <p><u>GOLD® Objectives for Development and Learning</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</p>
INDICATOR	48-K.IV.C.2.c.	<p>Identifies unfamiliar words asking for clarification</p> <p><u>GOLD® Objectives for Development and Learning</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</p>
INDICATOR	48-K.IV.C.2.d.	<p>Uses words in multiple contexts, with the understanding that some words have multiple meanings</p> <p><u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary</p>

		Objective 9a.6 Describes and tells the use of many familiar items
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.D.	SENTENCES AND STRUCTURE
BENCHMARK	48-K.IV.D.1.	Uses age-appropriate grammar in conversations and increasingly complex phrases and sentences
INDICATOR	48-K.IV.D.1.a.	Typically uses complete sentences of five or more words, usually with subject, verb and object order <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.6 Uses complete, four- to six-word sentences
INDICATOR	48-K.IV.D.1.b.	Uses regular and irregular plurals, regular past tense, personal and possessive pronouns and subject-verb agreement <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.6 Uses complete, four- to six-word sentences
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.D.	SENTENCES AND STRUCTURE
BENCHMARK	48-K.IV.D.2.	Connects words, phrases and sentences to build ideas
INDICATOR	48-K.IV.D.2.a.	Uses sentences with more than one phrase <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.6 Uses complete, four- to six-word sentences
INDICATOR	48-K.IV.D.2.b.	Combines more than one idea using complex sentences (e.g., sequences and cause/effect relationships) <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.6 Uses complete, four- to six-word sentences
INDICATOR	48-K.IV.D.2.c.	Combines sentences that give lots of detail, stick to the topic and clearly communicate intended meaning <u>GOLD® Objectives for Development and Learning</u>

		<ul style="list-style-type: none"> Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar <p>Objective 9c.6 Uses complete, four- to six-word sentences</p>
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.E.	CONVERSATION
BENCHMARK	48-K.IV.E.1.	Uses verbal and nonverbal communication and language to express needs and feelings, share experiences and resolve problems
INDICATOR	48-K.IV.E.1.a.	<p>Engages in conversations with two to three back-and-forth turns using language, gestures, and expressions (e.g., words related to social conventions like “please” and “thank you”)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations <p>Objective 10a.6 Engages in conversations of at least three exchanges</p>
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.E.	CONVERSATION
BENCHMARK	48-K.IV.E.2.	Asks questions, and responds to adults and peers in a variety of settings
INDICATOR	48-K.IV.E.2.a.	<p>Asks and responds to more complex statements and questions, follows another’s conversational lead, maintains multi-turn conversations, appropriately introduces new content and appropriately initiates or ends conversations</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations <p>Objective 10a.6 Engages in conversations of at least three exchanges</p>
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.E.	CONVERSATION
BENCHMARK	48-K.IV.E.3.	Demonstrates understanding of the social conventions of communication and language use
INDICATOR	48-K.IV.E.3.a.	<p>Demonstrates increased awareness of nonverbal conversational rules</p> <p>Objective 10 Uses appropriate conversational and other communication skills b. Uses social rules of language</p> <p>Objective 10b.6 Uses acceptable language and basic social rules while communicating with others; may need reminders</p>
INDICATOR	48-K.IV.E.3.b.	Demonstrates knowledge of verbal conversational rules (e.g., appropriately takes turns, does not interrupt, uses appropriate verbal expressions and uses appropriate intonation)

		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
INDICATOR	48-K.IV.E.3.c.	Matches language to social and academic contexts (e.g., uses volume appropriate to context) 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
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.F.	EMERGENT READING
BENCHMARK	48-K.IV.F.1.	Shows motivation for and appreciation of reading
INDICATOR	48-K.IV.F.1.a.	Selects books for reading enjoyment and reading related activities including pretending to read to self or others <u>GOLD® Objectives for Development and Learning</u> • Objective 18 Comprehends and responds to books and other texts b. Uses emergent reading skills Objective 18b.4 Pretends to read, using some of the language from the text; describes the action across pages, using pictures to order the events; may need prompts from adult
INDICATOR	48-K.IV.F.1.b.	Makes real-world connections between stories and real-life experiences <u>GOLD® Objectives for Development and Learning</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
INDICATOR	48-K.IV.F.1.c.	Interacts appropriately with books and other materials in a print-rich environment <u>GOLD® Objectives for Development and Learning</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
INDICATOR	48-K.IV.F.1.d.	Asks to be read to, asks the meaning of written text or compares books/stories <u>GOLD® Objectives for Development and Learning</u>

		<ul style="list-style-type: none"> • Objective 18 Comprehends and responds to books and other texts a. Interacts during reading experiences, book conversations, and text reflections <p>Objective 18a.6 Identifies story-related problems, events, and resolutions during conversations with an adult</p>
INDICATOR	48-K.IV.F.1.e.	<p>Initiates and participates in conversations that demonstrate appreciation of printed materials</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 18 Comprehends and responds to books and other texts a. Interacts during reading experiences, book conversations, and text reflections <p>Objective 18a.6 Identifies story-related problems, events, and resolutions during conversations with an adult</p>
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.F.	EMERGENT READING
BENCHMARK	48-K.IV.F.2.	Shows age-appropriate phonological awareness
INDICATOR	48-K.IV.F.2.a.	<p>Distinguishes individual words within spoken phrases or sentences</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 15 Demonstrates phonological awareness, phonics skills, and word recognition c. Notices and discriminates discrete units of sound <p>Objective 15c.2 Shows awareness of separate words in sentences</p>
INDICATOR	48-K.IV.F.2.b.	<p>Combines words to make a compound word (e.g., “foot” + “ball” = “football”)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 15 Demonstrates phonological awareness, phonics skills, and word recognition c. Notices and discriminates discrete units of sound <p>Objective 15c.4 Shows awareness of separate syllables in words</p>
INDICATOR	48-K.IV.F.2.c.	<p>Deletes a word from a compound word (e.g., “starfish” – “star” = “fish”)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 15 Demonstrates phonological awareness, phonics skills, and word recognition c. Notices and discriminates discrete units of sound <p>Objective 15c.4 Shows awareness of separate syllables in words</p>
INDICATOR	48-K.IV.F.2.d.	<p>Combines syllables into words (e.g., “sis” + “ter” = “sister”)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 15 Demonstrates phonological awareness, phonics skills, and word recognition c. Notices and discriminates discrete units of sound <p>Objective 15c.4 Shows awareness of separate syllables in words</p>

INDICATOR	48-K.IV.F.2.e.	<p>Deletes a syllable from a word (e.g., “trumpet” – “trum” = “pet” or “candy” – “dy” = “can”)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 15 Demonstrates phonological awareness, phonics skills, and word recognition c. Notices and discriminates discrete units of sound <p>Objective 15c.4 Shows awareness of separate syllables in words</p>
INDICATOR	48-K.IV.F.2.f.	<p>Combines onset and rime to form a familiar one-syllable word with and without pictorial support (e.g., when shown several pictures and adult says “/c/” + “at,” child can select the picture of the cat)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 15 Demonstrates phonological awareness, phonics skills, and word recognition c. Notices and discriminates discrete units of sound <p>Objective 15c.6 Verbally blends and separates onset and rime in one-syllable words</p>
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.F.	EMERGENT READING
BENCHMARK	48-K.IV.F.3.	Shows alphabetic and print knowledge
INDICATOR	48-K.IV.F.3.a.	<p>Recognizes that print conveys meaning</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 17 Demonstrates knowledge of print and its uses b. Uses print concepts <p>Objective 17b.2 Shows understanding that text is meaningful and can be read</p>
INDICATOR	48-K.IV.F.3.b.	<p>Recognizes almost all letters when named (e.g., when shown a group of letters, can accurately identify, verbally or nonverbally, the letter that is named)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 16 Demonstrates knowledge of the alphabet a. Identifies and names letters <p>Objective 16a.6 Identifies and names 11–20 upper- and 11–20 lowercase letters when presented in random order</p>
INDICATOR	48-K.IV.F.3.c.	<p>Names most letters (e.g., when shown an uppercase or lowercase letter, can accurately say its name)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 16 Demonstrates knowledge of the alphabet a. Identifies and names letters <p>Objective 16a.6 Identifies and names 11–20 upper- and 11–20 lowercase letters when presented in random order</p>
INDICATOR	48-K.IV.F.3.d.	<p>Recognizes some letter sounds (e.g., when shown a group of letters, can accurately identify, verbally or nonverbally, the letter of the sound given)</p> <p><u>GOLD® Objectives for Development and Learning</u></p>

		<ul style="list-style-type: none"> Objective 16 Demonstrates knowledge of the alphabet b. Identifies letter-sound correspondences Objective 16b.4 Produces the correct sounds for 10–20 letters
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.F.	EMERGENT READING
BENCHMARK	48-K.IV.F.4.	Demonstrates comprehension of books read aloud
INDICATOR	48-K.IV.F.4.a.	Retells or reenacts story with increasing accuracy and complexity after it is read aloud <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> Objective 18 Comprehends and responds to books and other texts c. Retells stories and recounts details from informational texts Objective 18c.6 Retells a familiar story and recounts an informational text in proper sequence, including major events and characters, as appropriate
INDICATOR	48-K.IV.F.4.b.	Asks and answers appropriate questions about the story (e.g., “What just happened?” “What might happen next?” “What would happen if...?” “What was so silly about...?” “How would you feel if you...?”) <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> 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
BODY OF KNOWLEDGE	FL.48-K.IV.	LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.IV.G.	EMERGENT WRITING
BENCHMARK	48-K.IV.G.1.	Begins to show motivation to engage in written expression and appropriate knowledge of forms and functions of written composition
INDICATOR	48-K.IV.G.1.a.	Intentionally uses scribbles/writing to convey meaning (e.g., signing artwork, captioning, labeling, creating lists, making notes) <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> Objective 19 Demonstrates writing skills b. Writes to convey ideas and information Objective 19b.6 Uses drawing, dictation, and mock letters or letter forms to convey a message
INDICATOR	48-K.IV.G.1.b.	Uses letter-like shapes or letters to write words or parts of words <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> Objective 19 Demonstrates writing skills b. Writes to convey ideas and information Objective 19b.6 Uses drawing, dictation, and mock letters or letter forms to convey a message

INDICATOR	48-K.IV.G.1.c.	Writes own name (e.g., first name, last name, or nickname), not necessarily with full correct spelling or well-formed letters <u>GOLD® Objectives for Development and Learning</u> • Objective 19 Demonstrates writing skills a. Writes name Objective 19a.10 Writes partially accurate first name
BODY OF KNOWLEDGE	FL.48-K.V.	MATHEMATICAL THINKING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.V.A.	NUMBER SENSE
BENCHMARK	48-K.V.A.1.	Subitizes (immediately recognizes without counting) up to five objects <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations b. Quantifies 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
BENCHMARK	48-K.V.A.2.	Counts and identifies the number sequence “1 to 31” <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations a. Counts Objective 20a.7 Emerging to 20a.8 Uses number names while counting to 100 by 1s and 10s; counts 30 objects accurately; tells what number comes before and after a specified number up to 20
BENCHMARK	48-K.V.A.3.	Demonstrates one-to-one correspondence when counting objects placed in a row (one to 15 and beyond) <u>GOLD® Objectives for Development and Learning</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
BENCHMARK	48-K.V.A.4.	Identifies the last number spoken tells “how many” up to 10 (cardinality) <u>GOLD® Objectives for Development and Learning</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
BENCHMARK	48-K.V.A.5.	Constructs and counts sets of objects (one to 10 and beyond) <u>GOLD® Objectives for Development and Learning</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

BENCHMARK	48-K.V.A.6.	<p>Uses counting and matching strategies to find which is more, less than or equal to 10</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 20 Uses number concepts and operations b. Quantifies <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>
BENCHMARK	48-K.V.A.7.	<p>Reads and writes some numerals one to 10 using appropriate activities</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 20 Uses number concepts and operations c. Connects numerals with their quantities <p>Objective 20c.6 Identifies numerals to 10 by name and connects each to counted objects</p>
BODY OF KNOWLEDGE	FL.48-K.V.	MATHEMATICAL THINKING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.V.B.	NUMBER AND OPERATIONS
BENCHMARK	48-K.V.B.1.	<p>Explores quantities up to eight using objects, fingers and dramatic play to solve real-world joining and separating problems</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 20 Uses number concepts and operations b. Quantifies <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>
BENCHMARK	48-K.V.B.2.	<p>Begins to demonstrate how to compose and decompose (build and take apart) sets up to eight using objects, fingers and acting out</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 20 Uses number concepts and operations b. Quantifies <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>
BODY OF KNOWLEDGE	FL.48-K.V.	MATHEMATICAL THINKING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.V.C.	PATTERNS
BENCHMARK	48-K.V.C.1.	<p>Identifies and extends a simple AB repeating pattern</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 23 Demonstrates knowledge of patterns <p>Objective 23.6 Extends and creates simple repeating patterns</p>
BENCHMARK	48-K.V.C.2.	<p>Duplicates a simple AB pattern using different objects</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 23 Demonstrates knowledge of patterns <p>Objective 23.4 Copies simple repeating patterns</p>

BENCHMARK	48-K.V.C.3.	<p>Recognizes the unit of repeat of a more complex pattern and extends the pattern (e.g., ABB or ABC)</p> <p><u>GOLD® Objectives for Development and Learning</u> • Objective 23 Demonstrates knowledge of patterns Objective 23.8 Recognizes, creates, and explains more complex repeating and simple growing patterns</p>
BODY OF KNOWLEDGE	FL.48-K.V.	MATHEMATICAL THINKING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.V.D.	GEOMETRY
BENCHMARK	48-K.V.D.1.	<p>Recognizes and names two-dimensional shapes (circle, square, triangle and rectangle) of different size and orientation</p> <p><u>GOLD® Objectives for Development and Learning</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</p>
BENCHMARK	48-K.V.D.2.	<p>Describes, sorts and classifies two- and three-dimensional shapes using some attributes such as size, sides and other properties (e.g., vertices)</p> <p><u>GOLD® Objectives for Development and Learning</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</p>
BENCHMARK	48-K.V.D.3.	<p>Creates two-dimensional shapes using other shapes (e.g., putting two squares together to make a rectangle)</p> <p><u>GOLD® Objectives for Development and Learning</u> • Objective 21 Explores and describes spatial relationships and shapes b. Understands shapes Objective 21b.7 Emerging to 21b.8 Shows that shapes remain the same when they are moved, turned, flipped, or slid; breaks apart or combines shapes to create different shapes and sizes</p>
BENCHMARK	48-K.V.D.4.	<p>Constructs with three-dimensional shapes in the environment through play (e.g., building castles in the construction area)</p> <p><u>GOLD® Objectives for Development and Learning</u> • Objective 21 Explores and describes spatial relationships and shapes b. Understands shapes</p>

		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
BODY OF KNOWLEDGE	FL.48-K.V.	MATHEMATICAL THINKING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.V.E.	SPATIAL RELATIONS
BENCHMARK	48-K.V.E.1.	Describes relationships between objects and locations with words and gestures by constructing models to demonstrate an understanding of proximity (beside, next to, between, below, over and under) <u>GOLD® Objectives for Development and Learning</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
BENCHMARK	48-K.V.E.2.	Uses directions to move through space and find places in space <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.48-K.V.	MATHEMATICAL THINKING DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.V.F.	MEASUREMENT AND DATA
BENCHMARK	48-K.V.F.1.	Measures object attributes using a variety of standard and nonstandard tools <u>GOLD® Objectives for Development and Learning</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
BENCHMARK	48-K.V.F.2.	Identifies measurable attributes such as length and weight and solves problems by making direct comparisons of objects <u>GOLD® Objectives for Development and Learning</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
BENCHMARK	48-K.V.F.3.	Seriates (places objects in sequence) up to six objects in order by height or length (e.g., cube towers or unit blocks) <u>GOLD® Objectives for Development and Learning</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
BENCHMARK	48-K.V.F.4.	Represents, analyzes and discusses data (e.g. charts, graphs and tallies) <u>GOLD® Objectives for Development and Learning</u> • Objective 22 Compares and measures c. Represents and analyzes data Objective 22c.4 Creates and reads simple graphs; uses simple comparison and ordinal terms to describe findings
BENCHMARK	48-K.V.F.5.	Begins to predict the results of data collection <u>GOLD® Objectives for Development and Learning</u> • Objective 22 Compares and measures c. Represents and analyzes data Objective 22c.3 Emerging to 22c.4 Creates and reads simple graphs; uses simple comparison and ordinal terms to describe findings
BODY OF KNOWLEDGE	FL.48-K.VI.	SCIENTIFIC INQUIRY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	48-K.VI.A.1.	Uses senses to explore and understand their social and physical environment
INDICATOR	48-K.VI.A.1.a.	Identifies each of the five senses and their relationship to each of the sense organs <u>GOLD® Objectives for Development and Learning</u> • Objective 25 Demonstrates knowledge of the characteristics of living things
INDICATOR	48-K.VI.A.1.b.	Begins to identify and make observations about what can be learned about the world using each of the five senses <u>GOLD® Objectives for Development and Learning</u> • Objective 24 Uses scientific inquiry skills
INDICATOR	48-K.VI.A.1.c.	Begins to understand that individuals may experience sensory events differently from each other (e.g., may like sound of loud noises or feel of fuzzy fabric) <u>GOLD® Objectives for Development and Learning</u> • Objective 24 Uses scientific inquiry skills
BODY OF KNOWLEDGE	FL.48-K.VI.	SCIENTIFIC INQUIRY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	48-K.VI.A.2.	Uses tools in scientific inquiry
INDICATOR	48-K.VI.A.2.a.	Uses tools and various technologies to support exploration and inquiry (e.g., digital cameras, scales) <u>GOLD® Objectives for Development and Learning</u> • Objective 28 Uses tools and other technology to perform tasks

BODY OF KNOWLEDGE	FL.48-K.VI.	SCIENTIFIC INQUIRY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	48-K.VI.A.3.	Uses understanding of causal relationships to act on social and physical environments
INDICATOR	48-K.VI.A.3.a.	Makes predictions and tests their predictions through experimentation and investigation <u>GOLD® Objectives for Development and Learning</u> • Objective 24 Uses scientific inquiry skills
INDICATOR	48-K.VI.A.3.b.	Collects and records data through drawing, writing, dictation and taking photographs (e.g., using tables, charts, drawings, tallies and graphs) <u>GOLD® Objectives for Development and Learning</u> • Objective 14 Uses symbols and images to represent something not present a. Thinks symbolically Objective 14a.6 Plans and then uses drawings, constructions, movements, and dramatizations to represent ideas
INDICATOR	48-K.VI.A.3.c.	Begins to form conclusions and construct explanations (e.g., What do the results mean?) <u>GOLD® Objectives for Development and Learning</u> • Objective 24 Uses scientific inquiry skills
INDICATOR	48-K.VI.A.3.d.	Shares findings and outcomes of experiments <u>GOLD® Objectives for Development and Learning</u> • Objective 24 Uses scientific inquiry skills
BODY OF KNOWLEDGE	FL.48-K.VI.	SCIENTIFIC INQUIRY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VI.B.	LIFE SCIENCE
BENCHMARK	48-K.VI.B.1.	Demonstrates knowledge related to living things and their environments
INDICATOR	48-K.VI.B.1.a.	Identifies characteristics of a variety of plants and animals including physical attributes and behaviors (e.g., camouflage, body covering, eye color, other adaptations, types of trees and where they grow) <u>GOLD® Objectives for Development and Learning</u> • Objective 25 Demonstrates knowledge of the characteristics of living things
INDICATOR	48-K.VI.B.1.b.	Notices the similarities and differences among various living things <u>GOLD® Objectives for Development and Learning</u> • Objective 25 Demonstrates knowledge of the characteristics of living things
INDICATOR	48-K.VI.B.1.c.	Understands that all living things grow, change and go through life cycles

		<u>GOLD® Objectives for Development and Learning</u> • Objective 25 Demonstrates knowledge of the characteristics of living things
INDICATOR	48-K.VI.B.1.d.	Begins to distinguish between living and non-living things <u>GOLD® Objectives for Development and Learning</u> • Objective 25 Demonstrates knowledge of the characteristics of living things
INDICATOR	48-K.VI.B.1.e.	Observes that living things differ with regard to their needs and habitats <u>GOLD® Objectives for Development and Learning</u> • Objective 25 Demonstrates knowledge of the characteristics of living things
BODY OF KNOWLEDGE	FL.48-K.VI.	SCIENTIFIC INQUIRY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VI.C.	PHYSICAL SCIENCE
BENCHMARK	48-K.VI.C.1.	Demonstrates knowledge related to physical science
INDICATOR	48-K.VI.C.1.a.	Discusses what makes objects move the way they do and how the movement can be controlled <u>GOLD® Objectives for Development and Learning</u> • Objective 26 Demonstrates knowledge of the physical properties of objects and materials
INDICATOR	48-K.VI.C.1.b.	Makes predictions about how to change the speed of an object, tests predictions through experiments and describes what happens <u>GOLD® Objectives for Development and Learning</u> • Objective 26 Demonstrates knowledge of the physical properties of objects and materials
INDICATOR	48-K.VI.C.1.c.	Distinguishes between the properties of an object and the properties of which the material is made (e.g., water and ice) <u>GOLD® Objectives for Development and Learning</u> • Objective 26 Demonstrates knowledge of the physical properties of objects and materials
INDICATOR	48-K.VI.C.1.d.	Investigates and describes changing states of matter —liquid, solid and gas <u>GOLD® Objectives for Development and Learning</u> • Objective 26 Demonstrates knowledge of the physical properties of objects and materials
INDICATOR	48-K.VI.C.1.e.	Explores the relationship of objects to light (e.g., light and shadows) <u>GOLD® Objectives for Development and Learning</u>

		• Objective 26 Demonstrates knowledge of the physical properties of objects and materials
BODY OF KNOWLEDGE	FL.48-K.VI.	SCIENTIFIC INQUIRY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VI.D.	EARTH AND SPACE SCIENCE
BENCHMARK	48-K.VI.D.1.	Demonstrates knowledge related to the dynamic properties of earth and sky
INDICATOR	48-K.VI.D.1.a.	Describes properties of water including changes in the states of water – liquid, solid and gas (e.g., buoyancy, movement, displacement and flow) <u>GOLD® Objectives for Development and Learning</u> • Objective 27 Demonstrates knowledge of Earth’s environment
INDICATOR	48-K.VI.D.1.b.	Discovers, explores, sorts, compares, and contrasts objects that are naturally found in the environment, including rocks, soil, sand and mud, and recognizes relationships among the objects (e.g., nature walks with hand lenses, collection bag) (e.g., rocks, twigs, leaves and sea shells) <u>GOLD® Objectives for Development and Learning</u> • Objective 27 Demonstrates knowledge of Earth’s environment
INDICATOR	48-K.VI.D.1.c.	Begins to explore and discuss simple observations of characteristics and movements of the clouds, sun, moon and stars <u>GOLD® Objectives for Development and Learning</u> • Objective 27 Demonstrates knowledge of Earth’s environment
INDICATOR	48-K.VI.D.1.d.	Compares the daytime and nighttime cycle <u>GOLD® Objectives for Development and Learning</u> • Objective 27 Demonstrates knowledge of Earth’s environment
INDICATOR	48-K.VI.D.1.e.	Uses appropriate vocabulary to discuss climate and changes in the weather and the impact it has on their daily lives (e.g., types of clothing for different environments) <u>GOLD® Objectives for Development and Learning</u> • Objective 27 Demonstrates knowledge of Earth’s environment
BODY OF KNOWLEDGE	FL.48-K.VI.	SCIENTIFIC INQUIRY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VI.E.	ENVIRONMENT
BENCHMARK	48-K.VI.E.1.	Demonstrates awareness of relationship to people, objects and living/non-living things in their environment
INDICATOR	48-K.VI.E.1.a.	Demonstrates how people use objects and natural resources in the environment <u>GOLD® Objectives for Development and Learning</u> • Objective 27 Demonstrates knowledge of Earth’s environment

INDICATOR	48-K.VI.E.1.b.	Participates in daily routines demonstrating basic conservation strategies (e.g., conserving water when washing hands or brushing teeth) <u>GOLD® Objectives for Development and Learning</u> • Objective 27 Demonstrates knowledge of Earth’s environment
INDICATOR	48-K.VI.E.1.c.	Identifies examples of organized efforts to protect the environment (e.g., recycling materials in the classroom) <u>GOLD® Objectives for Development and Learning</u> • Objective 27 Demonstrates knowledge of Earth’s environment
BODY OF KNOWLEDGE	FL.48-K.VI.	SCIENTIFIC INQUIRY DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VI.F.	ENGINEERING AND TECHNOLOGY
BENCHMARK	48-K.VI.F.1.	Shows interest and understanding of how simple tools and machines assist with solving problems or creating objects and structures
INDICATOR	48-K.VI.F.1.a.	Identifies problems and tries to solve them by designing or using tools (e.g., makes a simple tent with a chair and cloth for protection from the sun) <u>GOLD® Objectives for Development and Learning</u> • Objective 28 Uses tools and other technology to perform tasks
INDICATOR	48-K.VI.F.1.b.	Explains why a simple machine is appropriate for a particular task (e.g., moving something heavy, moving water from one location to another) <u>GOLD® Objectives for Development and Learning</u> • Objective 28 Uses tools and other technology to perform tasks
INDICATOR	48-K.VI.F.1.c.	Uses appropriate tools and materials with greater flexibility to create or solve problems <u>GOLD® Objectives for Development and Learning</u> • Objective 28 Uses tools and other technology to perform tasks
INDICATOR	48-K.VI.F.1.d.	Invents and constructs simple objects or more complex structures and investigates concepts of motion and stability of structures (e.g., ramps, pathways, structure, Legos, block building and play) <u>GOLD® Objectives for Development and Learning</u> • Objective 28 Uses tools and other technology to perform tasks
BODY OF KNOWLEDGE	FL.48-K.VII.	SOCIAL STUDIES DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VII.A.	CULTURE
BENCHMARK	48-K.VII.A.1.	Identifies self as a member of a culture <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live

BENCHMARK	48-K.VII.A.2.	Understands everyone belongs to a culture <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BENCHMARK	48-K.VII.A.3.	Explores culture of peers and families in the classroom and community <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BENCHMARK	48-K.VII.A.4.	Explores cultural attributes by comparing and contrasting different characteristics (e.g., language, literature, music, arts, artifacts, foods, architecture and celebrations) <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BODY OF KNOWLEDGE	FL.48-K.VII.	SOCIAL STUDIES DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VII.B.	INDIVIDUAL DEVELOPMENT AND IDENTITY
BENCHMARK	48-K.VII.B.1.	Identifies characteristics of self as an individual <u>GOLD® Objectives for Development and Learning</u> • Objective 29 Demonstrates knowledge about self
BENCHMARK	48-K.VII.B.2.	Identifies the ways self is similar to and different from peers and others <u>GOLD® Objectives for Development and Learning</u> • Objective 29 Demonstrates knowledge about self
BENCHMARK	48-K.VII.B.3.	Recognizes individual responsibility as a member of a group (e.g., classroom or family) <u>GOLD® Objectives for Development and Learning</u> • Objective 29 Demonstrates knowledge about self
BODY OF KNOWLEDGE	FL.48-K.VII.	SOCIAL STUDIES DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VII.C.	INDIVIDUALS AND GROUPS
BENCHMARK	48-K.VII.C.1.	Identifies differences and similarities of self and others as part of a group <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BENCHMARK	48-K.VII.C.2.	Explains the role of groups within a community <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BENCHMARK	48-K.VII.C.3.	Demonstrates awareness of group rules (e.g., family, classroom, school or community)

		<u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BENCHMARK	48-K.VII.C.4.	Exhibits leadership skills and roles (e.g., line leader and door holder) <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BODY OF KNOWLEDGE	FL.48-K.VII.	SOCIAL STUDIES DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VII.D.	SPACES, PLACES AND ENVIRONMENTS
BENCHMARK	48-K.VII.D.1.	Identifies the relationship of personal space to surroundings <u>GOLD® Objectives for Development and Learning</u> • Objective 32 Demonstrates simple geographic knowledge
BENCHMARK	48-K.VII.D.2.	Identifies differences and similarities between own environment and other locations <u>GOLD® Objectives for Development and Learning</u> • Objective 32 Demonstrates simple geographic knowledge
BENCHMARK	48-K.VII.D.3.	Identifies differences and similarities of basic physical characteristics (e.g., landmarks or land features) <u>GOLD® Objectives for Development and Learning</u> • Objective 32 Demonstrates simple geographic knowledge
BENCHMARK	48-K.VII.D.4.	Uses spatial words (e.g., far/close, over/under and up/down) <u>GOLD® Objectives for Development and Learning</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
BENCHMARK	48-K.VII.D.5.	Recognizes some geographic tools and resources (e.g., maps, globes or GPS) <u>GOLD® Objectives for Development and Learning</u> • Objective 32 Demonstrates simple geographic knowledge
BENCHMARK	48-K.VII.D.6.	Begins to identify the relationship between human decisions and the impact on the environment (e.g., recycling and water conservation) <u>GOLD® Objectives for Development and Learning</u> • Objective 27 Demonstrates knowledge of Earth's environment
BODY OF KNOWLEDGE	FL.48-K.VII.	SOCIAL STUDIES DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VII.E.	TIME, CONTINUITY AND CHANGE

BENCHMARK	48-K.VII.E.1.	Identifies changes within a sequence of events to establish a sense of order and time <u>GOLD® Objectives for Development and Learning</u> • Objective 31 Explores change related to familiar people or places
BENCHMARK	48-K.VII.E.2.	Observes and recognizes changes that take place over time in the immediate environment <u>GOLD® Objectives for Development and Learning</u> • Objective 31 Explores change related to familiar people or places
BODY OF KNOWLEDGE	FL.48-K.VII.	SOCIAL STUDIES DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VII.F.	GOVERNANCE, CIVIC IDEALS AND PRACTICES
BENCHMARK	48-K.VII.F.1.	Recognizes and follows rules and expectations in varying settings <u>GOLD® Objectives for Development and Learning</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
BENCHMARK	48-K.VII.F.2.	Participates in problem solving and decision making <u>GOLD® Objectives for Development and Learning</u> • Objective 3 Participates cooperatively and constructively in group situations b. Solves social problems Objective 3b.6 Suggest solutions to social problems
BENCHMARK	48-K.VII.F.3.	Begins to explore basic principles of democracy (e.g., deciding rules in a classroom, respecting opinions of others, voting on classroom activities or civic responsibilities) <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BODY OF KNOWLEDGE	FL.48-K.VII.	SOCIAL STUDIES DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VII.G.	ECONOMICS AND RESOURCES
BENCHMARK	48-K.VII.G.1.	Recognizes the difference between wants and needs <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BENCHMARK	48-K.VII.G.2.	Begins to recognize that people work to earn money to buy things they need or want <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BODY OF KNOWLEDGE	FL.48-K.VII.	SOCIAL STUDIES DOMAIN (48 months-Kindergarten)

BIG IDEA	48-K.VII.H.	TECHNOLOGY AND OUR WORLD
BENCHMARK	48-K.VII.H.1.	Uses and shows awareness of technology and its impact on how people live (e.g., computers, tablets, mobile devices, cameras or music players) <u>GOLD® Objectives for Development and Learning</u> • Objective 28 Uses tools and other technology to perform tasks
BODY OF KNOWLEDGE	FL.48-K.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VIII.A.	SENSORY ART EXPERIENCE
BENCHMARK	48-K.VIII.A.1.	Combines with intention a variety of open-ended, process-oriented and diverse art materials <u>GOLD® Objectives for Development and Learning</u> • Objective 33 Explores the visual arts
BODY OF KNOWLEDGE	FL.48-K.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VIII.B.	MUSIC
BENCHMARK	48-K.VIII.B.1.	Actively participates in a variety of individual and group musical activities <u>GOLD® Objectives for Development and Learning</u> • Objective 34 Explores musical concepts and expression
BENCHMARK	48-K.VIII.B.2.	Expresses and represents thought, observations, imagination, feelings, experiences and knowledge in individual and group music activities <u>GOLD® Objectives for Development and Learning</u> • Objective 34 Explores musical concepts and expression
BODY OF KNOWLEDGE	FL.48-K.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VIII.C.	CREATIVE MOVEMENT
BENCHMARK	48-K.VIII.C.1.	Continues to engage in individual and group movement activities to express and represent thoughts, observations, imagination, feelings, experiences and knowledge <u>GOLD® Objectives for Development and Learning</u> • Objective 35 Explores dance and movement concepts
BODY OF KNOWLEDGE	FL.48-K.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VIII.D.	IMAGINATIVE AND CREATIVE PLAY
BENCHMARK	48-K.VIII.D.1.	Expresses and represents thoughts, observations, imagination, feelings, experiences and knowledge, verbally and non-verbally, with others using a variety of objects in own environment <u>GOLD® Objectives for Development and Learning</u> • Objective 36 Explores drama through actions and language

BODY OF KNOWLEDGE	FL.48-K.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (48 months-Kindergarten)
BIG IDEA	48-K.VIII.E.	APPRECIATION OF THE ARTS
BENCHMARK	48-K.VIII.E.1.	Uses appropriate art vocabulary to describe own art creations and those of others <u>GOLD® Objectives for Development and Learning</u> • Objective 33 Explores the visual arts
BENCHMARK	48-K.VIII.E.2.	Compares own art to similar art forms <u>GOLD® Objectives for Development and Learning</u> • Objective 33 Explores the visual arts
BENCHMARK	48-K.VIII.E.3.	Begins to recognize that instruments and art forms represent cultural perspectives of the home and the community, now and in the past <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live

Ages Birth to 8 months & 8-18 months

BODY OF KNOWLEDGE	FL.B-8.I.	PHYSICAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.I.A.	HEALTH AND WELLBEING
BENCHMARK	B-8.I.A.a.	Active Physical Play
INDICATOR	B-8.I.A.a.1.	Engages in physical activities with increasing balance, coordination, endurance and intensity
EXPECTATION	B-8.I.A.a.1.a.	Demonstrates beginning signs of balance, control and coordination <u>GOLD® Objectives for Development and Learning</u> • Objective 5 Demonstrates balancing skills Objective 5.2 Balances while exploring immediate environment
BODY OF KNOWLEDGE	FL.B-8.I.	PHYSICAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.I.A.	HEALTH AND WELLBEING
BENCHMARK	B-8.I.A.b.	Safety
INDICATOR	B-8.I.A.b.1.	Shows awareness of safety and increasingly demonstrates knowledge of safe choices and risk assessment when participating in daily activities

EXPECTATION		Not typically observed No Correlations
BODY OF KNOWLEDGE	FL.B-8.I.	PHYSICAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.I.A.	HEALTH AND WELLBEING
BENCHMARK	B-8.I.A.c.	Personal Care Routines
INDICATOR	B-8.I.A.c.1.	Responds to and initiates care routines that support personal hygiene
EXPECTATION		Not typically observed No Correlations
BODY OF KNOWLEDGE	FL.B-8.I.	PHYSICAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.I.A.	HEALTH AND WELLBEING
BENCHMARK	B-8.I.A.d.	Feeding and Nutrition
INDICATOR	B-8.I.A.d.1.	Responds to feeding or feeds self with increasing efficiency and demonstrates increasing interest in eating habits and making food choices
EXPECTATION	B-8.I.A.d.1.a.	Shows interest in the process of being fed (e.g., holds bottle, uses lips to take food off the spoon, attempts to grab or reaches for spoon while being fed) <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.B-8.I.	PHYSICAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.I.B.	MOTOR DEVELOPMENT
BENCHMARK	B-8.I.B.a.	Gross Motor Development
INDICATOR	B-8.I.B.a.1.	Demonstrates use of large muscles for movement, position, strength and coordination
EXPECTATION	B-8.I.B.a.1.a.	Explores new body positions and movements (e.g., rolling over, sitting, crawling, hitting/kicking at objects) <u>GOLD® Objectives for Development and Learning</u> • Objective 4 Demonstrates traveling skills Objective 4.2 Moves to explore immediate environment
BODY OF KNOWLEDGE	FL.B-8.I.	PHYSICAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.I.B.	MOTOR DEVELOPMENT
BENCHMARK	B-8.I.B.a.	Gross Motor Development
INDICATOR	B-8.I.B.a.2.	Demonstrates use of large muscles to move in the environment
EXPECTATION	B-8.I.B.a.2.a.	Uses each new posture (e.g., raising head, rolling onto back, sitting) to learn new ways to explore the environment (e.g., sits up to be able to reach for or hold objects)

		<i>GOLD</i> [®] Objectives for Development and Learning • Objective 4 Demonstrates traveling skills Objective 4.2 Moves to explore immediate environment
BODY OF KNOWLEDGE	FL.B-8.I.	PHYSICAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.I.B.	MOTOR DEVELOPMENT
BENCHMARK	B-8.I.B.b.	Gross Motor Perception (Sensorimotor)
INDICATOR	B-8.I.B.b.1.	Uses perceptual information to guide motions and interactions with objects and other people
EXPECTATION	B-8.I.B.b.1.a.	Exhibits body awareness and starts to move intentionally <i>GOLD</i> [®] Objectives for Development and Learning • Objective 4 Demonstrates traveling skills Objective 4.2 Moves to explore immediate environment
BODY OF KNOWLEDGE	FL.B-8.I.	PHYSICAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.I.B.	MOTOR DEVELOPMENT
BENCHMARK	B-8.I.B.c.	Fine Motor Development
INDICATOR	B-8.I.B.c.1.	Demonstrates increasing precision, strength, coordination and efficiency when using hand muscles for play and functional tasks
EXPECTATION	B-8.I.B.c.1.a.	Begins to use hands for play and functional tasks (e.g., putting hands on bottle, reaching for and grasping toy) <i>GOLD</i> [®] Objectives for Development and Learning • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands Objective 7a.2 Reaches for, touches, and holds objects purposefully
BODY OF KNOWLEDGE	FL.B-8.I.	PHYSICAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.I.B.	MOTOR DEVELOPMENT
BENCHMARK	B-8.I.B.c.	Fine Motor Development
INDICATOR	B-8.I.B.c.2.	Increasingly coordinates hand and eye movements to perform a variety of actions with increasing precision
EXPECTATION	B-8.I.B.c.2.a.	Displays beginning signs of strength, control and eye-hand coordination <i>GOLD</i> [®] Objectives for Development and Learning • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands Objective 7a.2 Reaches for, touches, and holds objects purposefully
BODY OF KNOWLEDGE	FL.B-8.II.	APPROACHES TO LEARNING DOMAIN (Birth-8 months)

BIG IDEA	B-8.II.A.	EAGERNESS AND CURIOSITY
BENCHMARK	B-8.II.A.1.	Shows awareness of and interest in the environment <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.B-8.II.	APPROACHES TO LEARNING DOMAIN (Birth-8 months)
BIG IDEA	B-8.II.B.	PERSISTENCE
BENCHMARK	B-8.II.B.1.	Attends to sights, sounds and people for brief and increasing periods of time and tries to produce interesting and pleasurable outcomes <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.2 Pays attention to sights and sounds
BODY OF KNOWLEDGE	FL.B-8.II.	APPROACHES TO LEARNING DOMAIN (Birth-8 months)
BIG IDEA	B-8.II.C.	CREATIVITY AND INVENTIVENESS
BENCHMARK	B-8.II.C.1.	Notices and shows interest in and excitement about familiar objects, people and events <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.2 Pays attention to sights and sounds
BODY OF KNOWLEDGE	FL.B-8.II.	APPROACHES TO LEARNING DOMAIN (Birth-8 months)
BIG IDEA	B-8.II.D.	PLANNING AND REFLECTION
BENCHMARK		Not yet typically observed No Correlations
BODY OF KNOWLEDGE	FL.B-8.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.III.A.	EMOTIONAL FUNCTIONING
BENCHMARK	B-8.III.A.1.	Expresses, identifies and responds to a range of emotions
INDICATOR	B-8.III.A.1.a.	Uses sounds, facial expressions and gestures to respond to caregiver interactions and express a range of emotions <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors a. Manages feelings Objective 1a.2 Uses adult support to calm self
BODY OF KNOWLEDGE	FL.B-8.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.III.A.	EMOTIONAL FUNCTIONING

BENCHMARK	B-8.III.A.2.	Demonstrates appropriate affect (emotional response) between behavior and facial expression
INDICATOR	B-8.III.A.2.a.	Shows recognition of familiar adults and imitates their facial expressions <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.B-8.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.III.B.	MANAGING EMOTIONS
BENCHMARK	B-8.III.B.1.	Demonstrates ability to self-regulate
INDICATOR	B-8.III.B.1.a.	Uses preferred adult to help soothe <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors a. Manages feelings Objective 1a.2 Uses adult support to calm self
BODY OF KNOWLEDGE	FL.B-8.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.III.B.	MANAGING EMOTIONS
BENCHMARK	B-8.III.B.2.	Attends to sights, sounds, objects, people and activities
INDICATOR	B-8.III.B.2.a.	Attends to sights, sounds and people for brief and increasing periods of time <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.2 Pays attention to sights and sounds
BODY OF KNOWLEDGE	FL.B-8.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	B-8.III.C.1.	Develops positive relationships with adults
INDICATOR	B-8.III.C.1.a.	Experiences and develops secure relationship with a primary caregiver <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.B-8.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	B-8.III.C.2.	Develops positive relationships with peers
INDICATOR	B-8.III.C.2.a.	Notices peers by looking, touching or making sounds directed toward the child

		<u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • 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
BODY OF KNOWLEDGE	FL.B-8.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	B-8.III.C.3.	Develops increasing ability to engage in social problem solving
INDICATOR	B-8.III.C.3.a.	Signals when there is a problem to seek adult attention and support <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 3 Participates cooperatively and constructively in group situations b. Solves social problems Objective 3b.2 Expresses feelings during a conflict
BODY OF KNOWLEDGE	FL.B-8.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	B-8.III.C.4.	Exhibits empathy by demonstrating care and concern for others
INDICATOR	B-8.III.C.4.a.	Cries when hearing other children cry <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues Objective 2b.2 Reacts to others' emotional expressions
BODY OF KNOWLEDGE	FL.B-8.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	B-8.III.D.1.	Develops sense of identity and belonging through play
INDICATOR	B-8.III.D.1.a.	Eagerly bids for attention of adults <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • 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
BODY OF KNOWLEDGE	FL.B-8.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	B-8.III.D.2.	Develops sense of identity and belonging through exploration and persistence
INDICATOR	B-8.III.D.2.a.	Shows interest and inclination to explore without adult direction <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • 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
BODY OF KNOWLEDGE	FL.B-8.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	B-8.III.D.3.	Develops sense of identity and belonging through routines, rituals and interactions
INDICATOR	B-8.III.D.3.a.	<p>Begins to respond positively to familiar routines and rituals initiated by familiar adult</p> <p><u>GOLD® Objectives for Development and Learning</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</p>
BODY OF KNOWLEDGE	FL.B-8.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (Birth-8 months)
BIG IDEA	B-8.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	B-8.III.D.4.	Develops sense of self-awareness and independence
INDICATOR	B-8.III.D.4.a.	<p>Signals preferences related to objects and people (e.g., preferring one pacifier over another)</p> <p><u>GOLD® Objectives for Development and Learning</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</p>
INDICATOR	B-8.III.D.4.b.	<p>Begins to recognize own abilities and preferences</p> <p><u>GOLD® Objectives for Development and Learning</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</p>
BODY OF KNOWLEDGE	FL.B-8.IV.	LANGUAGE AND LITERACY DOMAIN (Birth-8 months)
BIG IDEA	B-8.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	B-8.IV.A.1.	Demonstrates understanding when listening
INDICATOR	B-8.IV.A.1.a.	<p>Begins to engage in multiple back-and-forth emerging communicative interactions with adults as part of sensory, social and emotional experiences</p> <p><u>GOLD® Objectives for Development and Learning</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</p>
INDICATOR	B-8.IV.A.1.b.	<p>Responds to gestures of adults</p> <p><u>GOLD® Objectives for Development and Learning</u></p>

		<ul style="list-style-type: none"> Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations <p>Objective 10a.2 Engages in simple back-and-forth exchanges with others</p>
INDICATOR	B-8.IV.A.1.c.	<p>Responds to gestures that indicate understanding of what is being communicated</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations <p>Objective 10a.2 Engages in simple back-and-forth exchanges with others</p>
BODY OF KNOWLEDGE	FL.B-8.IV.	LANGUAGE AND LITERACY DOMAIN (Birth-8 months)
BIG IDEA	B-8.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	B-8.IV.A.2.	Increases knowledge through listening
INDICATOR	B-8.IV.A.2.a.	<p>Reacts to environmental sounds and verbal communication</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 8 Listens to and understands increasingly complex language a. Comprehends language <p>Objective 8a.2 Shows an interest in the speech of others</p>
INDICATOR	B-8.IV.A.2.b.	<p>Turns head toward familiar sounds</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 8 Listens to and understands increasingly complex language a. Comprehends language <p>Objective 8a.2 Shows an interest in the speech of others</p>
INDICATOR	B-8.IV.A.2.c.	<p>Responds to repeated words and phrases</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations <p>Objective 10a.2 Engages in simple back-and-forth exchanges with others</p>
BODY OF KNOWLEDGE	FL.B-8.IV.	LANGUAGE AND LITERACY DOMAIN (Birth-8 months)
BIG IDEA	B-8.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	B-8.IV.A.3.	Follows directions
INDICATOR	B-8.IV.A.3.a.	<p>Responds in varied ways to the speaker's voice (e.g., turning head, making eye contact)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 8 Listens to and understands increasingly complex language a. Comprehends language <p>Objective 8a.2 Shows an interest in the speech of others</p>

BODY OF KNOWLEDGE	FL.B-8.IV.	LANGUAGE AND LITERACY DOMAIN (Birth-8 months)
BIG IDEA	B-8.IV.B.	SPEAKING
BENCHMARK	B-8.IV.B.1.	Speaks and is understood when speaking
INDICATOR	B-8.IV.B.1.a.	<p>Begins to vocalize by using speech-like sounds and communicates in various ways to indicate wants and needs</p> <p><u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary Objective 9a.2 Vocalizes and gestures to communicate</p>
BODY OF KNOWLEDGE	FL.B-8.IV.	LANGUAGE AND LITERACY DOMAIN (Birth-8 months)
BIG IDEA	B-8.IV.C.	VOCABULARY
BENCHMARK	B-8.IV.C.1.	Shows an understanding of words and their meanings (receptive)
INDICATOR	B-8.IV.C.1.a.	<p>Begins to look at familiar people, objects or animals when they are named</p> <p><u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary Objective 9a.3 Emerging to 9a.4 Names familiar, people, animals, and objects</p>
INDICATOR	B-8.IV.C.1.b.	<p>Begins orienting to own name and enjoys playful word games like peek-a-boo</p> <p><u>GOLD® Objectives for Development and Learning</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</p>
BODY OF KNOWLEDGE	FL.B-8.IV.	LANGUAGE AND LITERACY DOMAIN (Birth-8 months)
BIG IDEA	B-8.IV.C.	VOCABULARY
BENCHMARK	B-8.IV.C.2.	Uses increased vocabulary to describe objects, actions and events (expressive)
INDICATOR	B-8.IV.C.2.a.	<p>Uses signs or verbalizations for familiar people or objects including babbling consonant-like sounds</p> <p><u>GOLD® Objectives for Development and Learning</u> • 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	B-8.IV.C.2.b.	<p>Vocalizes pleasure and displeasure sounds differently (e.g., laugh, giggle, cry, fuss)</p> <p><u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary</p>

		Objective 9a.2 Vocalizes and gestures to communicate
BODY OF KNOWLEDGE	FL.B-8.IV.	LANGUAGE AND LITERACY DOMAIN (Birth-8 months)
BIG IDEA	B-8.IV.D.	SENTENCES AND STRUCTURE
BENCHMARK	B-8.IV.D.1.	Uses age-appropriate grammar in conversations and increasingly complex phrases and sentences
INDICATOR	B-8.IV.D.1.a.	Begins to play with speech sounds <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs b. Speaks clearly Objective 9b.2 Babbles strings of single consonant sounds and combines sounds
BODY OF KNOWLEDGE	FL.B-8.IV.	LANGUAGE AND LITERACY DOMAIN (Birth-8 months)
BIG IDEA	B-8.IV.D.	SENTENCES AND STRUCTURE
BENCHMARK	B-8.IV.D.2.	Connects words, phrases and sentences to build ideas
INDICATOR		Not typically observed No Correlations
BODY OF KNOWLEDGE	FL.B-8.IV.	LANGUAGE AND LITERACY DOMAIN (Birth-8 months)
BIG IDEA	B-8.IV.E.	CONVERSATION
BENCHMARK	B-8.IV.E.1.	Uses verbal and nonverbal communication and language to express needs and feelings, share experiences and resolve problems
INDICATOR	B-8.IV.E.1.a.	Engages in verbal and nonverbal conversations using facial expressions, gestures or sounds to initiate or respond to communication <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.B-8.IV.	LANGUAGE AND LITERACY DOMAIN (Birth-8 months)
BIG IDEA	B-8.IV.E.	CONVERSATION
BENCHMARK	B-8.IV.E.2.	Asks questions, and responds to adults and peers in a variety of settings
INDICATOR	B-8.IV.E.2.a.	Responds to changes in tone of voice <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.B-8.IV.	LANGUAGE AND LITERACY DOMAIN (Birth-8 months)
BIG IDEA	B-8.IV.E.	CONVERSATION

BENCHMARK	B-8.IV.E.3.	Demonstrates understanding of the social conventions of communication and language use
INDICATOR	B-8.IV.E.3.a.	Begins to demonstrate awareness of nonverbal conversational rules by responding to adult nonverbal eye contact and facial cues <u>GOLD® Objectives for Development and Learning</u> • Objective 10 Uses appropriate conversational and other communication skills b. Uses social rules of language Objective 10b.2 Responds to speech by looking toward the speaker; watches for signs of being understood when communicating
INDICATOR	B-8.IV.E.3.b.	Begins to demonstrate awareness of verbal conversational rules (e.g., responding to adult speech with coos and babble) <u>GOLD® Objectives for Development and Learning</u> • Objective 10 Uses appropriate conversational and other communication skills b. Uses social rules of language Objective 10b.2 Responds to speech by looking toward the speaker; watches for signs of being understood when communicating
BODY OF KNOWLEDGE	FL.B-8.IV.	LANGUAGE AND LITERACY DOMAIN (Birth-8 months)
BIG IDEA	B-8.IV.F.	EMERGENT READING
BENCHMARK	B-8.IV.F.1.	Shows motivation for and appreciation of reading
INDICATOR	B-8.IV.F.1.a.	Shows enjoyment of the sounds and rhythms of language <u>GOLD® Objectives for Development and Learning</u> • Objective 8 Listens to and understands increasingly complex language a. Comprehends language Objective 8a.2 Shows an interest in the speech of others
BODY OF KNOWLEDGE	FL.B-8.IV.	LANGUAGE AND LITERACY DOMAIN (Birth-8 months)
BIG IDEA	B-8.IV.F.	EMERGENT READING
BENCHMARK	B-8.IV.F.2.	Shows age-appropriate phonological awareness
INDICATOR		Not typically observed No Correlations
BODY OF KNOWLEDGE	FL.B-8.IV.	LANGUAGE AND LITERACY DOMAIN (Birth-8 months)
BIG IDEA	B-8.IV.F.	EMERGENT READING
BENCHMARK	B-8.IV.F.3.	Shows alphabetic and print knowledge
INDICATOR		Not typically observed No Correlations

BODY OF KNOWLEDGE	FL.B-8.IV.	LANGUAGE AND LITERACY DOMAIN (Birth-8 months)
BIG IDEA	B-8.IV.F.	EMERGENT READING
BENCHMARK	B-8.IV.F.4.	Demonstrates comprehension of books read aloud
INDICATOR	B-8.IV.F.4.a.	Responds to adult reading a book <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.B-8.IV.	LANGUAGE AND LITERACY DOMAIN (Birth-8 months)
BIG IDEA	B-8.IV.G.	EMERGENT WRITING
BENCHMARK	B-8.IV.G.1.	Begins to show motivation to engage in written expression and appropriate knowledge of forms and functions of written composition
INDICATOR		Not typically observed No Correlations
BODY OF KNOWLEDGE	FL.B-8.V.	MATHEMATICAL THINKING DOMAIN (Birth-8 months)
BIG IDEA	B-8.V.A.	NUMBER SENSE
BENCHMARK	B-8.V.A.1.	Attends to objects in play, such as reaching or looking for more than one object <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations b. Quantifies Objective 20b.1 Emerging to 20b.2 Demonstrates understanding of the concepts of one, two, and more
BENCHMARK	B-8.V.A.2.	Observes songs and finger plays that involve numbers and quantity <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations b. Quantifies Objective 20b.1 Emerging to 20b.2 Demonstrates understanding of the concepts of one, two, and more
BODY OF KNOWLEDGE	FL.B-8.V.	MATHEMATICAL THINKING DOMAIN (Birth-8 months)
BIG IDEA	B-8.V.B.	NUMBER AND OPERATIONS
BENCHMARK	B-8.V.B.1.	Explores objects in hands <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.B-8.V.	MATHEMATICAL THINKING DOMAIN (Birth-8 months)

BIG IDEA	B-8.V.C.	PATTERNS
BENCHMARK	B-8.V.C.1.	Explores objects with different characteristics <u>GOLD® Objectives for Development and Learning</u> • Objective 13 Uses classification skills Objective 13.1 Emerging to 13.2 Matches similar objects
BODY OF KNOWLEDGE	FL.B-8.V.	MATHEMATICAL THINKING DOMAIN (Birth-8 months)
BIG IDEA	B-8.V.D.	GEOMETRY
BENCHMARK	B-8.V.D.1.	Begins to notice shapes in the environment <u>GOLD® Objectives for Development and Learning</u> • Objective 21 Explores and describes spatial relationships and shapes b. Understands shapes Objective 21b.1 Emerging to 21b.2 Matches two identical shapes
BODY OF KNOWLEDGE	FL.B-8.V.	MATHEMATICAL THINKING DOMAIN (Birth-8 months)
BIG IDEA	B-8.V.E.	SPATIAL RELATIONS
BENCHMARK	B-8.V.E.1.	Explores the properties of objects and watches how they move <u>GOLD® Objectives for Development and Learning</u> • Objective 13 Uses classification skills Objective 13.1 Emerging to 13.2 Matches similar objects
BENCHMARK	B-8.V.E.2.	Explores and experiments with objects and attends to events in the environment (e.g., shaking a rattle or ring of keys) <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.B-8.V.	MATHEMATICAL THINKING DOMAIN (Birth-8 months)
BIG IDEA	B-8.V.F.	MEASUREMENT AND DATA
BENCHMARK	B-8.V.F.1.	Explores objects in various ways <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.B-8.VI.	SCIENTIFIC INQUIRY DOMAIN (Birth-8 months)
BIG IDEA	B-8.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	B-8.VI.A.1.	Uses senses to explore and understand their social and physical environment

INDICATOR	B-8.VI.A.1.a.	Responds to information received through the senses <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
INDICATOR	B-8.VI.A.1.b.	Begins to use senses and a variety of actions to explore people and objects in the world around them (e.g., mouthing, touching, shaking, dropping) <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.B-8.VI.	SCIENTIFIC INQUIRY DOMAIN (Birth-8 months)
BIG IDEA	B-8.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	B-8.VI.A.2.	Uses tools in scientific inquiry
INDICATOR	B-8.VI.A.2.a.	Responds to people and objects in simple ways <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.B-8.VI.	SCIENTIFIC INQUIRY DOMAIN (Birth-8 months)
BIG IDEA	B-8.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	B-8.VI.A.3.	Uses understanding of causal relationships to act on social and physical environments
INDICATOR	B-8.VI.A.3.a.	Begins to explore/notice cause and effect (e.g., crying to get needs met) <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.B-8.VI.	SCIENTIFIC INQUIRY DOMAIN (Birth-8 months)
BIG IDEA	B-8.VI.B.	LIFE SCIENCE
BENCHMARK	B-8.VI.B.1.	Demonstrates knowledge related to living things and their environments
INDICATOR	B-8.VI.B.1.a.	Shows curiosity about own body structure (e.g., two legs, fingers for grasping) <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation

		Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.B-8.VI.	SCIENTIFIC INQUIRY DOMAIN (Birth-8 months)
BIG IDEA	B-8.VI.C.	PHYSICAL SCIENCE
BENCHMARK	B-8.VI.C.1.	Demonstrates knowledge related to physical science
INDICATOR	B-8.VI.C.1.a.	Displays interest in movement of objects <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
INDICATOR	B-8.VI.C.1.b.	Recognizes when a moving object has stopped (e.g., mobile) <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
INDICATOR	B-8.VI.C.1.c.	Uses senses to gain knowledge about objects <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
INDICATOR	B-8.VI.C.1.d.	Displays interest in various types of materials (e.g., water, soft fabric, textured carpet) <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.B-8.VI.	SCIENTIFIC INQUIRY DOMAIN (Birth-8 months)
BIG IDEA	B-8.VI.D.	EARTH AND SPACE SCIENCE
BENCHMARK	B-8.VI.D.1.	Demonstrates knowledge related to the dynamic properties of earth and sky
INDICATOR	B-8.VI.D.1.a.	Touches water (e.g., plastic cups, sponge and wet washcloth) <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
INDICATOR	B-8.VI.D.1.b.	Touches sand, soil and mud

		<u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
INDICATOR	B-8.VI.D.1.c.	Begins to exhibit curiosity about objects in the sky and environment <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
INDICATOR	B-8.VI.D.1.d.	Responds to changes in temperature and weather (e.g., cries when too warm or too cold) <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.B-8.VI.	SCIENTIFIC INQUIRY DOMAIN (Birth-8 months)
BIG IDEA	B-8.VI.E.	ENVIRONMENT
BENCHMARK	B-8.VI.E.1.	Demonstrates awareness of relationship to people, objects and living/non-living things in their environment
INDICATOR	B-8.VI.E.1.a.	Recognizes familiar people and objects in the immediate environment <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.2 Pays attention to sights and sounds
BODY OF KNOWLEDGE	FL.B-8.VI.	SCIENTIFIC INQUIRY DOMAIN (Birth-8 months)
BIG IDEA	B-8.VI.F.	ENGINEERING AND TECHNOLOGY
BENCHMARK	B-8.VI.F.1.	Shows interest and understanding of how simple tools and machines assist with solving problems or creating objects and structures
INDICATOR		Not yet typically observed No Correlations
BODY OF KNOWLEDGE	FL.B-8.VII.	SOCIAL STUDIES DOMAIN (Birth-8 months)
BIG IDEA	B-8.VII.A.	CULTURE
BENCHMARK	B-8.VII.A.1.	Experiences own family practices (traditions, celebrations, songs, food or language) <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.2 Pays attention to sights and sounds

BODY OF KNOWLEDGE	FL.B-8.VII.	SOCIAL STUDIES DOMAIN (Birth-8 months)
BIG IDEA	B-8.VII.B.	INDIVIDUAL DEVELOPMENT AND IDENTITY
BENCHMARK	B-8.VII.B.1.	Begins to explore characteristics of self (eyes, nose and hair) <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.2 Pays attention to sights and sounds
BODY OF KNOWLEDGE	FL.B-8.VII.	SOCIAL STUDIES DOMAIN (Birth-8 months)
BIG IDEA	B-8.VII.C.	INDIVIDUALS AND GROUPS
BENCHMARK	B-8.VII.C.1.	Begins to recognize family members <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.2 Pays attention to sights and sounds
BODY OF KNOWLEDGE	FL.B-8.VII.	SOCIAL STUDIES DOMAIN (Birth-8 months)
BIG IDEA	B-8.VII.D.	SPACES, PLACES AND ENVIRONMENTS
BENCHMARK	B-8.VII.D.1.	Responds to people and objects <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.2 Pays attention to sights and sounds
BODY OF KNOWLEDGE	FL.B-8.VII.	SOCIAL STUDIES DOMAIN (Birth-8 months)
BIG IDEA	B-8.VII.E.	TIME, CONTINUITY AND CHANGE
BENCHMARK	B-8.VII.E.1.	Begins to respond to schedules <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.B-8.VII.	SOCIAL STUDIES DOMAIN (Birth-8 months)
BIG IDEA	B-8.VII.F.	GOVERNANCE, CIVIC IDEALS AND PRACTICES
BENCHMARK	B-8.VII.F.1.	Responds to people and objects <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.2 Pays attention to sights and sounds
BENCHMARK	B-8.VII.F.2.	Uses senses to solve problems

		<u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning c. Solves problems Objective 11c.2 Reacts to a problem; seeks to achieve a specific goal
BENCHMARK	B-8.VII.F.3.	Recognizes familiar people and objects <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.2 Pays attention to sights and sounds
BODY OF KNOWLEDGE	FL.B-8.VII.	SOCIAL STUDIES DOMAIN (Birth-8 months)
BIG IDEA	B-8.VII.G.	ECONOMICS AND RESOURCES
BENCHMARK	B-8.VII.G.1.	Begins to actively seek out responses <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning c. Solves problems Objective 11c.2 Reacts to a problem; seeks to achieve a specific goal
BODY OF KNOWLEDGE	FL.B-8.VII.	SOCIAL STUDIES DOMAIN (Birth-8 months)
BIG IDEA	B-8.VII.H.	TECHNOLOGY AND OUR WORLD
BENCHMARK	B-8.VII.H.1.	Responds to people and objects <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning c. Solves problems Objective 11c.2 Reacts to a problem; seeks to achieve a specific goal
BODY OF KNOWLEDGE	FL.B-8.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (Birth-8 months)
BIG IDEA	B-8.VIII.A.	SENSORY ART EXPERIENCE
BENCHMARK	B-8.VIII.A.1.	Begins to experience the sensory qualities of a wide variety of open-ended, diverse and process-oriented sensory materials Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.B-8.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (Birth-8 months)
BIG IDEA	B-8.VIII.B.	MUSIC
BENCHMARK	B-8.VIII.B.1.	Responds to music in a variety of ways <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.2 Pays attention to sights and sounds
BODY OF KNOWLEDGE	FL.B-8.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (Birth-8 months)
BIG IDEA	B-8.VIII.C.	CREATIVE MOVEMENT

BENCHMARK	B-8.VIII.C.1.	Uses movement to show increasing body awareness in response to own environment Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.B-8.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (Birth-8 months)
BIG IDEA	B-8.VIII.D.	IMAGINATIVE AND CREATIVE PLAY
BENCHMARK	B-8.VIII.D.1.	Imitates familiar experiences in own life Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.B-8.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (Birth-8 months)
BIG IDEA	B-8.VIII.E.	APPRECIATION OF THE ARTS
BENCHMARK	B-8.VIII.D.1.	Responds spontaneously to different forms of art in the environment <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.2 Pays attention to sights and sounds
BODY OF KNOWLEDGE	FL.8-18.I.	PHYSICAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.I.A.	HEALTH AND WELLBEING
BENCHMARK	8-18.I.A.a.	Active Physical Play
INDICATOR	8-18.I.A.a.1.	Engages in physical activities with increasing balance, coordination, endurance and intensity
EXPECTATION	8-18.I.A.a.1.a.	Uses movement and senses to explore and learn <u>GOLD® Objectives for Development and Learning</u> • Objective 4 Demonstrates traveling skills Objective 4.2 Moves to explore immediate environment
BODY OF KNOWLEDGE	FL.8-18.I.	PHYSICAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.I.A.	HEALTH AND WELLBEING
BENCHMARK	8-18.I.A.b.	Safety
INDICATOR	8-18.I.A.b.1.	Shows awareness of safety and increasingly demonstrates knowledge of safe choices and risk assessment when participating in daily activities
EXPECTATION		Not typically observed No Correlations
BODY OF KNOWLEDGE	FL.8-18.I.	PHYSICAL DEVELOPMENT DOMAIN (8-18 months)

BIG IDEA	8-18.I.A.	HEALTH AND WELLBEING
BENCHMARK	8-18.I.A.c.	Personal Care Routines
INDICATOR	8-18.I.A.c.1.	Responds to and initiates care routines that support personal hygiene
EXPECTATION	8-18.I.A.c.1.a.	Responds and cooperates in ways that demonstrate awareness of a hygiene routine (e.g., grabs for washcloth as adult washes child's face) <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self
BODY OF KNOWLEDGE	FL.8-18.I.	PHYSICAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.I.A.	HEALTH AND WELLBEING
BENCHMARK	8-18.I.A.d.	Feeding and Nutrition
INDICATOR	8-18.I.A.d.1.	Responds to feeding or feeds self with increasing efficiency and demonstrates increasing interest in eating habits and making food choices
EXPECTATION	8-18.I.A.d.1.a.	Feeds self some finger food items (feeds self small pieces of food from tray) <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self
EXPECTATION	8-18.I.A.d.1.b.	Shows interest in new foods that are offered <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self
EXPECTATION	8-18.I.A.d.1.c.	Shows preference for food choices <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self
EXPECTATION	8-18.I.A.d.1.d.	Explores food with fingers <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self
BODY OF KNOWLEDGE	FL.8-18.I.	PHYSICAL DEVELOPMENT DOMAIN (8-18 months)

BIG IDEA	8-18.I.B.	MOTOR DEVELOPMENT
BENCHMARK	8-18.I.B.a.	Gross Motor Development
INDICATOR	8-18.I.B.a.1.	Demonstrates use of large muscles for movement, position, strength and coordination
EXPECTATION	8-18.I.B.a.1.a.	Moves from crawling to walking, learns new muscle coordination for each new skill, and how to manage changing ground surfaces <u><i>GOLD</i></u> [®] Objectives for Development and Learning • Objective 4 Demonstrates traveling skills Objective 4.4 Experiments with different ways of moving
BODY OF KNOWLEDGE	FL.8-18.I.	PHYSICAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.I.B.	MOTOR DEVELOPMENT
BENCHMARK	8-18.I.B.a.	Gross Motor Development
INDICATOR	8-18.I.B.a.2.	Demonstrates use of large muscles to move in the environment
EXPECTATION	8-18.I.B.a.2.a.	Uses body position, balance and especially movement to explore and examine materials, activities and spaces (e.g., uses furniture to pull self up) Objective 5 Demonstrates balancing skills Objective 5.4 Experiments with different ways of balancing
BODY OF KNOWLEDGE	FL.8-18.I.	PHYSICAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.I.B.	MOTOR DEVELOPMENT
BENCHMARK	8-18.I.B.b.	Gross Motor Perception (Sensorimotor)
INDICATOR	8-18.I.B.b.1.	Uses perceptual information to guide motions and interactions with objects and other people
EXPECTATION	8-18.I.B.b.1.a.	Begins to act and move with intention and purpose <u><i>GOLD</i></u> [®] Objectives for Development and Learning • Objective 4 Demonstrates traveling skills Objective 4.4 Experiments with different ways of moving
EXPECTATION	8-18.I.B.b.1.b.	Begins to discover how the body fits and moves through space <u><i>GOLD</i></u> [®] Objectives for Development and Learning • Objective 4 Demonstrates traveling skills Objective 4.4 Experiments with different ways of moving
BODY OF KNOWLEDGE	FL.8-18.I.	PHYSICAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.I.B.	MOTOR DEVELOPMENT
BENCHMARK	8-18.I.B.c.	Fine Motor Development
INDICATOR	8-18.I.B.c.1.	Demonstrates increasing precision, strength, coordination and efficiency when using hand muscles for play and functional tasks

EXPECTATION	8-18.I.B.c.1.a.	Uses hands for play and functional tasks (e.g., putting hands on bottle, reaching for and grasping toy) <i>GOLD</i> [®] Objectives for Development and Learning • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands Objective 7a.4 Uses fingers and whole arm movements to manipulate and explore objects
BODY OF KNOWLEDGE	FL.8-18.I.	PHYSICAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.I.B.	MOTOR DEVELOPMENT
BENCHMARK	8-18.I.B.c.	Fine Motor Development
INDICATOR	8-18.I.B.c.2.	Increasingly coordinates hand and eye movements to perform a variety of actions with increasing precision
EXPECTATION	8-18.I.B.c.2.a.	Coordinates the use of arms, hands, fingers to accomplish tasks <i>GOLD</i> [®] Objectives for Development and Learning • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands Objective 7a.4 Uses fingers and whole arm movements to manipulate and explore objects
BODY OF KNOWLEDGE	FL.8-18.II.	APPROACHES TO LEARNING DOMAIN (8-18 months)
BIG IDEA	8-18.II.A.	EAGERNESS AND CURIOSITY
BENCHMARK	8-18.II.A.1.	Begins to show eagerness and curiosity as a learner <i>GOLD</i> [®] Objectives for Development and Learning • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.8-18.II.	APPROACHES TO LEARNING DOMAIN (8-18 months)
BIG IDEA	8-18.II.B.	PERSISTENCE
BENCHMARK	8-18.II.B.1.	Pays attention briefly and persists in repetitive tasks <i>GOLD</i> [®] Objectives for Development and Learning • Objective 11 Demonstrates positive approaches to learning b. Persists Objective 11b.4 Practices an activity many times until successful
BODY OF KNOWLEDGE	FL.8-18.II.	APPROACHES TO LEARNING DOMAIN (8-18 months)
BIG IDEA	8-18.II.C.	CREATIVITY AND INVENTIVENESS
BENCHMARK	8-18.II.C.1.	Approaches and explores new experiences in familiar settings <i>GOLD</i> [®] Objectives for Development and Learning

		<ul style="list-style-type: none"> Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation <p>Objective 11d.2 Uses senses to explore the immediate environment</p>
BODY OF KNOWLEDGE	FL.8-18.II.	APPROACHES TO LEARNING DOMAIN (8-18 months)
BIG IDEA	8-18.II.D.	PLANNING AND REFLECTION
BENCHMARK		Not yet typically observed No Correlations
BODY OF KNOWLEDGE	FL.8-18.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.III.A.	EMOTIONAL FUNCTIONING
BENCHMARK	8-18.III.A.1.	Expresses, identifies and responds to a range of emotions
INDICATOR	8-18.III.A.1.a.	Conveys an expanded repertoire of emotions and adjusts expressions in response to the reactions of familiar adults <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> Objective 1 Regulates own emotions and behaviors a. Manages feelings <p>Objective 1a.4 Comforts self by seeking out special object or person</p>
BODY OF KNOWLEDGE	FL.8-18.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.III.A.	EMOTIONAL FUNCTIONING
BENCHMARK	8-18.III.A.2.	Demonstrates appropriate affect (emotional response) between behavior and facial expression
INDICATOR	8-18.III.A.2.a.	Begins to spontaneously express appropriate emotional gestures and facial expressions according to the situation <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> Objective 1 Regulates own emotions and behaviors a. Manages feelings <p>Objective 1a.4 Comforts self by seeking out special object or person</p>
BODY OF KNOWLEDGE	FL.8-18.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.III.B.	MANAGING EMOTIONS
BENCHMARK	8-18.III.B.1.	Demonstrates ability to self-regulate
INDICATOR	8-18.III.B.1.a.	Soothes with preferred adult during distress to help calm self <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> Objective 1 Regulates own emotions and behaviors a. Manages feelings <p>Objective 1a.4 Comforts self by seeking out special object or person</p>
BODY OF KNOWLEDGE	FL.8-18.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.III.B.	MANAGING EMOTIONS
BENCHMARK	8-18.III.B.2.	Attends to sights, sounds, objects, people and activities

INDICATOR	8-18.III.B.2.a.	Exhibits joint attention <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.8-18.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	8-18.III.C.1.	Develops positive relationships with adults
INDICATOR	8-18.III.C.1.a.	Develops secure and responsive relationships with consistent adults <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.8-18.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	8-18.III.C.2.	Develops positive relationships with peers
INDICATOR	8-18.III.C.2.a.	Shows interest in peers who are playing nearby and interacts with them briefly Objective 2 Establishes and sustains positive relationships c. Interacts with peers Objective 2c.2 Plays near other children; uses similar materials or actions
BODY OF KNOWLEDGE	FL.8-18.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	8-18.III.C.3.	Develops increasing ability to engage in social problem solving
INDICATOR	8-18.III.C.3.a.	Demonstrates emotional expressions to signal for adult assistance <u>GOLD® Objectives for Development and Learning</u> • Objective 3 Participates cooperatively and constructively in group situations b. Solves social problems Objective 3b.2 Expresses feelings during a conflict
BODY OF KNOWLEDGE	FL.8-18.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	8-18.III.C.4.	Exhibits empathy by demonstrating care and concern for others
INDICATOR	8-18.III.C.4.a.	Notices the emotions of others and responds in a manner that shows understanding of that emotion (e.g., smiles when another child is happy, looks concerned when a child is sad) <u>GOLD® Objectives for Development and Learning</u>

		<ul style="list-style-type: none"> • Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues Objective 2b.2 Reacts to others' emotional expressions
BODY OF KNOWLEDGE	FL.8-18.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	8-18.III.D.1.	Develops sense of identity and belonging through play
INDICATOR	8-18.III.D.1.a.	<p>Expectantly bids for attention from adults and other children</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • 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
BODY OF KNOWLEDGE	FL.8-18.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	8-18.III.D.2.	Develops sense of identity and belonging through exploration and persistence
INDICATOR	8-18.III.D.2.a.	<p>Explores for extended periods and delights in discoveries</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • 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
BODY OF KNOWLEDGE	FL.8-18.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	8-18.III.D.3.	Develops sense of identity and belonging through routines, rituals and interactions
INDICATOR	8-18.III.D.3.a.	<p>Responds positively to and expects patterned routines, rituals and interactions initiated by an adult</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • 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
BODY OF KNOWLEDGE	FL.8-18.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (8-18 months)
BIG IDEA	8-18.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	8-18.III.D.4.	Develops sense of self-awareness and independence
INDICATOR	8-18.III.D.4.a.	<p>Begins to use more complex means of communicating (e.g., sounds, gestures, some words) to express need for independence and individuation</p> <p><u>GOLD® Objectives for Development and Learning</u></p>

		<ul style="list-style-type: none"> 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	8-18.III.D.4.b.	<p>Recognizes own abilities and preferences</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> 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	8-18.III.D.4.c.	<p>Responds to name when called</p> <p>Objective 8 Listens to and understands increasingly complex language a. Comprehends language</p> <p>Objective 8a.3 Emerging to 8a.4 Identifies familiar people, animals, and objects when prompted</p>
BODY OF KNOWLEDGE	FL.8-18.IV.	LANGUAGE AND LITERACY DOMAIN (8-18 months)
BIG IDEA	8-18.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	8-18.IV.A.1.	Demonstrates understanding when listening
INDICATOR	8-18.IV.A.1.a.	<p>Engages in multiple back-and-forth communicative interactions with adults as part of sensory, social and emotional experiences (e.g., simple games)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> 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
INDICATOR	8-18.IV.A.1.b.	<p>Uses gestures to direct adult attention</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> 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
INDICATOR	8-18.IV.A.1.c.	<p>Responds to adult’s request using gestures or simple words showing an understanding of what is being said</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> 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
BODY OF KNOWLEDGE	FL.8-18.IV.	LANGUAGE AND LITERACY DOMAIN (8-18 months)
BIG IDEA	8-18.IV.A.	LISTENING AND UNDERSTANDING

BENCHMARK	8-18.IV.A.2.	Increases knowledge through listening
INDICATOR	8-18.IV.A.2.a.	Responds to vocalizations during daily routines <u>GOLD® Objectives for Development and Learning</u> • Objective 8 Listens to and understands increasingly complex language a. Comprehends language Objective 8a.2 Shows an interest in the speech of others
INDICATOR	8-18.IV.A.2.b.	Responds by turning and smiling when name is spoken <u>GOLD® Objectives for Development and Learning</u> • Objective 8 Listens to and understands increasingly complex language a. Comprehends language Objective 8a.2 Shows an interest in the speech of others
INDICATOR	8-18.IV.A.2.c.	Begins to responds to adult questions <u>GOLD® Objectives for Development and Learning</u> • Objective 8 Listens to and understands increasingly complex language a. Comprehends language Objective 8a.4 Identifies familiar people, animals, and objects when prompted
BODY OF KNOWLEDGE	FL.8-18.IV.	LANGUAGE AND LITERACY DOMAIN (8-18 months)
BIG IDEA	8-18.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	8-18.IV.A.3.	Follows directions
INDICATOR	8-18.IV.A.3.a.	Focuses attention on speaker when asked to do something <u>GOLD® Objectives for Development and Learning</u> • 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
BODY OF KNOWLEDGE	FL.8-18.IV.	LANGUAGE AND LITERACY DOMAIN (8-18 months)
BIG IDEA	8-18.IV.B.	SPEAKING
BENCHMARK	8-18.IV.B.1.	Speaks and is understood when speaking
INDICATOR	8-18.IV.B.1.a.	Increases vocalizations <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary Objective 9a.3 Emerging to 9a.4 Names familiar, people, animals, and objects
BODY OF KNOWLEDGE	FL.8-18.IV.	LANGUAGE AND LITERACY DOMAIN (8-18 months)

BIG IDEA	8-18.IV.C.	VOCABULARY
BENCHMARK	8-18.IV.C.1.	Shows an understanding of words and their meanings (receptive)
INDICATOR	8-18.IV.C.1.a.	Looks intently at or points at person or object that has been named with the goal of establishing joint attention <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary Objective 9a.3 Emerging to 9a.4 Names familiar, people, animals, and objects
INDICATOR	8-18.IV.C.1.b.	Responds to specific words and gestures and understands words for common items (typically understands up to 50 words) <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary Objective 9a.3 Emerging to 9a.4 Names familiar, people, animals, and objects
BODY OF KNOWLEDGE	FL.8-18.IV.	LANGUAGE AND LITERACY DOMAIN (8-18 months)
BIG IDEA	8-18.IV.C.	VOCABULARY
BENCHMARK	8-18.IV.C.2.	Uses increased vocabulary to describe objects, actions and events (expressive)
INDICATOR	8-18.IV.C.2.a.	Builds and uses vocabulary through repeated exposure with language, pictures and books (may have a speaking vocabulary of between 10-50 words) <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary Objective 9a.3 Emerging to 9a.4 Names familiar, people, animals, and objects
INDICATOR	8-18.IV.C.2.b.	Communicates with others using words, actions and gestures (e.g., may say one or more understandable but not clearly articulated words) <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary Objective 9a.3 Emerging to 9a.4 Names familiar, people, animals, and objects
BODY OF KNOWLEDGE	FL.8-18.IV.	LANGUAGE AND LITERACY DOMAIN (8-18 months)
BIG IDEA	8-18.IV.D.	SENTENCES AND STRUCTURE
BENCHMARK	8-18.IV.D.1.	Uses age-appropriate grammar in conversations and increasingly complex phrases and sentences
INDICATOR	8-18.IV.D.1.a.	Produces utterances of one, occasionally two, units of meaning in length <u>GOLD® Objectives for Development and Learning</u>

		<ul style="list-style-type: none"> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.2 Uses one- or two-word sentences or phrases
INDICATOR	8-18.IV.D.1.b.	<p>Produces words of which approximately half are nouns</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.2 Uses one- or two-word sentences or phrases
BODY OF KNOWLEDGE	FL.8-18.IV.	LANGUAGE AND LITERACY DOMAIN (8-18 months)
BIG IDEA	8-18.IV.D.	SENTENCES AND STRUCTURE
BENCHMARK	8-18.IV.D.2.	Connects words, phrases and sentences to build ideas
INDICATOR	8-18.IV.D.2.a.	<p>Produces utterances of one to two words that communicate labeling of objects and sometimes actions</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.2 Uses one- or two-word sentences or phrases
BODY OF KNOWLEDGE	FL.8-18.IV.	LANGUAGE AND LITERACY DOMAIN (8-18 months)
BIG IDEA	8-18.IV.E.	CONVERSATION
BENCHMARK	8-18.IV.E.1.	Uses verbal and nonverbal communication and language to express needs and feelings, share experiences and resolve problems
INDICATOR	8-18.IV.E.1.a.	<p>Engages in conversations, asking and responding to simple questions through gestures (e.g., pointing, waving), signs (e.g., “more,” “milk,” “all done”) and single words</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations Objective 10a.4 Initiates and attends to brief conversations
BODY OF KNOWLEDGE	FL.8-18.IV.	LANGUAGE AND LITERACY DOMAIN (8-18 months)
BIG IDEA	8-18.IV.E.	CONVERSATION
BENCHMARK	8-18.IV.E.2.	Asks questions, and responds to adults and peers in a variety of settings
INDICATOR	8-18.IV.E.2.a.	<p>Asks and responds to simple questions using gestures, signs, vocalizations and single words</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations

		Objective 10a.4 Initiates and attends to brief conversations
BODY OF KNOWLEDGE	FL.8-18.IV.	LANGUAGE AND LITERACY DOMAIN (8-18 months)
BIG IDEA	8-18.IV.E.	CONVERSATION
BENCHMARK	8-18.IV.E.3.	Demonstrates understanding of the social conventions of communication and language use
INDICATOR	8-18.IV.E.3.a.	<p>Begins to demonstrate awareness of nonverbal conversational rules by responding to and replicating adult nonverbal eye contact and facial cues</p> <p><u>GOLD® Objectives for Development and Learning</u> • Objective 10 Uses appropriate conversational and other communication skills b. Uses social rules of language Objective 10b.2 Responds to speech by looking toward the speaker; watches for signs of being understood when communicating</p>
INDICATOR	8-18.IV.E.3.b.	<p>Begins to demonstrate awareness of verbal conversational rules (e.g., responding to adult speech with babble, jargoning, and/or single word)</p> <p><u>GOLD® Objectives for Development and Learning</u> • Objective 10 Uses appropriate conversational and other communication skills b. Uses social rules of language Objective 10b.2 Responds to speech by looking toward the speaker; watches for signs of being understood when communicating</p>
BODY OF KNOWLEDGE	FL.8-18.IV.	LANGUAGE AND LITERACY DOMAIN (8-18 months)
BIG IDEA	8-18.IV.F.	EMERGENT READING
BENCHMARK	8-18.IV.F.1.	Shows motivation for and appreciation of reading
INDICATOR	8-18.IV.F.1.a.	<p>Begins to show interest in print and books</p> <p><u>GOLD® Objectives for Development and Learning</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</p>
INDICATOR	8-18.IV.F.1.b.	<p>Begins to learn that pictures represent real objects, events and ideas (stories)</p> <p><u>GOLD® Objectives for Development and Learning</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</p>
BODY OF KNOWLEDGE	FL.8-18.IV.	LANGUAGE AND LITERACY DOMAIN (8-18 months)
BIG IDEA	8-18.IV.F.	EMERGENT READING
BENCHMARK	8-18.IV.F.2.	Shows age-appropriate phonological awareness

INDICATOR		Not typically observed No Correlations
BODY OF KNOWLEDGE	FL.8-18.IV.	LANGUAGE AND LITERACY DOMAIN (8-18 months)
BIG IDEA	8-18.IV.F.	EMERGENT READING
BENCHMARK	8-18.IV.F.3.	Shows alphabetic and print knowledge
INDICATOR		Not typically observed No Correlations
BODY OF KNOWLEDGE	FL.8-18.IV.	LANGUAGE AND LITERACY DOMAIN (8-18 months)
BIG IDEA	8-18.IV.F.	EMERGENT READING
BENCHMARK	8-18.IV.F.4.	Demonstrates comprehension of books read aloud
INDICATOR	8-18.IV.F.4.a.	Interacts with an adult reading a book <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.8-18.IV.	LANGUAGE AND LITERACY DOMAIN (8-18 months)
BIG IDEA	8-18.IV.G.	EMERGENT WRITING
BENCHMARK	8-18.IV.G.1.	Begins to show motivation to engage in written expression and appropriate knowledge of forms and functions of written composition
INDICATOR	8-18.IV.G.1.a.	Makes random marks and scribbles (e.g., scribbles on paper with a crayon or on a small chalkboard with chalk) <u>GOLD® Objectives for Development and Learning</u> • Objective 19 Demonstrates writing skills b. Writes to convey ideas and information Objective 19b.2 Uses drawing, dictation, and scribbles or marks to convey a message
BODY OF KNOWLEDGE	FL.8-18.V.	MATHEMATICAL THINKING DOMAIN (8-18 months)
BIG IDEA	8-18.V.A.	NUMBER SENSE
BENCHMARK	8-18.V.A.1.	Attends to quantities when interacting with objects <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations b. Quantifies Objective 20b.2 Demonstrates understanding of the concepts of one, two, and more
BENCHMARK	8-18.V.A.2.	Communicates using gestures and/or basic words to refer to change in the amount of objects such as asking for “more” or “saying all gone”

		<u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations b. Quantifies Objective 20b.2 Demonstrates understanding of the concepts of one, two, and more
BODY OF KNOWLEDGE	FL.8-18.V.	MATHEMATICAL THINKING DOMAIN (8-18 months)
BIG IDEA	8-18.V.B.	NUMBER AND OPERATIONS
BENCHMARK	8-18.V.B.1.	Notices changes in quantity or missing objects (e.g., looks for a specific toy when noticing that one of three toys is missing) No Correlations
BODY OF KNOWLEDGE	FL.8-18.V.	MATHEMATICAL THINKING DOMAIN (8-18 months)
BIG IDEA	8-18.V.C.	PATTERNS
BENCHMARK	8-18.V.C.1.	Matches objects that have a singular attribute (e.g., color, shape, size) <u>GOLD® Objectives for Development and Learning</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
BENCHMARK	8-18.V.C.2.	Explores two objects by making direct comparisons <u>GOLD® Objectives for Development and Learning</u> • Objective 22 Compares and measures a. Measures objects Objective 22a.2 Makes simple comparisons between two objects
BODY OF KNOWLEDGE	FL.8-18.V.	MATHEMATICAL THINKING DOMAIN (8-18 months)
BIG IDEA	8-18.V.D.	GEOMETRY
BENCHMARK	8-18.V.D.1.	Notices shapes in the environment <u>GOLD® Objectives for Development and Learning</u> • Objective 21 Explores and describes spatial relationships and shapes b. Understands shapes Objective 21b.1 Emerging to 21b.2 Matches two identical shapes
BODY OF KNOWLEDGE	FL.8-18.V.	MATHEMATICAL THINKING DOMAIN (8-18 months)
BIG IDEA	8-18.V.E.	SPATIAL RELATIONS
BENCHMARK	8-18.V.E.1.	Begins to use body to demonstrate an understanding of basic spatial directions (up, down, in, out, around and under) <u>GOLD® Objectives for Development and Learning</u> • Objective 21 Explores and describes spatial relationships and shapes a. Understands spatial relationships Objective 21a.2 Follows simple directions related to position (in, on, under, up, down)

BENCHMARK	8-18.V.E.2.	Explores objects with different shapes <u><i>GOLD</i></u> [®] Objectives for Development and Learning • Objective 21 Explores and describes spatial relationships and shapes b. Understands shapes Objective 21b.1 Emerging to 21b.2 Matches two identical shapes
BODY OF KNOWLEDGE	FL.8-18.V.	MATHEMATICAL THINKING DOMAIN (8-18 months)
BIG IDEA	8-18.V.F.	MEASUREMENT AND DATA
BENCHMARK	8-18.V.F.1.	Explores and shows awareness of the size and weight of object with adult assistance <u><i>GOLD</i></u> [®] Objectives for Development and Learning • Objective 22 Compares and measures a. Measures objects Objective 22a.2 Makes simple comparisons between two objects
BODY OF KNOWLEDGE	FL.8-18.VI.	SCIENTIFIC INQUIRY DOMAIN (8-18 months)
BIG IDEA	8-18.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	8-18.VI.A.1.	Uses senses to explore and understand their social and physical environment
INDICATOR	8-18.VI.A.1.a.	Uses senses and a variety of actions to explore people and objects in the world around them (e.g., mouthing, touching, shaking and dropping) <u><i>GOLD</i></u> [®] Objectives for Development and Learning • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.8-18.VI.	SCIENTIFIC INQUIRY DOMAIN (8-18 months)
BIG IDEA	8-18.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	8-18.VI.A.2.	Uses tools in scientific inquiry
INDICATOR	8-18.VI.A.2.a.	Responds in varied ways to people and objects and manipulates objects in a purposeful way (e.g., uses a toy to make sounds on a xylophone) <u><i>GOLD</i></u> [®] Objectives for Development and Learning • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.8-18.VI.	SCIENTIFIC INQUIRY DOMAIN (8-18 months)
BIG IDEA	8-18.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	8-18.VI.A.3.	Uses understanding of causal relationships to act on social and physical environments
INDICATOR	8-18.VI.A.3.a.	Explores cause and effect by engaging in purposeful actions to cause things to happen (e.g., splashes in water)

		<u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning b. Persists Objective 11b.2 Repeats actions to obtain similar results
BODY OF KNOWLEDGE	FL.8-18.VI.	SCIENTIFIC INQUIRY DOMAIN (8-18 months)
BIG IDEA	8-18.VI.B.	LIFE SCIENCE
BENCHMARK	8-18.VI.B.1.	Demonstrates knowledge related to living things and their environments
INDICATOR	8-18.VI.B.1.a.	Begins to explore, interact with and identify some plants and animals (e.g., interaction through real-world, literacy and videos) <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.8-18.VI.	SCIENTIFIC INQUIRY DOMAIN (8-18 months)
BIG IDEA	8-18.VI.C.	PHYSICAL SCIENCE
BENCHMARK	8-18.VI.C.1.	Demonstrates knowledge related to physical science
INDICATOR	8-18.VI.C.1.a.	Demonstrates ability to move objects <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
INDICATOR	8-18.VI.C.1.b.	Begins to observe that objects move at different speeds (e.g., wind-up toys, swings) <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
INDICATOR	8-18.VI.C.1.c.	Begins to manipulate, explore and play with objects to gain knowledge about them (e.g., moving, filling, dumping, smelling) <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
INDICATOR	8-18.VI.C.1.d.	Begins to explore solids and liquids to gain knowledge about them (e.g., soap and water in the bathtub) <u>GOLD® Objectives for Development and Learning</u>

		<ul style="list-style-type: none"> Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation <p>Objective 11d.2 Uses senses to explore the immediate environment</p>
BODY OF KNOWLEDGE	FL.8-18.VI.	SCIENTIFIC INQUIRY DOMAIN (8-18 months)
BIG IDEA	8-18.VI.D.	EARTH AND SPACE SCIENCE
BENCHMARK	8-18.VI.D.1.	Demonstrates knowledge related to the dynamic properties of earth and sky
INDICATOR	8-18.VI.D.1.a.	<p>Explores water (e.g., plastic cups or containers in the bathtub)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation <p>Objective 11d.2 Uses senses to explore the immediate environment</p>
INDICATOR	8-18.VI.D.1.b.	<p>Explores sand, soil and mud</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation <p>Objective 11d.2 Uses senses to explore the immediate environment</p>
INDICATOR	8-18.VI.D.1.c.	<p>Begins to observe the sun, clouds and transition from day to night</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation <p>Objective 11d.2 Uses senses to explore the immediate environment</p>
INDICATOR	8-18.VI.D.1.d.	<p>Begins to identify day and night</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation <p>Objective 11d.2 Uses senses to explore the immediate environment</p>
BODY OF KNOWLEDGE	FL.8-18.VI.	SCIENTIFIC INQUIRY DOMAIN (8-18 months)
BIG IDEA	8-18.VI.E.	ENVIRONMENT
BENCHMARK	8-18.VI.E.1.	Demonstrates awareness of relationship to people, objects and living/non-living things in their environment
INDICATOR	8-18.VI.E.1.a.	<p>Begins to identify familiar people and objects in the environment</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 12 Remembers and connects experiences a. Recognizes and recalls <p>Objective 12a.2 Recognizes familiar people, places, and objects; looks for hidden object where it was last seen</p>

BODY OF KNOWLEDGE	FL.8-18.VI.	SCIENTIFIC INQUIRY DOMAIN (8-18 months)
BIG IDEA	8-18.VI.F.	ENGINEERING AND TECHNOLOGY
BENCHMARK	8-18.VI.F.1.	Shows interest and understanding of how simple tools and machines assist with solving problems or creating objects and structures
INDICATOR	8-18.VI.F.1.a.	Attempts to use objects as tools <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.8-18.VII.	SOCIAL STUDIES DOMAIN (8-18 months)
BIG IDEA	8-18.VII.A.	CULTURE
BENCHMARK	8-18.VII.A.1.	Begins to participate in own family practices (traditions, celebrations, songs, food or language) <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.8-18.VII.	SOCIAL STUDIES DOMAIN (8-18 months)
BIG IDEA	8-18.VII.B.	INDIVIDUAL DEVELOPMENT AND IDENTITY
BENCHMARK	8-18.VII.B.1.	Begins to recognize characteristics of self (eyes, nose and hair) <u>GOLD® Objectives for Development and Learning</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
BENCHMARK	8-18.VII.B.2.	Begins to recognize ability to impact surroundings <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning c. Solves problems Objective 11c.2 Reacts to a problem; seeks to achieve a specific goal
BODY OF KNOWLEDGE	FL.8-18.VII.	SOCIAL STUDIES DOMAIN (8-18 months)
BIG IDEA	8-18.VII.C.	INDIVIDUALS AND GROUPS
BENCHMARK	8-18.VII.C.1.	Identifies family members <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.8-18.VII.	SOCIAL STUDIES DOMAIN (8-18 months)
BIG IDEA	8-18.VII.D.	SPACES, PLACES AND ENVIRONMENTS
BENCHMARK	8-18.VII.D.1.	Responds in varied ways to people and objects <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.8-18.VII.	SOCIAL STUDIES DOMAIN (8-18 months)
BIG IDEA	8-18.VII.E.	TIME, CONTINUITY AND CHANGE
BENCHMARK	8-18.VII.E.1.	Responds to schedules <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.8-18.VII.	SOCIAL STUDIES DOMAIN (8-18 months)
BIG IDEA	8-18.VII.F.	GOVERNANCE, CIVIC IDEALS AND PRACTICES
BENCHMARK	8-18.VII.F.1.	Responds to simple requests <u>GOLD® Objectives for Development and Learning</u> • 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
BENCHMARK	8-18.VII.F.2.	Begins to recognize cause and effect of actions <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning b. Persists Objective 11b.2 Repeats actions to obtain similar results
BENCHMARK	8-18.VII.F.3.	Responds in varied ways to people and objects <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.8-18.VII.	SOCIAL STUDIES DOMAIN (8-18 months)

BIG IDEA	8-18.VII.G.	ECONOMICS AND RESOURCES
BENCHMARK	8-18.VII.G.1.	Begins to communicate wants and needs <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.8-18.VII.	SOCIAL STUDIES DOMAIN (8-18 months)
BIG IDEA	8-18.VII.H.	TECHNOLOGY AND OUR WORLD
BENCHMARK	8-18.VII.H.1.	Responds in varied ways to people and objects <u>NGOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.8-18.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (8-18 months)
BIG IDEA	8-18.VIII.A.	SENSORY ART EXPERIENCE
BENCHMARK	8-18.VIII.A.1.	Chooses from a wide variety of open-ended, diverse and process-oriented sensory materials to engage in the art experience <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.8-18.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (8-18 months)
BIG IDEA	8-18.VIII.B.	MUSIC
BENCHMARK	8-18.VIII.B.1.	Begins to discover and engage in creative music experiences <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.8-18.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (8-18 months)
BIG IDEA	8-18.VIII.C.	CREATIVE MOVEMENT
BENCHMARK	8-18.VIII.C.1.	Begins to use movement to express feelings and/or communicate an idea <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation

		Objective 11d.2 Uses senses to explore the immediate environment
BENCHMARK	8-18.VIII.C.2.	Spontaneously responds and moves in creative ways while listening to music or sounds, stories and/or verbal cues <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.8-18.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (8-18 months)
BIG IDEA	8-18.VIII.D.	IMAGINATIVE AND CREATIVE PLAY
BENCHMARK	8-18.VIII.D.1.	Imitates and initiates familiar experiences in own life using a variety of objects in the environment <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.8-18.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (8-18 months)
BIG IDEA	8-18.VIII.E.	APPRECIATION OF THE ARTS
BENCHMARK	8-18.VIII.E.1.	Shows curiosity in different forms of artistic expressions (e.g., music, art and dance) <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment

Ages 18-24 months

BODY OF KNOWLEDGE	FL.18-24.I.	PHYSICAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.I.A.	HEALTH AND WELLBEING
BENCHMARK	18-24.I.A.a.	Active Physical Play
INDICATOR	18-24.I.A.a.1.	Engages in physical activities with increasing balance, coordination, endurance and intensity
EXPECTATION	18-24.I.A.a.1.a.	Engages in brief instances of physical play (e.g., pushes wheeled toy for short distance, puts toys in wagon and pulls wagon around the room)

		<i>GOLD</i> [®] Objectives for Development and Learning • Objective 4 Demonstrates traveling skills Objective 4.4 Experiments with different ways of moving
BODY OF KNOWLEDGE	FL.18-24.I.	PHYSICAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.I.A.	HEALTH AND WELLBEING
BENCHMARK	18-24.I.A.b.	Safety
INDICATOR	18-24.I.A.b.1.	Shows awareness of safety and increasingly demonstrates knowledge of safe choices and risk assessment when participating in daily activities
EXPECTATION	18-24.I.A.b.1.a.	Follows adult’s guidance about basic safety practices (e.g., use walking feet, pet gently, hold familiar adult’s hand when crossing street) <i>GOLD</i> [®] Objectives for Development and Learning • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self
BODY OF KNOWLEDGE	FL.18-24.I.	PHYSICAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.I.A.	HEALTH AND WELLBEING
BENCHMARK	18-24.I.A.c.	Personal Care Routines
INDICATOR	18-24.I.A.c.1.	Responds to and initiates care routines that support personal hygiene
EXPECTATION	18-24.I.A.c.1.a.	Actively participates in simple steps of hygiene routines with adult <i>GOLD</i> [®] Objectives for Development and Learning • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self
BODY OF KNOWLEDGE	FL.18-24.I.	PHYSICAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.I.A.	HEALTH AND WELLBEING
BENCHMARK	18-24.I.A.d.	Feeding and Nutrition
INDICATOR	18-24.I.A.d.1.	Responds to feeding or feeds self with increasing efficiency and demonstrates increasing interest in eating habits and making food choices
EXPECTATION	18-24.I.A.d.1.a.	Periodically feeds self some foods using developmentally appropriate basic utensils, sometimes needing help <i>GOLD</i> [®] Objectives for Development and Learning • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self

EXPECTATION	18-24.I.A.d.1.b.	Shows willingness to try new foods when offered on multiple occasions <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self
EXPECTATION	18-24.I.A.d.1.c.	Sometimes makes choices about which foods to eat when offered several choices <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self
EXPECTATION	18-24.I.A.d.1.d.	Distinguishes between food and non-food items <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self
BODY OF KNOWLEDGE	FL.18-24.I.	PHYSICAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.I.B.	MOTOR DEVELOPMENT
BENCHMARK	18-24.I.B.a.	Gross Motor Development
INDICATOR	18-24.I.B.a.1.	Demonstrates use of large muscles for movement, position, strength and coordination
EXPECTATION	18-24.I.B.a.1.a.	Begins to gain control of a variety of postures and movements including stooping, going from sitting to standing, running and jumping <u>GOLD® Objectives for Development and Learning</u> • Objective 4 Demonstrates traveling skills Objective 4.4 Experiments with different ways of moving
BODY OF KNOWLEDGE	FL.18-24.I.	PHYSICAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.I.B.	MOTOR DEVELOPMENT
BENCHMARK	18-24.I.B.a.	Gross Motor Development
INDICATOR	18-24.I.B.a.2.	Demonstrates use of large muscles to move in the environment
EXPECTATION	18-24.I.B.a.2.a.	Uses complex movements, body positions and postures to participate in active and quiet, indoor and outdoor play <u>GOLD® Objectives for Development and Learning</u> • Objective 4 Demonstrates traveling skills Objective 4.4 Experiments with different ways of moving
BODY OF KNOWLEDGE	FL.18-24.I.	PHYSICAL DEVELOPMENT DOMAIN (18-24 months)

BIG IDEA	18-24.I.B.	MOTOR DEVELOPMENT
BENCHMARK	18-24.I.B.b.	Gross Motor Perception (Sensorimotor)
INDICATOR	18-24.I.B.b.1.	Uses perceptual information to guide motions and interactions with objects and other people
EXPECTATION	18-24.I.B.b.1.a.	Acts and moves with intention and purpose <u><i>GOLD</i></u> [®] Objectives for Development and Learning • Objective 4 Demonstrates traveling skills Objective 4.4 Experiments with different ways of moving
EXPECTATION	18-24.I.B.b.1.b.	Begins to demonstrate awareness of own body in space <u><i>GOLD</i></u> [®] Objectives for Development and Learning • Objective 4 Demonstrates traveling skills Objective 4.4 Experiments with different ways of moving
EXPECTATION	18-24.I.B.b.1.c.	Begins to coordinate perceptual information and motor actions to participate and play in daily routines (e.g., singing songs with hand motions or rolling ball) <u><i>GOLD</i></u> [®] Objectives for Development and Learning • Objective 4 Demonstrates traveling skills Objective 4.4 Experiments with different ways of moving
BODY OF KNOWLEDGE	FL.18-24.I.	PHYSICAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.I.B.	MOTOR DEVELOPMENT
BENCHMARK	18-24.I.B.c.	Fine Motor Development
INDICATOR	18-24.I.B.c.1.	Demonstrates increasing precision, strength, coordination and efficiency when using hand muscles for play and functional tasks
EXPECTATION	18-24.I.B.c.1.a.	Gains control of hands and fingers <u><i>GOLD</i></u> [®] Objectives for Development and Learning • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands Objective 7a.4 Uses fingers and whole arm movements to manipulate and explore objects
BODY OF KNOWLEDGE	FL.18-24.I.	PHYSICAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.I.B.	MOTOR DEVELOPMENT
BENCHMARK	18-24.I.B.c.	Fine Motor Development
INDICATOR	18-24.I.B.c.2.	Increasingly coordinates hand and eye movements to perform a variety of actions with increasing precision
EXPECTATION	18-24.I.B.c.2.a.	Uses hand-eye coordination when participating in routines, play and activities (e.g., painting at an easel, putting objects into shape sorter, putting blocks into defined space, tearing paper)

		<p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands <p>Objective 7a.4 Uses fingers and whole arm movements to manipulate and explore objects</p>
BODY OF KNOWLEDGE	FL.18-24.II.	APPROACHES TO LEARNING DOMAIN (18-24 months)
BIG IDEA	18-24.II.A.	EAGERNESS AND CURIOSITY
BENCHMARK	18-24.II.A.1.	<p>Shows eagerness and curiosity as a learner</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation <p>Objective 11d.2 Uses senses to explore the immediate environment</p>
BODY OF KNOWLEDGE	FL.18-24.II.	APPROACHES TO LEARNING DOMAIN (18-24 months)
BIG IDEA	18-24.II.B.	PERSISTENCE
BENCHMARK	18-24.II.B.1.	<p>Pays attention for longer periods of time and persists at preferred activities</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 11 Demonstrates positive approaches to learning b. Persists <p>Objective 11b.4 Practices an activity many times until successful</p>
BODY OF KNOWLEDGE	FL.18-24.II.	APPROACHES TO LEARNING DOMAIN (18-24 months)
BIG IDEA	18-24.II.C.	CREATIVITY AND INVENTIVENESS
BENCHMARK	18-24.II.C.1.	<p>Explores the various new properties and uses for familiar objects and experiences</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 11 Demonstrates positive approaches to learning e. Shows flexibility and inventiveness in thinking <p>Objective 11e.2 Imitates others in using objects in new and/or unanticipated ways</p>
BODY OF KNOWLEDGE	FL.18-24.II.	APPROACHES TO LEARNING DOMAIN (18-24 months)
BIG IDEA	18-24.II.D.	PLANNING AND REFLECTION
BENCHMARK		<p>Not yet typically observed</p> <p>No Correlations</p>
BODY OF KNOWLEDGE	FL.18-24.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.III.A.	EMOTIONAL FUNCTIONING
BENCHMARK	18-24.III.A.1.	Expresses, identifies and responds to a range of emotions
INDICATOR	18-24.III.A.1.a.	<p>Begins to physically respond to the feelings of others</p> <p><u>GOLD® Objectives for Development and Learning</u></p>

		<ul style="list-style-type: none"> Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues Objective 2b.2 Reacts to others' emotional expressions
BODY OF KNOWLEDGE	FL.18-24.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.III.A.	EMOTIONAL FUNCTIONING
BENCHMARK	18-24.III.A.2.	Demonstrates appropriate affect (emotional response) between behavior and facial expression
INDICATOR	18-24.III.A.2.a.	<p>Begins to put words to emotions in interactions with others</p> <p><u>N GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues Objective 2b.2 Reacts to others' emotional expressions
BODY OF KNOWLEDGE	FL.18-24.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.III.B.	MANAGING EMOTIONS
BENCHMARK	18-24.III.B.1.	Demonstrates ability to self-regulate
INDICATOR	18-24.III.B.1.a.	<p>Looks to adults to soothe and may use a transitional object during times of distress</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 1 Regulates own emotions and behaviors a. Manages feelings Objective 1a.4 Comforts self by seeking out special object or person
BODY OF KNOWLEDGE	FL.18-24.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.III.B.	MANAGING EMOTIONS
BENCHMARK	18-24.III.B.2.	Attends to sights, sounds, objects, people and activities
INDICATOR	18-24.III.B.2.a.	<p>Maintains focus for longer periods of time and persists at preferred activities</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> Objective 11 Demonstrates positive approaches to learning b. Persists Objective 11b.4 Practices an activity many times until successful
BODY OF KNOWLEDGE	FL.18-24.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	18-24.III.C.1.	Develops positive relationships with adults
INDICATOR	18-24.III.C.1.a.	<p>Enjoys games and other social exchanges with familiar adults</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> 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

BODY OF KNOWLEDGE	FL.18-24.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	18-24.III.C.2.	Develops positive relationships with peers
INDICATOR	18-24.III.C.2.a.	Plays alongside peers and engages in simple turn-taking <u>GOLD® Objectives for Development and Learning</u> • Objective 2 Establishes and sustains positive relationships c. Interacts with peers Objective 2c.2 Plays near other children; uses similar materials or actions
BODY OF KNOWLEDGE	FL.18-24.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	18-24.III.C.3.	Develops increasing ability to engage in social problem solving
INDICATOR	18-24.III.C.3.a.	May imitate others in resolving problems using simple actions • Objective 3 Participates cooperatively and constructively in group situations b. Solves social problems Objective 3b.3 Emerging to 3b.4 Seeks adult help to resolve social problems
BODY OF KNOWLEDGE	FL.18-24.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	18-24.III.C.4.	Exhibits empathy by demonstrating care and concern for others
INDICATOR	18-24.III.C.4.a.	Notices the emotions of others and engages in an intentional action in response <u>GOLD® Objectives for Development and Learning</u> • Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues Objective 2b.2 Reacts to others' emotional expressions
BODY OF KNOWLEDGE	FL.18-24.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	18-24.III.D.1.	Develops sense of identity and belonging through play
INDICATOR	18-24.III.D.1.a.	Seeks out preferred companions and eagerly engages in parallel play with others <u>GOLD® Objectives for Development and Learning</u> • Objective 2 Establishes and sustains positive relationships c. Interacts with peers Objective 2c.2 Plays near other children; uses similar materials or actions
BODY OF KNOWLEDGE	FL.18-24.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	18-24.III.D.2.	Develops sense of identity and belonging through exploration and persistence
INDICATOR	18-24.III.D.2.a.	Capable of sustained independent play at activities the child enjoys

		<u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.4 Sustains interest in working on a task, especially when adults offer suggestions, questions, and comments
BODY OF KNOWLEDGE	FL.18-24.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	18-24.III.D.3.	Develops sense of identity and belonging through routines, rituals and interactions
INDICATOR	18-24.III.D.3.a.	Begins to initiate and participate in some familiar routines and rituals <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self
BODY OF KNOWLEDGE	FL.18-24.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (18-24 months)
BIG IDEA	18-24.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	18-24.III.D.4.	Develops sense of self-awareness and independence
INDICATOR	18-24.III.D.4.a.	Initiates independent problem-solving efforts but appropriately asks for support from adults when needed <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 3 Participates cooperatively and constructively in group situations b. Solves social problems Objective 3b.4 Seeks adult help to resolve social problems
INDICATOR	18-24.III.D.4.b.	Begins to verbally or non-verbally communicate own preferences <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self
INDICATOR	18-24.III.D.4.c.	Begins to recognize obvious physical similarities and differences between self and others <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.2 Pays attention to sights and sounds
BODY OF KNOWLEDGE	FL.18-24.IV.	LANGUAGE AND LITERACY DOMAIN (18-24 months)
BIG IDEA	18-24.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	18-24.IV.A.1.	Demonstrates understanding when listening

INDICATOR	18-24.IV.A.1.a.	Engages in multiple back-and-forth communicative interactions with adults in purposeful and novel situations and responds to questions, requests and new information <u>GOLD® Objectives for Development and Learning</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	18-24.IV.A.1.b.	Responds appropriately to simple requests <u>GOLD® Objectives for Development and Learning</u> • 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
INDICATOR	18-24.IV.A.1.c.	Uses nonverbal gestures to respond to adult’s language and oral reading <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs a. Uses an expanding expressive vocabulary Objective 9a.2 Vocalizes and gestures to communicate
BODY OF KNOWLEDGE	FL.18-24.IV.	LANGUAGE AND LITERACY DOMAIN (18-24 months)
BIG IDEA	18-24.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	18-24.IV.A.2.	Increases knowledge through listening
INDICATOR	18-24.IV.A.2.a.	Responds verbally and nonverbally to spoken language <u>GOLD® Objectives for Development and Learning</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
INDICATOR	18-24.IV.A.2.b.	Begins to participate in simple conversations <u>GOLD® Objectives for Development and Learning</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
INDICATOR	18-24.IV.A.2.c.	Responds to language during conversations, songs, stories or other experiences <u>GOLD® Objectives for Development and Learning</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

BODY OF KNOWLEDGE	FL.18-24.IV.	LANGUAGE AND LITERACY DOMAIN (18-24 months)
BIG IDEA	18-24.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	18-24.IV.A.3.	Follows directions
INDICATOR	18-24.IV.A.3.a.	Follows simple one-step directions with scaffolding <u>GOLD® Objectives for Development and Learning</u> • 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
BODY OF KNOWLEDGE	FL.18-24.IV.	LANGUAGE AND LITERACY DOMAIN (18-24 months)
BIG IDEA	18-24.IV.B.	SPEAKING
BENCHMARK	18-24.IV.B.1.	Speaks and is understood when speaking
INDICATOR	18-24.IV.B.1.a.	Speaks using new words and phrases and is understood by familiar adult 50 percent of the time <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.18-24.IV.	LANGUAGE AND LITERACY DOMAIN (18-24 months)
BIG IDEA	18-24.IV.C.	VOCABULARY
BENCHMARK	18-24.IV.C.1.	Shows an understanding of words and their meanings (receptive)
INDICATOR	18-24.IV.C.1.a.	Points to pictures in book when named and/or points to body parts when asked <u>GOLD® Objectives for Development and Learning</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	18-24.IV.C.1.b.	Responds to requests (typically understands approximately 300 words) <u>GOLD® Objectives for Development and Learning</u> • Objective 8 Listens to and understands increasingly complex language b. Follows directions Objective 8b.4 Follows simple requests not accompanied by gestures
BODY OF KNOWLEDGE	FL.18-24.IV.	LANGUAGE AND LITERACY DOMAIN (18-24 months)
BIG IDEA	18-24.IV.C.	VOCABULARY
BENCHMARK	18-24.IV.C.2.	Uses increased vocabulary to describe objects, actions and events (expressive)

INDICATOR	18-24.IV.C.2.a.	<p>Uses a number of different words and begins using two or more words together</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar <p>Objective 9c.3 Emerging to 9c.4 Uses three- to four-word sentences; may omit some words or use some words incorrectly</p>
INDICATOR	18-24.IV.C.2.b.	<p>Has a vocabulary of between 50 and 200 words although pronunciation is not always clear</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 9 Uses language to express thoughts and needs b. Speaks clearly <p>Objective 9b.4 Uses some words and word-like sounds and is understood by most familiar people</p>
BODY OF KNOWLEDGE	FL.18-24.IV.	LANGUAGE AND LITERACY DOMAIN (18-24 months)
BIG IDEA	18-24.IV.D.	SENTENCES AND STRUCTURE
BENCHMARK	18-24.IV.D.1.	Uses age-appropriate grammar in conversations and increasingly complex phrases and sentences
INDICATOR	18-24.IV.D.1.a.	<p>Produces utterances of two units of meaning in length</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar <p>Objective 9c.2 Uses one- or two-word sentences or phrases</p>
INDICATOR	18-24.IV.D.1.b.	<p>Produces words of which approximately one-third are nouns with verbs becoming increasingly common</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar <p>Objective 9c.2 Uses one- or two-word sentences or phrases</p>
BODY OF KNOWLEDGE	FL.18-24.IV.	LANGUAGE AND LITERACY DOMAIN (18-24 months)
BIG IDEA	18-24.IV.D.	SENTENCES AND STRUCTURE
BENCHMARK	18-24.IV.D.2.	Connects words, phrases and sentences to build ideas
INDICATOR	18-24.IV.D.2.a.	<p>Produces phrases of two words including labeling (e.g., “that dog”), action/agent (e.g., “mommy hug”) and object/attribute (e.g., “soup hot”)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar

		Objective 9c.2 Uses one- or two-word sentences or phrases
INDICATOR	18-24.IV.D.2.b.	Produces phrases of two words that convey negation (e.g., “no more,” “kitty go”) <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.2 Uses one- or two-word sentences or phrases
BODY OF KNOWLEDGE	FL.18-24.IV.	LANGUAGE AND LITERACY DOMAIN (18-24 months)
BIG IDEA	18-24.IV.E.	CONVERSATION
BENCHMARK	18-24.IV.E.1.	Uses verbal and nonverbal communication and language to express needs and feelings, share experiences and resolve problems
INDICATOR	18-24.IV.E.1.a.	Engages in conversations by combining words or signs to indicate needs, wants or ideas, including one- or two-word questions and statements to initiate conversations <u>GOLD® Objectives for Development and Learning</u> • Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations Objective 10a.4 Initiates and attends to brief conversations
BODY OF KNOWLEDGE	FL.18-24.IV.	LANGUAGE AND LITERACY DOMAIN (18-24 months)
BIG IDEA	18-24.IV.E.	CONVERSATION
BENCHMARK	18-24.IV.E.2.	Asks questions, and responds to adults and peers in a variety of settings
INDICATOR	18-24.IV.E.2.a.	Asks and responds to simple questions using one- to two-word phrases, gestures and facial expressions in back-and-forth exchanges with others <u>GOLD® Objectives for Development and Learning</u> • Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations Objective 10a.4 Initiates and attends to brief conversations
BODY OF KNOWLEDGE	FL.18-24.IV.	LANGUAGE AND LITERACY DOMAIN (18-24 months)
BIG IDEA	18-24.IV.E.	CONVERSATION
BENCHMARK	18-24.IV.E.3.	Demonstrates understanding of the social conventions of communication and language use
INDICATOR	18-24.IV.E.3.a.	Begins to demonstrate awareness of nonverbal conversational rules <u>GOLD® Objectives for Development and Learning</u> • Objective 10 Uses appropriate conversational and other communication skills b. Uses social rules of language Objective 10b.4 Uses appropriate eye contact, pauses, and simple verbal prompts when communicating

INDICATOR	18-24.IV.E.3.b.	<p>Begins to demonstrate awareness of verbal conversational rules (e.g., responding to adult speech with one- to two-word phrases)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 10 Uses appropriate conversational and other communication skills b. Uses social rules of language <p>Objective 10b.4 Uses appropriate eye contact, pauses, and simple verbal prompts when communicating</p>
BODY OF KNOWLEDGE	FL.18-24.IV.	LANGUAGE AND LITERACY DOMAIN (18-24 months)
BIG IDEA	18-24.IV.F.	EMERGENT READING
BENCHMARK	18-24.IV.F.1.	Shows motivation for and appreciation of reading
INDICATOR	18-24.IV.F.1.a.	<p>Shows growing interest in print and books</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 17 Demonstrates knowledge of print and its uses a. Uses and appreciates books and other texts <p>Objective 17a.2 Shows interest in books</p>
INDICATOR	18-24.IV.F.1.b.	<p>Learns that pictures represent real objects, events and ideas (stories)</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 17 Demonstrates knowledge of print and its uses a. Uses and appreciates books and other texts <p>Objective 17a.2 Shows interest in books</p>
BODY OF KNOWLEDGE	FL.18-24.IV.	LANGUAGE AND LITERACY DOMAIN (18-24 months)
BIG IDEA	18-24.IV.F.	EMERGENT READING
BENCHMARK	18-24.IV.F.2.	Shows age-appropriate phonological awareness
INDICATOR		<p>Not typically observed</p> <p>No Correlations</p>
BODY OF KNOWLEDGE	FL.18-24.IV.	LANGUAGE AND LITERACY DOMAIN (18-24 months)
BIG IDEA	18-24.IV.F.	EMERGENT READING
BENCHMARK	18-24.IV.F.3.	Shows alphabetic and print knowledge
INDICATOR		<p>Not typically observed</p> <p>No Correlations</p>
BODY OF KNOWLEDGE	FL.18-24.IV.	LANGUAGE AND LITERACY DOMAIN (18-24 months)
BIG IDEA	18-24.IV.F.	EMERGENT READING
BENCHMARK	18-24.IV.F.4.	Demonstrates comprehension of books read aloud

INDICATOR	18-24.IV.F.4.a.	Points to pictures in a book, making sounds or saying words and interacting with an adult reading a book <u>GOLD® Objectives for Development and Learning</u> • Objective 18 Comprehends and responds to books and other texts a. Interacts during reading experiences, book conversations, and text reflections Objective 18a.2 Contributes particular language from the book at the appropriate time
BODY OF KNOWLEDGE	FL.18-24.IV.	LANGUAGE AND LITERACY DOMAIN (18-24 months)
BIG IDEA	18-24.IV.G.	EMERGENT WRITING
BENCHMARK	18-24.IV.G.1.	Begins to show motivation to engage in written expression and appropriate knowledge of forms and functions of written composition
INDICATOR	18-24.IV.G.1.a.	Makes more controlled scribbling (e.g., using paintbrush and paint or finger in shaving cream) <u>GOLD® Objectives for Development and Learning</u> • Objective 19 Demonstrates writing skills b. Writes to convey ideas and information Objective 19b.3 Emerging to 19b.4 Uses drawing, dictation, and controlled linear scribbles to convey a message
BODY OF KNOWLEDGE	FL.18-24.V.	MATHEMATICAL THINKING DOMAIN (18-24 months)
BIG IDEA	18-24.V.A.	NUMBER SENSE
BENCHMARK	18-24.V.A.1.	Uses number words or sign language to identify small amounts referring to quantity <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations b. Quantifies Objective 20b.2 Demonstrates understanding of the concepts of one, two, and more
BENCHMARK	18-24.V.A.2.	Begins to count groups of one and two objects in daily routine <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations b. Quantifies Objective 20b.2 Demonstrates understanding of the concepts of one, two, and more
BODY OF KNOWLEDGE	FL.18-24.V.	MATHEMATICAL THINKING DOMAIN (18-24 months)
BIG IDEA	18-24.V.B.	NUMBER AND OPERATIONS
BENCHMARK	18-24.V.B.1.	Demonstrates an understanding that “adding to” increases the number of objects in the group <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations b. Quantifies Objective 20b.2 Demonstrates understanding of the concepts of one, two, and more
BODY OF KNOWLEDGE	FL.18-24.V.	MATHEMATICAL THINKING DOMAIN (18-24 months)

BIG IDEA	18-24.V.C.	PATTERNS
BENCHMARK	18-24.V.C.1.	Begins to recognize patterns in the environment (e.g., clap two times) <u>GOLD® Objectives for Development and Learning</u> • Objective 23 Demonstrates knowledge of patterns Objective 23.2 Shows interest in simple patterns in everyday life
BENCHMARK	18-24.V.C.2.	Begins to order three to five objects using one attribute through trial and error <u>GOLD® Objectives for Development and Learning</u> • Objective 22 Compares and measures a. Measures objects Objective 22a.3 Emerging to 22a.4 Compares and orders a small set of objects as appropriate according to size, length, weight, area, or volume
BODY OF KNOWLEDGE	FL.18-24.V.	MATHEMATICAL THINKING DOMAIN (18-24 months)
BIG IDEA	18-24.V.D.	GEOMETRY
BENCHMARK	18-24.V.D.1.	Begins to match basic shapes <u>GOLD® Objectives for Development and Learning</u> • Objective 21 Explores and describes spatial relationships and shapes b. Understands shapes Objective 21b.2 Matches two identical shapes
BENCHMARK	18-24.V.D.2.	Begins to sort familiar objects into two groups based on size No Correlations
BODY OF KNOWLEDGE	FL.18-24.V.	MATHEMATICAL THINKING DOMAIN (18-24 months)
BIG IDEA	18-24.V.E.	SPATIAL RELATIONS
BENCHMARK	18-24.V.E.1.	Uses body to demonstrate an understanding of basic spatial directions through songs, finger plays and games <u>GOLD® Objectives for Development and Learning</u> • Objective 13 Uses classification skills Objective 13.2 Matches similar objects
BENCHMARK	18-24.V.E.2.	Begins to manipulate objects by flipping, sliding and rotating to make them fit <u>GOLD® Objectives for Development and Learning</u> • Objective 21 Explores and describes spatial relationships and shapes b. Understands shapes Objective 21b.2 Matches two identical shapes
BODY OF KNOWLEDGE	FL.18-24.V.	MATHEMATICAL THINKING DOMAIN (18-24 months)
BIG IDEA	18-24.V.F.	MEASUREMENT AND DATA

BENCHMARK	18-24.V.F.1.	Uses appropriate size words or gestures (small, big) to describe objects accurately <u>GOLD® Objectives for Development and Learning</u> • Objective 22 Compares and measures a. Measures objects Objective 22a.2 Makes simple comparisons between two objects
BODY OF KNOWLEDGE	FL.18-24.VI.	SCIENTIFIC INQUIRY DOMAIN (18-24 months)
BIG IDEA	18-24.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	18-24.VI.A.1.	Uses senses to explore and understand their social and physical environment
INDICATOR	18-24.VI.A.1.a.	Begins to identify some sense organs <u>GOLD® Objectives for Development and Learning</u> • Objective 25 Demonstrates knowledge of the characteristics of living things
INDICATOR	18-24.VI.A.1.b.	Explores the nature of sensory materials and experiences (e.g., different textures, sounds, tastes and wind) <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.2 Uses senses to explore the immediate environment
BODY OF KNOWLEDGE	FL.18-24.VI.	SCIENTIFIC INQUIRY DOMAIN (18-24 months)
BIG IDEA	18-24.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	18-24.VI.A.2.	Uses tools in scientific inquiry
INDICATOR	18-24.VI.A.2.a.	Recognizes and uses simple tools as props through play (e.g., spoons or brushes) <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.18-24.VI.	SCIENTIFIC INQUIRY DOMAIN (18-24 months)
BIG IDEA	18-24.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	18-24.VI.A.3.	Uses understanding of causal relationships to act on social and physical environments
INDICATOR	18-24.VI.A.3.a.	Begins to combine simple actions to cause things to happen or change how they interact with objects and people <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.3 Emerging to 11d.4 Explores and investigates ways to make something happen

BODY OF KNOWLEDGE	FL.18-24.VI.	SCIENTIFIC INQUIRY DOMAIN (18-24 months)
BIG IDEA	18-24.VI.B.	LIFE SCIENCE
BENCHMARK	18-24.VI.B.1.	Demonstrates knowledge related to living things and their environments
INDICATOR	18-24.VI.B.1.a.	Explores, interacts with and identifies some plants and animals <u>GOLD® Objectives for Development and Learning</u> • Objective 25 Demonstrates knowledge of the characteristics of living things
BODY OF KNOWLEDGE	FL.18-24.VI.	SCIENTIFIC INQUIRY DOMAIN (18-24 months)
BIG IDEA	18-24.VI.C.	PHYSICAL SCIENCE
BENCHMARK	18-24.VI.C.1.	Demonstrates knowledge related to physical science
INDICATOR	18-24.VI.C.1.a.	Demonstrates ability to push and pull objects Objective 26 Demonstrates knowledge of the physical properties of objects and materials
INDICATOR	18-24.VI.C.1.b.	Observes objects that move at different speeds (e.g., wind-up toys, swings) Objective 26 Demonstrates knowledge of the physical properties of objects and materials
INDICATOR	18-24.VI.C.1.c.	Manipulates, explores and plays with objects to gain knowledge about them (e.g., moving, stacking) Objective 26 Demonstrates knowledge of the physical properties of objects and materials
INDICATOR	18-24.VI.C.1.d.	Explores solids and liquids to gain knowledge about them (e.g., food, water play, finger painting) Objective 26 Demonstrates knowledge of the physical properties of objects and materials
BODY OF KNOWLEDGE	FL.18-24.VI.	SCIENTIFIC INQUIRY DOMAIN (18-24 months)
BIG IDEA	18-24.VI.D.	EARTH AND SPACE SCIENCE
BENCHMARK	18-24.VI.D.1.	Demonstrates knowledge related to the dynamic properties of earth and sky
INDICATOR	18-24.VI.D.1.a.	Engages in structured play with water <u>GOLD® Objectives for Development and Learning</u> • Objective 27 Demonstrates knowledge of Earth’s environment
INDICATOR	18-24.VI.D.1.b.	Engages in structured play with sand, soil and mud activities <u>GOLD® Objectives for Development and Learning</u> • Objective 27 Demonstrates knowledge of Earth’s environment
INDICATOR	18-24.VI.D.1.c.	Identifies the objects in the sky (e.g., clouds, sun, moon and stars)

		<u>GOLD® Objectives for Development and Learning</u> • Objective 27 Demonstrates knowledge of Earth’s environment
INDICATOR	18-24.VI.D.1.d.	Uses basic vocabulary to describe day and night <u>GOLD® Objectives for Development and Learning</u> • Objective 27 Demonstrates knowledge of Earth’s environment
INDICATOR	18-24.VI.D.1.e.	Uses emerging vocabulary to describe basic weather <u>GOLD® Objectives for Development and Learning</u> • Objective 27 Demonstrates knowledge of Earth’s environment
BODY OF KNOWLEDGE	FL.18-24.VI.	SCIENTIFIC INQUIRY DOMAIN (18-24 months)
BIG IDEA	18-24.VI.E.	ENVIRONMENT
BENCHMARK	18-24.VI.E.1.	Demonstrates awareness of relationship to people, objects and living/non-living things in their environment
INDICATOR	18-24.VI.E.1.a.	Identifies familiar people and objects in the environment <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.18-24.VI.	SCIENTIFIC INQUIRY DOMAIN (18-24 months)
BIG IDEA	18-24.VI.F.	ENGINEERING AND TECHNOLOGY
BENCHMARK	18-24.VI.F.1.	Shows interest and understanding of how simple tools and machines assist with solving problems or creating objects and structures
INDICATOR	18-24.VI.F.1.a.	Uses simple tools to explore <u>GOLD® Objectives for Development and Learning</u> • Objective 28 Uses tools and other technology to perform tasks
INDICATOR	18-24.VI.F.1.b.	Explores simple machines through play (e.g., riding toys or push toys) <u>GOLD® Objectives for Development and Learning</u> • Objective 28 Uses tools and other technology to perform tasks
BODY OF KNOWLEDGE	FL.18-24.VII.	SOCIAL STUDIES DOMAIN (18-24 months)
BIG IDEA	18-24.VII.A.	CULTURE
BENCHMARK	18-24.VII.A.1.	Participates in own family practices (traditions, celebrations, songs, food or language) <u>GOLD® Objectives for Development and Learning</u> • Objective 29 Demonstrates knowledge about self
BODY OF KNOWLEDGE	FL.18-24.VII.	SOCIAL STUDIES DOMAIN (18-24 months)

BIG IDEA	18-24.VII.B.	INDIVIDUAL DEVELOPMENT AND IDENTITY
BENCHMARK	18-24.VII.B.1.	Recognizes characteristics of self (eyes, nose and hair) <u>GOLD® Objectives for Development and Learning</u> • Objective 29 Demonstrates knowledge about self
BENCHMARK	18-24.VII.B.2.	Recognizes ability to impact surroundings <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning c. Solves problems Objective 11c.2 Reacts to a problem; seeks to achieve a specific goal
BODY OF KNOWLEDGE	FL.18-24.VII.	SOCIAL STUDIES DOMAIN (18-24 months)
BIG IDEA	18-24.VII.C.	INDIVIDUALS AND GROUPS
BENCHMARK	18-24.VII.C.1.	Begins to recognize self as separate from others <u>GOLD® Objectives for Development and Learning</u> • Objective 29 Demonstrates knowledge about self
BENCHMARK	18-24.VII.C.2.	Begins to respond to the needs of others (e.g., peers and family members) <u>GOLD® Objectives for Development and Learning</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
BENCHMARK	18-24.VII.C.3.	Begins to participate in routines (e.g., family, classroom, school and community) <u>GOLD® Objectives for Development and Learning</u> • Objective 3 Participates cooperatively and constructively in group situations a. Balances needs and rights of self and others Objective 3a.2 Responds appropriately to others' expressions of wants
BODY OF KNOWLEDGE	FL.18-24.VII.	SOCIAL STUDIES DOMAIN (18-24 months)
BIG IDEA	18-24.VII.D.	SPACES, PLACES AND ENVIRONMENTS
BENCHMARK	18-24.VII.D.1.	Begins to recognize own personal space <u>GOLD® Objectives for Development and Learning</u> • Objective 29 Demonstrates knowledge about self
BODY OF KNOWLEDGE	FL.18-24.VII.	SOCIAL STUDIES DOMAIN (18-24 months)
BIG IDEA	18-24.VII.E.	TIME, CONTINUITY AND CHANGE
BENCHMARK	18-24.VII.E.1.	Recognizes and responds to schedules (e.g., time to eat when hungry) <u>GOLD® Objectives for Development and Learning</u>

		<ul style="list-style-type: none"> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self
BODY OF KNOWLEDGE	FL.18-24.VII.	SOCIAL STUDIES DOMAIN (18-24 months)
BIG IDEA	18-24.VII.F.	GOVERNANCE, CIVIC IDEALS AND PRACTICES
BENCHMARK	18-24.VII.F.1.	Begins to follow simple requests <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 8 Listens to and understands increasingly complex language b. Follows directions Objective 8b.4 Follows simple requests not accompanied by gestures
BENCHMARK	18-24.VII.F.2.	Responds to problems in the environment <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 3 Participates cooperatively and constructively in group situations b. Solves social problems Objective 3b.2 Expresses feelings during a conflict
BENCHMARK	18-24.VII.F.3.	Shows more complex responses to people and objects <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 3 Participates cooperatively and constructively in group situations b. Solves social problems Objective 3b.2 Expresses feelings during a conflict
BODY OF KNOWLEDGE	FL.18-24.VII.	SOCIAL STUDIES DOMAIN (18-24 months)
BIG IDEA	18-24.VII.G.	ECONOMICS AND RESOURCES
BENCHMARK	18-24.VII.G.1.	Communicates wants and needs to others <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.4 Seeks to do things for self
BODY OF KNOWLEDGE	FL.18-24.VII.	SOCIAL STUDIES DOMAIN (18-24 months)
BIG IDEA	18-24.VII.H.	TECHNOLOGY AND OUR WORLD
BENCHMARK	18-24.VII.H.1.	Begins to recognize there are tools and machines (e.g., spoon for eating, cups and containers used in play, or wagon or cart used in the play area) <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 28 Uses tools and other technology to perform tasks
BODY OF KNOWLEDGE	FL.18-24.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (18-24 months)

BIG IDEA	18-24.VIII.A.	SENSORY ART EXPERIENCE
BENCHMARK	18-24.VIII.A.1.	Combines a variety of open-ended, process-oriented and diverse art materials to explore technique with intention <u>GOLD® Objectives for Development and Learning</u> • Objective 33 Explores the visual arts
BODY OF KNOWLEDGE	FL.18-24.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (18-24 months)
BIG IDEA	18-24.VIII.B.	MUSIC
BENCHMARK	18-24.VIII.B.1.	Discovers and engages in creative music experiences <u>GOLD® Objectives for Development and Learning</u> • Objective 34 Explores musical concepts and expression
BODY OF KNOWLEDGE	FL.18-24.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (18-24 months)
BIG IDEA	18-24.VIII.C.	CREATIVE MOVEMENT
BENCHMARK	18-24.VIII.C.1.	Uses movement to express feelings and/or communicate an idea <u>GOLD® Objectives for Development and Learning</u> • Objective 35 Explores dance and movement concepts
BENCHMARK	18-24.VIII.C.2.	Responds and moves in creative ways while listening to music, stories and/or verbal cues <u>GOLD® Objectives for Development and Learning</u> • Objective 35 Explores dance and movement concepts
BODY OF KNOWLEDGE	FL.18-24.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (18-24 months)
BIG IDEA	18-24.VIII.D.	IMAGINATIVE AND CREATIVE PLAY
BENCHMARK	18-24.VIII.D.1.	Purposefully begins to engage in and explore imaginative and creative play with a variety of objects in the environment <u>GOLD® Objectives for Development and Learning</u> • Objective 36 Explores drama through actions and language
BODY OF KNOWLEDGE	FL.18-24.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (18-24 months)
BIG IDEA	18-24.VIII.E.	APPRECIATION OF THE ARTS
BENCHMARK	18-24.VIII.E.1.	Begins to respond to own art and to a variety of artistic expressions of others <u>GOLD® Objectives for Development and Learning</u> • Objective 33 Explores the visual arts
BENCHMARK	18-24.VIII.E.2.	Begins to show preferences for various art forms

GOLD® Objectives for Development and Learning
• Objective 33 Explores the visual arts

Ages 24-36 months

BODY OF KNOWLEDGE	FL.24-36.I.	PHYSICAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.I.A.	HEALTH AND WELLBEING
BENCHMARK	24-36.I.A.a.	Active Physical Play
INDICATOR	24-36.I.A.a.1.	Engages in physical activities with increasing balance, coordination, endurance and intensity
EXPECTATION	24-36.I.A.a.1.a.	Engages in active physical play for short periods of time <u>GOLD® Objectives for Development and Learning</u> • Objective 4 Demonstrates traveling skills Objective 4.4 Experiments with different ways of moving
BODY OF KNOWLEDGE	FL.24-36.I.	PHYSICAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.I.A.	HEALTH AND WELLBEING
BENCHMARK	24-36.I.A.b.	Safety
INDICATOR	24-36.I.A.b.1.	Shows awareness of safety and increasingly demonstrates knowledge of safe choices and risk assessment when participating in daily activities
EXPECTATION	24-36.I.A.b.1.a.	Demonstrates difference between safe and unsafe play behaviors (e.g., chairs are for sitting, keeps inappropriate items out of nose/mouth) <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.6 Demonstrates confidence in meeting own needs
BODY OF KNOWLEDGE	FL.24-36.I.	PHYSICAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.I.A.	HEALTH AND WELLBEING
BENCHMARK	24-36.I.A.c.	Personal Care Routines
INDICATOR	24-36.I.A.c.1.	Responds to and initiates care routines that support personal hygiene
EXPECTATION	24-36.I.A.c.1.a.	Carries out some steps of own personal hygiene routines with specific adult guidance or demonstration <u>GOLD® Objectives for Development and Learning</u>

		<ul style="list-style-type: none"> Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.6 Demonstrates confidence in meeting own needs
BODY OF KNOWLEDGE	FL.24-36.I.	PHYSICAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.I.A.	HEALTH AND WELLBEING
BENCHMARK	24-36.I.A.d.	Feeding and Nutrition
INDICATOR	24-36.I.A.d.1.	Responds to feeding or feeds self with increasing efficiency and demonstrates increasing interest in eating habits and making food choices
EXPECTATION	24-36.I.A.d.1.a.	Feeds self a wide variety of foods using developmentally appropriate basic utensils <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.6 Demonstrates confidence in meeting own needs
EXPECTATION	24-36.I.A.d.1.b.	Expresses preferences about foods, specifically likes or dislikes <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.6 Demonstrates confidence in meeting own needs
EXPECTATION	24-36.I.A.d.1.c.	Communicates to adults when hungry, thirsty or has had enough to eat <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.6 Demonstrates confidence in meeting own needs
BODY OF KNOWLEDGE	FL.24-36.I.	PHYSICAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.I.B.	MOTOR DEVELOPMENT
BENCHMARK	24-36.I.B.a.	Gross Motor Development
INDICATOR	24-36.I.B.a.1.	Demonstrates use of large muscles for movement, position, strength and coordination
EXPECTATION	24-36.I.B.a.1.a.	Gains control of a variety of postures and movements including stooping, going from sitting to standing, running and jumping <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> Objective 4 Demonstrates traveling skills Objective 4.4 Experiments with different ways of moving
BODY OF KNOWLEDGE	FL.24-36.I.	PHYSICAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.I.B.	MOTOR DEVELOPMENT
BENCHMARK	24-36.I.B.a.	Gross Motor Development

INDICATOR	24-36.I.B.a.2.	Demonstrates use of large muscles to move in the environment
EXPECTATION	24-36.I.B.a.2.a.	Uses a variety of increasingly complex movements, body positions and postures to participate in active and quiet, indoor and outdoor play <u>GOLD® Objectives for Development and Learning</u> • Objective 4 Demonstrates traveling skills Objective 4.4 Experiments with different ways of moving
BODY OF KNOWLEDGE	FL.24-36.I.	PHYSICAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.I.B.	MOTOR DEVELOPMENT
BENCHMARK	24-36.I.B.b.	Gross Motor Perception (Sensorimotor)
INDICATOR	24-36.I.B.b.1.	Uses perceptual information to guide motions and interactions with objects and other people
EXPECTATION	24-36.I.B.b.1.a.	Develops independence through coordinated and purposeful movements and activities <u>GOLD® Objectives for Development and Learning</u> • Objective 4 Demonstrates traveling skills Objective 4.4 Experiments with different ways of moving
EXPECTATION	24-36.I.B.b.1.b.	Demonstrates awareness of own body in space <u>GOLD® Objectives for Development and Learning</u> • Objective 4 Demonstrates traveling skills Objective 4.4 Experiments with different ways of moving
EXPECTATION	24-36.I.B.b.1.c.	Coordinates perceptual information and motor actions to participate in play and activities (e.g., singing songs with hand motions or rolling/catching ball) <u>GOLD® Objectives for Development and Learning</u> • Objective 4 Demonstrates traveling skills Objective 4.4 Experiments with different ways of moving
BODY OF KNOWLEDGE	FL.24-36.I.	PHYSICAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.I.B.	MOTOR DEVELOPMENT
BENCHMARK	24-36.I.B.c.	Fine Motor Development
INDICATOR	24-36.I.B.c.1.	Demonstrates increasing precision, strength, coordination and efficiency when using hand muscles for play and functional tasks
EXPECTATION	24-36.I.B.c.1.a.	Coordinates the use of hands and fingers <u>GOLD® Objectives for Development and Learning</u> • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands Objective 7a.4 Uses fingers and whole arm movements to manipulate and explore objects

BODY OF KNOWLEDGE	FL.24-36.I.	PHYSICAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.I.B.	MOTOR DEVELOPMENT
BENCHMARK	24-36.I.B.c.	Fine Motor Development
INDICATOR	24-36.I.B.c.2.	Increasingly coordinates hand and eye movements to perform a variety of actions with increasing precision
EXPECTATION	24-36.I.B.c.2.a.	Coordinates the use of arms, hands, fingers to accomplish tasks with hand-eye coordination when participating in routines, play and activities (e.g., painting at an easel, placing simple pieces of puzzle, folding paper) <u>GOLD® Objectives for Development and Learning</u> • Objective 7 Demonstrates fine-motor strength and coordination a. Uses fingers and hands Objective 7a.4 Uses fingers and whole arm movements to manipulate and explore objects
BODY OF KNOWLEDGE	FL.24-36.II.	APPROACHES TO LEARNING DOMAIN (24-36 months)
BIG IDEA	24-36.II.A.	EAGERNESS AND CURIOSITY
BENCHMARK	24-36.II.A.1.	Shows increased eagerness and curiosity as a learner <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.4 Explores and investigates ways to make something happen
BODY OF KNOWLEDGE	FL.24-36.II.	APPROACHES TO LEARNING DOMAIN (24-36 months)
BIG IDEA	24-36.II.B.	PERSISTENCE
BENCHMARK	24-36.II.B.1.	Spends more time engaging in child-initiated activities and seeks and accepts help when encountering a problem <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning b. Persists Objective 11b.4 Practices an activity many times until successful
BODY OF KNOWLEDGE	FL.24-36.II.	APPROACHES TO LEARNING DOMAIN (24-36 months)
BIG IDEA	24-36.II.C.	CREATIVITY AND INVENTIVENESS
BENCHMARK	24-36.II.C.1.	Explores the environment with purpose and flexibility <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning d. Shows curiosity and motivation Objective 11d.4 Explores and investigates ways to make something happen
BODY OF KNOWLEDGE	FL.24-36.II.	APPROACHES TO LEARNING DOMAIN (24-36 months)
BIG IDEA	24-36.II.D.	PLANNING AND REFLECTION

BENCHMARK		Not yet typically observed No Correlations
BODY OF KNOWLEDGE	FL.24-36.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.III.A.	EMOTIONAL FUNCTIONING
BENCHMARK	24-36.III.A.1.	Expresses, identifies and responds to a range of emotions
INDICATOR	24-36.III.A.1.a.	Labels simple emotions in self and others (e.g., happy, sad) <u>GOLD® Objectives for Development and Learning</u> • Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues Objective 2b.5 Emerging to 2b.6 Identifies basic emotional reactions of others and their causes accurately
BODY OF KNOWLEDGE	FL.24-36.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.III.A.	EMOTIONAL FUNCTIONING
BENCHMARK	24-36.III.A.2.	Demonstrates appropriate affect (emotional response) between behavior and facial expression
INDICATOR	24-36.III.A.2.a.	Continues to expand the use of emotion words using them in appropriate settings <u>GOLD® Objectives for Development and Learning</u> • Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues Objective 2b.5 Emerging to 2b.6 Identifies basic emotional reactions of others and their causes accurately
BODY OF KNOWLEDGE	FL.24-36.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.III.B.	MANAGING EMOTIONS
BENCHMARK	24-36.III.B.1.	Demonstrates ability to self-regulate
INDICATOR	24-36.III.B.1.a.	Takes cues from preferred adult and others to expand their strategies and tools to self-regulate <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors a. Manages feelings Objective 1a.4 Comforts self by seeking out special object or person
BODY OF KNOWLEDGE	FL.24-36.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.III.B.	MANAGING EMOTIONS
BENCHMARK	24-36.III.B.2.	Attends to sights, sounds, objects, people and activities
INDICATOR	24-36.III.B.2.a.	Spends more time in child- initiated activities

		<u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.4 Sustains interest in working on a task, especially when adults offer suggestions, questions, and comments
BODY OF KNOWLEDGE	FL.24-36.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	24-36.III.C.1.	Develops positive relationships with adults
INDICATOR	24-36.III.C.1.a.	Enjoys sharing new experiences with familiar adults <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 2 Establishes and sustains positive relationships a. Forms relationships with adults Objective 2a.6 Manages separations without distress and engages with trusted adults
BODY OF KNOWLEDGE	FL.24-36.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	24-36.III.C.2.	Develops positive relationships with peers
INDICATOR	24-36.III.C.2.a.	Seeks out other children and plays alongside and on occasion with other children <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 2 Establishes and sustains positive relationships c. Interacts with peers Objective 2c.2 Plays near other children; uses similar materials or actions
BODY OF KNOWLEDGE	FL.24-36.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	24-36.III.C.3.	Develops increasing ability to engage in social problem solving
INDICATOR	24-36.III.C.3.a.	Identifies the problem and requests adult support to address the problem for their desired solution <u>GOLD® Objectives for Development and Learning</u> <ul style="list-style-type: none"> • Objective 3 Participates cooperatively and constructively in group situations b. Solves social problems Objective 3b.4 Seeks adult help to resolve social problems
BODY OF KNOWLEDGE	FL.24-36.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.III.C.	BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS
BENCHMARK	24-36.III.C.4.	Exhibits empathy by demonstrating care and concern for others
INDICATOR	24-36.III.C.4.a.	Recognizes that others have feelings different than their own and often responds with comforting actions <u>GOLD® Objectives for Development and Learning</u>

		<ul style="list-style-type: none"> • Objective 2 Establishes and sustains positive relationships b. Responds to emotional cues Objective 2b.4 Demonstrates concern about the feelings of others
BODY OF KNOWLEDGE	FL.24-36.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	24-36.III.D.1.	Develops sense of identity and belonging through play
INDICATOR	24-36.III.D.1.a.	<p>Continues to engage in parallel play but also begins to play with other preferred playmates</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 2 Establishes and sustains positive relationships d. Makes friends Objective 2d.2 Seeks a preferred playmate; shows pleasure when seeing a friend
BODY OF KNOWLEDGE	FL.24-36.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	24-36.III.D.2.	Develops sense of identity and belonging through exploration and persistence
INDICATOR	24-36.III.D.2.a.	<p>Continues sustained independent play while participating in more complex activities</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 11 Demonstrates positive approaches to learning a. Attends and engages Objective 11a.4 Sustains interest in working on a task, especially when adults offer suggestions, questions, and comments
BODY OF KNOWLEDGE	FL.24-36.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	24-36.III.D.3.	Develops sense of identity and belonging through routines, rituals and interactions
INDICATOR	24-36.III.D.3.a.	<p>Initiates and participates in the rituals and routines of the day</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.6 Demonstrates confidence in meeting own needs
BODY OF KNOWLEDGE	FL.24-36.III.	SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (24-36 months)
BIG IDEA	24-36.III.D.	SENSE OF IDENTITY AND BELONGING
BENCHMARK	24-36.III.D.4.	Develops sense of self-awareness and independence
INDICATOR	24-36.III.D.4.a.	<p>Verbally or nonverbally communicates more clearly on needs and wants</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.6 Demonstrates confidence in meeting own needs

INDICATOR	24-36.III.D.4.b.	Communicates verbally or nonverbally own preferences <u>GOLD® Objectives for Development and Learning</u> • Objective 1 Regulates own emotions and behaviors c. Takes care of own needs appropriately Objective 1c.6 Demonstrates confidence in meeting own needs
INDICATOR	24-36.III.D.4.c.	Identifies differences and similarities between self and others; uses pronouns such as I, me, mine <u>GOLD® Objectives for Development and Learning</u> • Objective 29 Demonstrates knowledge about self
BODY OF KNOWLEDGE	FL.24-36.IV.	LANGUAGE AND LITERACY DOMAIN (24-36 months)
BIG IDEA	24-36.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	24-36.IV.A.1.	Demonstrates understanding when listening
INDICATOR	24-36.IV.A.1.a.	Engages in multiple back-and-forth communicative interactions with adults and peers during creative play and in purposeful and novel situations <u>GOLD® Objectives for Development and Learning</u> • Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations Objective 10a.4 Initiates and attends to brief conversations
INDICATOR	24-36.IV.A.1.b.	Listens to and attends to spoken language and read-aloud texts and responds in ways that signal understanding using simple verbal responses and nonverbal gestures <u>GOLD® Objectives for Development and Learning</u> • Objective 8 Listens to and understands increasingly complex language a. Comprehends language Objective 8a.4 Identifies familiar people, animals, and objects when prompted
BODY OF KNOWLEDGE	FL.24-36.IV.	LANGUAGE AND LITERACY DOMAIN (24-36 months)
BIG IDEA	24-36.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	24-36.IV.A.2.	Increases knowledge through listening
INDICATOR	24-36.IV.A.2.a.	Responds to an adult’s simple questions about what is being learned <u>GOLD® Objectives for Development and Learning</u> • Objective 8 Listens to and understands increasingly complex language a. Comprehends language Objective 8a.4 Identifies familiar people, animals, and objects when prompted
INDICATOR	24-36.IV.A.2.b.	Participates in simple conversations <u>GOLD® Objectives for Development and Learning</u>

		<ul style="list-style-type: none"> • Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations <p>Objective 10a.4 Initiates and attends to brief conversations</p>
INDICATOR	24-36.IV.A.2.c.	<p>Identifies specific sounds, such as animal sounds and environmental sounds</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 8 Listens to and understands increasingly complex language a. Comprehends language <p>Objective 8a.4 Identifies familiar people, animals, and objects when prompted</p>
BODY OF KNOWLEDGE	FL.24-36.IV.	LANGUAGE AND LITERACY DOMAIN (24-36 months)
BIG IDEA	24-36.IV.A.	LISTENING AND UNDERSTANDING
BENCHMARK	24-36.IV.A.3.	Follows directions
INDICATOR	24-36.IV.A.3.a.	<p>Follows multi-step directions with reminders</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 8 Listens to and understands increasingly complex language b. Follows directions <p>Objective 8b.6 Follows directions of two or more steps that relate to familiar objects and experiences</p>
BODY OF KNOWLEDGE	FL.24-36.IV.	LANGUAGE AND LITERACY DOMAIN (24-36 months)
BIG IDEA	24-36.IV.B.	SPEAKING
BENCHMARK	24-36.IV.B.1.	Speaks and is understood when speaking
INDICATOR	24-36.IV.B.1.a.	<p>Speaks and is understood by familiar peer or adult most of the time</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 9 Uses language to express thoughts and needs b. Speaks clearly <p>Objective 9b.4 Uses some words and word-like sounds and is understood by most familiar people</p>
BODY OF KNOWLEDGE	FL.24-36.IV.	LANGUAGE AND LITERACY DOMAIN (24-36 months)
BIG IDEA	24-36.IV.C.	VOCABULARY
BENCHMARK	24-36.IV.C.1.	Shows an understanding of words and their meanings (receptive)
INDICATOR	24-36.IV.C.1.a.	<p>Responds appropriately to almost all adult speech including requests involving multiple steps</p> <p><u>GOLD® Objectives for Development and Learning</u></p> <ul style="list-style-type: none"> • Objective 8 Listens to and understands increasingly complex language b. Follows directions <p>Objective 8b.6 Follows directions of two or more steps that relate to familiar objects and experiences</p>

INDICATOR	24-36.IV.C.1.b.	Demonstrates understanding of words across varied topics, including words or lines from books, songs and stories, as well as body parts (typically understands between 500-900 words) <u>GOLD® Objectives for Development and Learning</u> • Objective 8 Listens to and understands increasingly complex language b. Follows directions Objective 8b.6 Follows directions of two or more steps that relate to familiar objects and experiences
BODY OF KNOWLEDGE	FL.24-36.IV.	LANGUAGE AND LITERACY DOMAIN (24-36 months)
BIG IDEA	24-36.IV.C.	VOCABULARY
BENCHMARK	24-36.IV.C.2.	Uses increased vocabulary to describe objects, actions and events (expressive)
INDICATOR	24-36.IV.C.2.a.	Increases vocabulary rapidly, including descriptive words, pronouns and/or plurals (e.g., big, happy, you, me, shoes) (typically has a speaking vocabulary of approximately 500 words) <u>GOLD® Objectives for Development and Learning</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	24-36.IV.C.2.b.	Combines words into three-word sentences to describe the world around them although unfamiliar adults may have difficulty understanding the child <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.4 Uses three- to four-word sentences; may omit some words or use some words incorrectly
BODY OF KNOWLEDGE	FL.24-36.IV.	LANGUAGE AND LITERACY DOMAIN (24-36 months)
BIG IDEA	24-36.IV.D.	SENTENCES AND STRUCTURE
BENCHMARK	24-36.IV.D.1.	Uses age-appropriate grammar in conversations and increasingly complex phrases and sentences
INDICATOR	24-36.IV.D.1.a.	Produces utterances of three to four units of meaning in length <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.4 Uses three- to four-word sentences; may omit some words or use some words incorrectly

INDICATOR	24-36.IV.D.1.b.	Produces words and phrases using the present progressive “ing” suffix (e.g., “going,” “playing”), the possessive “s” (e.g., “Ben’s book”) and pronouns (e.g., “She is jumping.”) <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.4 Uses three- to four-word sentences; may omit some words or use some words incorrectly
BODY OF KNOWLEDGE	FL.24-36.IV.	LANGUAGE AND LITERACY DOMAIN (24-36 months)
BIG IDEA	24-36.IV.D.	SENTENCES AND STRUCTURE
BENCHMARK	24-36.IV.D.2.	Connects words, phrases and sentences to build ideas
INDICATOR	24-36.IV.D.2.a.	Produces sentences or phrases of two to three words, including subject/verb/object (e.g., “Juan fell down.” “I did it.”) <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.4 Uses three- to four-word sentences; may omit some words or use some words incorrectly
INDICATOR	24-36.IV.D.2.b.	Asks basic questions (e.g., “Mommy gone?”) <u>GOLD® Objectives for Development and Learning</u> • Objective 9 Uses language to express thoughts and needs c. Uses conventional grammar Objective 9c.4 Uses three- to four-word sentences; may omit some words or use some words incorrectly
BODY OF KNOWLEDGE	FL.24-36.IV.	LANGUAGE AND LITERACY DOMAIN (24-36 months)
BIG IDEA	24-36.IV.E.	CONVERSATION
BENCHMARK	24-36.IV.E.1.	Uses verbal and nonverbal communication and language to express needs and feelings, share experiences and resolve problems
INDICATOR	24-36.IV.E.1.a.	Engages in conversations using words, signs, two- or three-word phrases, or simple sentences to initiate, continue or extend conversations with others <u>GOLD® Objectives for Development and Learning</u> • Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations Objective 10a.4 Initiates and attends to brief conversations
BODY OF KNOWLEDGE	FL.24-36.IV.	LANGUAGE AND LITERACY DOMAIN (24-36 months)
BIG IDEA	24-36.IV.E.	CONVERSATION
BENCHMARK	24-36.IV.E.2.	Asks questions, and responds to adults and peers in a variety of settings

INDICATOR	24-36.IV.E.2.a.	Asks and responds to simple questions (e.g., “Who?” “What?” “Where?” “Why?”) using gestures and two- or three-word phrases in back-and-forth exchanges <u>GOLD® Objectives for Development and Learning</u> • Objective 10 Uses appropriate conversational and other communication skills a. Engages in conversations Objective 10a.4 Initiates and attends to brief conversations
BODY OF KNOWLEDGE	FL.24-36.IV.	LANGUAGE AND LITERACY DOMAIN (24-36 months)
BIG IDEA	24-36.IV.E.	CONVERSATION
BENCHMARK	24-36.IV.E.3.	Demonstrates understanding of the social conventions of communication and language use
INDICATOR	24-36.IV.E.3.a.	Begins to demonstrate awareness of nonverbal conversational rules <u>GOLD® Objectives for Development and Learning</u> • Objective 10 Uses appropriate conversational and other communication skills b. Uses social rules of language Objective 10b.4 Uses appropriate eye contact, pauses, and simple verbal prompts when communicating
INDICATOR	24-36.IV.E.3.b.	Begins to demonstrate knowledge of verbal conversational rules (e.g., responding to adult speech with two- or three-word phrases) <u>GOLD® Objectives for Development and Learning</u> • Objective 10 Uses appropriate conversational and other communication skills b. Uses social rules of language Objective 10b.4 Uses appropriate eye contact, pauses, and simple verbal prompts when communicating
BODY OF KNOWLEDGE	FL.24-36.IV.	LANGUAGE AND LITERACY DOMAIN (24-36 months)
BIG IDEA	24-36.IV.F.	EMERGENT READING
BENCHMARK	24-36.IV.F.1.	Shows motivation for and appreciation of reading
INDICATOR	24-36.IV.F.1.a.	Shows increased interest in print and books <u>GOLD® Objectives for Development and Learning</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	24-36.IV.F.1.b.	Demonstrates that pictures represent real objects, events and ideas (stories) <u>GOLD® Objectives for Development and Learning</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	24-36.IV.F.1.c.	Pretends to read print or books <u>GOLD® Objectives for Development and Learning</u> • Objective 18 Comprehends and responds to books and other texts b. Uses emergent reading skills Objective 18b.2 Pretends to read a familiar book, treating each page as a separate unit; names and describes what is on each page, using pictures as cues
BODY OF KNOWLEDGE	FL.24-36.IV.	LANGUAGE AND LITERACY DOMAIN (24-36 months)
BIG IDEA	24-36.IV.F.	EMERGENT READING
BENCHMARK	24-36.IV.F.2.	Shows age-appropriate phonological awareness
INDICATOR	24-36.IV.F.2.a.	Begins to demonstrate appreciation for sounds and patterns in language (e.g., wordplay, listening to nursery rhymes, singing songs with repetitive phrases and sounds) <u>GOLD® Objectives for Development and Learning</u> Objective 15 Demonstrates phonological awareness, phonics skills, and word recognition a. Notices and discriminates rhyme Objective 15a.2 Joins in rhyming songs and games
BODY OF KNOWLEDGE	FL.24-36.IV.	LANGUAGE AND LITERACY DOMAIN (24-36 months)
BIG IDEA	24-36.IV.F.	EMERGENT READING
BENCHMARK	24-36.IV.F.3.	Shows alphabetic and print knowledge
INDICATOR	24-36.IV.F.3.a.	Begins to recognize that print and other symbols convey meaning (e.g., common signs, lists, nametags, labels) <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.24-36.IV.	LANGUAGE AND LITERACY DOMAIN (24-36 months)
BIG IDEA	24-36.IV.F.	EMERGENT READING
BENCHMARK	24-36.IV.F.4.	Demonstrates comprehension of books read aloud
INDICATOR	24-36.IV.F.4.a.	Demonstrates comprehension of meaning of text via pointing to pictures, responding to conversations <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.24-36.IV.	LANGUAGE AND LITERACY DOMAIN (24-36 months)
BIG IDEA	24-36.IV.G.	EMERGENT WRITING

BENCHMARK	24-36.IV.G.1.	Begins to show motivation to engage in written expression and appropriate knowledge of forms and functions of written composition
INDICATOR	24-36.IV.G.1.a.	Begins to use scribbles, marks and drawings to represent thoughts and ideas <u>GOLD® Objectives for Development and Learning</u> • Objective 19 Demonstrates writing skills b. Writes to convey ideas and information Objective 19b.4 Uses drawing, dictation, and controlled linear scribbles to convey a message
BODY OF KNOWLEDGE	FL.24-36.V.	MATHEMATICAL THINKING DOMAIN (24-36 months)
BIG IDEA	24-36.V.A.	NUMBER SENSE
BENCHMARK	24-36.V.A.1.	Subitizes (immediately recognizes without counting) up to two objects <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations b. Quantifies Objective 20b.2 Demonstrates understanding of the concepts of one, two, and more
BENCHMARK	24-36.V.A.2.	Begins to count groups of one to five objects in daily routine <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations a. Counts Objective 20a.4 Verbally counts to 10; counts up to five objects accurately, using one number name for each object
BODY OF KNOWLEDGE	FL.24-36.V.	MATHEMATICAL THINKING DOMAIN (24-36 months)
BIG IDEA	24-36.V.B.	NUMBER AND OPERATIONS
BENCHMARK	24-36.V.B.1.	Changes size of a set of objects (up to three) by adding and subtracting with adult assistance <u>GOLD® Objectives for Development and Learning</u> • Objective 20 Uses number concepts and operations b. Quantifies Objective 20b.3 Emerging to 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
BODY OF KNOWLEDGE	FL.24-36.V.	MATHEMATICAL THINKING DOMAIN (24-36 months)
BIG IDEA	24-36.V.C.	PATTERNS
BENCHMARK	24-36.V.C.1.	Recognizes patterns in the environment <u>GOLD® Objectives for Development and Learning</u> • Objective 23 Demonstrates knowledge of patterns Objective 23.2 Shows interest in simple patterns in everyday life
BENCHMARK	24-36.V.C.2.	Recognizes a simple AB pattern (e.g., clap/snap, clap/snap, clap/snap)

		<u>GOLD® Objectives for Development and Learning</u> • Objective 23 Demonstrates knowledge of patterns Objective 23.2 Shows interest in simple patterns in everyday life
BODY OF KNOWLEDGE	FL.24-36.V.	MATHEMATICAL THINKING DOMAIN (24-36 months)
BIG IDEA	24-36.V.D.	GEOMETRY
BENCHMARK	24-36.V.D.1.	Matches basic shapes (circle, square) non-verbally <u>GOLD® Objectives for Development and Learning</u> • Objective 21 Explores and describes spatial relationships and shapes b. Understands shapes Objective 21b.2 Matches two identical shapes
BODY OF KNOWLEDGE	FL.24-36.V.	MATHEMATICAL THINKING DOMAIN (24-36 months)
BIG IDEA	24-36.V.E.	SPATIAL RELATIONS
BENCHMARK	24-36.V.E.1.	Begins to demonstrate an understanding of basic spatial directions through songs, finger plays and games <u>GOLD® Objectives for Development and Learning</u> • Objective 21 Explores and describes spatial relationships and shapes a. Understands spatial relationships Objective 21a.2 Follows simple directions related to position (in, on, under, up, down)
BENCHMARK	24-36.V.E.2.	Manipulates objects by flipping, sliding and rotating to make them fit <u>GOLD® Objectives for Development and Learning</u> • Objective 21 Explores and describes spatial relationships and shapes b. Understands shapes Objective 21b.2 Matches two identical shapes
BODY OF KNOWLEDGE	FL.24-36.V.	MATHEMATICAL THINKING DOMAIN (24-36 months)
BIG IDEA	24-36.V.F.	MEASUREMENT AND DATA
BENCHMARK	24-36.V.F.1.	Uses increasingly complex size words to accurately describe objects <u>GOLD® Objectives for Development and Learning</u> • Objective 22 Compares and measures a. Measures objects Objective 22a.3 Emerging to 22a.4 Compares and orders a small set of objects as appropriate according to size, length, weight, area, or volume
BENCHMARK	24-36.V.F.2.	Compares sets of objects by one attribute (e.g., sort by size) <u>GOLD® Objectives for Development and Learning</u> • Objective 13 Uses classification skills Objective 13.4 Places objects in two or more groups based on differences in a single characteristic, e.g., color, size, or shape

BODY OF KNOWLEDGE	FL.24-36.VI.	SCIENTIFIC INQUIRY DOMAIN (24-36 months)
BIG IDEA	24-36.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	24-36.VI.A.1.	Uses senses to explore and understand their social and physical environment
INDICATOR	24-36.VI.A.1.a.	Identifies sense organs (e.g., nose, mouth, eyes, ears and hands) <u>GOLD® Objectives for Development and Learning</u> • Objective 25 Demonstrates knowledge of the characteristics of living things
INDICATOR	24-36.VI.A.1.b.	Begins to use senses to observe and experience the environment <u>GOLD® Objectives for Development and Learning</u> • Objective 24 Uses scientific inquiry skills
INDICATOR	24-36.VI.A.1.c.	Begins to identify objects and features of the world (e.g., bird call, thunder, wind and fire truck) <u>GOLD® Objectives for Development and Learning</u> • Objective 24 Uses scientific inquiry skills
BODY OF KNOWLEDGE	FL.24-36.VI.	SCIENTIFIC INQUIRY DOMAIN (24-36 months)
BIG IDEA	24-36.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	24-36.VI.A.2.	Uses tools in scientific inquiry
INDICATOR	24-36.VI.A.2.a.	Begins to use simple tools to explore and observe (e.g., magnifiers, spoons) <u>GOLD® Objectives for Development and Learning</u> • Objective 28 Uses tools and other technology to perform tasks
BODY OF KNOWLEDGE	FL.24-36.VI.	SCIENTIFIC INQUIRY DOMAIN (24-36 months)
BIG IDEA	24-36.VI.A.	SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY
BENCHMARK	24-36.VI.A.3.	Uses understanding of causal relationships to act on social and physical environments
INDICATOR	24-36.VI.A.3.a.	Combines simple actions to cause things to happen or change how they interact with objects and people <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning c. Solves problems Objective 11c.4 Observes and imitates how other people solve problems; asks for a solution and uses it
INDICATOR	24-36.VI.A.3.b.	Recognizes and begins to respond to results of own actions <u>GOLD® Objectives for Development and Learning</u> • Objective 11 Demonstrates positive approaches to learning c. Solves problems Objective 11c.4 Observes and imitates how other people solve problems; asks for a solution and uses it

BODY OF KNOWLEDGE	FL.24-36.VI.	SCIENTIFIC INQUIRY DOMAIN (24-36 months)
BIG IDEA	24-36.VI.B.	LIFE SCIENCE
BENCHMARK	24-36.VI.B.1.	Demonstrates knowledge related to living things and their environments
INDICATOR	24-36.VI.B.1.a.	Explores, interacts with and identifies a growing number and variety of plants and animals <u>GOLD® Objectives for Development and Learning</u> • Objective 25 Demonstrates knowledge of the characteristics of living things
INDICATOR	24-36.VI.B.1.b.	Begins to explore how plants and animals grow and change (e.g., baby chicks grow to be chickens and puppies grow to be dogs) <u>GOLD® Objectives for Development and Learning</u> • Objective 25 Demonstrates knowledge of the characteristics of living things
BODY OF KNOWLEDGE	FL.24-36.VI.	SCIENTIFIC INQUIRY DOMAIN (24-36 months)
BIG IDEA	24-36.VI.C.	PHYSICAL SCIENCE
BENCHMARK	24-36.VI.C.1.	Demonstrates knowledge related to physical science
INDICATOR	24-36.VI.C.1.a.	Begins to explore a greater variety of motions with objects (e.g., rotate, spin, twist) <u>GOLD® Objectives for Development and Learning</u> • Objective 26 Demonstrates knowledge of the physical properties of objects and materials
INDICATOR	24-36.VI.C.1.b.	Uses basic words for speed of motion (e.g., fast and slow) <u>GOLD® Objectives for Development and Learning</u> • Objective 26 Demonstrates knowledge of the physical properties of objects and materials
INDICATOR	24-36.VI.C.1.c.	Begins to describe, compare, sort and classify objects based on observable physical characteristics (e.g., color, sound, weight) <u>GOLD® Objectives for Development and Learning</u> • Objective 26 Demonstrates knowledge of the physical properties of objects and materials
INDICATOR	24-36.VI.C.1.d.	Begins to use words to describe basic physical properties and states of matter of objects (e.g., wet/dry, hard/soft, warm/cold, firm/squishy) <u>GOLD® Objectives for Development and Learning</u> • Objective 26 Demonstrates knowledge of the physical properties of objects and materials
BODY OF KNOWLEDGE	FL.24-36.VI.	SCIENTIFIC INQUIRY DOMAIN (24-36 months)

BIG IDEA	24-36.VI.D.	EARTH AND SPACE SCIENCE
BENCHMARK	24-36.VI.D.1.	Demonstrates knowledge related to the dynamic properties of earth and sky
INDICATOR	24-36.VI.D.1.a.	Begins to explore and investigate the properties of water <u><i>GOLD</i></u> [®] Objectives for Development and Learning • Objective 27 Demonstrates knowledge of Earth’s environment
INDICATOR	24-36.VI.D.1.b.	Begins to explore and investigate the properties of sand, soil and mud <u><i>GOLD</i></u> [®] Objectives for Development and Learning • Objective 27 Demonstrates knowledge of Earth’s environment
INDICATOR	24-36.VI.D.1.c.	Describes the objects in the sky (e.g., clouds, sun, moon and stars) <u><i>GOLD</i></u> [®] Objectives for Development and Learning • Objective 27 Demonstrates knowledge of Earth’s environment
INDICATOR	24-36.VI.D.1.d.	Describes daytime and nighttime through drawing, naming or pretend play <u><i>GOLD</i></u> [®] Objectives for Development and Learning • Objective 27 Demonstrates knowledge of Earth’s environment
INDICATOR	24-36.VI.D.1.e.	Observes and discusses weather <u><i>GOLD</i></u> [®] Objectives for Development and Learning • Objective 27 Demonstrates knowledge of Earth’s environment
BODY OF KNOWLEDGE	FL.24-36.VI.	SCIENTIFIC INQUIRY DOMAIN (24-36 months)
BIG IDEA	24-36.VI.E.	ENVIRONMENT
BENCHMARK	24-36.VI.E.1.	Demonstrates awareness of relationship to people, objects and living/non-living things in their environment
INDICATOR	24-36.VI.E.1.a.	Begins to describe familiar people and objects in the environment <u><i>GOLD</i></u> [®] Objectives for Development and Learning • Objective 27 Demonstrates knowledge of Earth’s environment
INDICATOR	24-36.VI.E.1.b.	Begins to participate in activities to protect the environment <u><i>GOLD</i></u> [®] Objectives for Development and Learning • Objective 27 Demonstrates knowledge of Earth’s environment
BODY OF KNOWLEDGE	FL.24-36.VI.	SCIENTIFIC INQUIRY DOMAIN (24-36 months)
BIG IDEA	24-36.VI.F.	ENGINEERING AND TECHNOLOGY
BENCHMARK	24-36.VI.F.1.	Shows interest and understanding of how simple tools and machines assist with solving problems or creating objects and structures

INDICATOR	24-36.VI.F.1.a.	Uses props to represent simple tools through play <u>GOLD® Objectives for Development and Learning</u> • Objective 28 Uses tools and other technology to perform tasks
INDICATOR	24-36.VI.F.1.b.	Uses simple machines in play (e.g., riding toys, push mower or tricycle) <u>GOLD® Objectives for Development and Learning</u> • Objective 28 Uses tools and other technology to perform tasks
INDICATOR	24-36.VI.F.1.c.	Begins to explore materials and construct simple objects and structures and begins to explore motion and stability (e.g., block building, ramps, pathways, sand, playdough and knocking over a block tower) <u>GOLD® Objectives for Development and Learning</u> • Objective 28 Uses tools and other technology to perform tasks
BODY OF KNOWLEDGE	FL.24-36.VII.	SOCIAL STUDIES DOMAIN (24-36 months)
BIG IDEA	24-36.VII.A.	CULTURE
BENCHMARK	24-36.VII.A.1.	Identifies family practices (traditions, celebrations, songs, food or language) <u>GOLD® Objectives for Development and Learning</u> • Objective 29 Demonstrates knowledge about self
BODY OF KNOWLEDGE	FL.24-36.VII.	SOCIAL STUDIES DOMAIN (24-36 months)
BIG IDEA	24-36.VII.B.	INDIVIDUAL DEVELOPMENT AND IDENTITY
BENCHMARK	24-36.VII.B.1.	Begins to recognize characteristics of self as an individual <u>GOLD® Objectives for Development and Learning</u> • Objective 29 Demonstrates knowledge about self
BENCHMARK	24-36.VII.B.2.	Begins to recognize the ways self is similar to and different from peers and others <u>GOLD® Objectives for Development and Learning</u> • Objective 29 Demonstrates knowledge about self
BODY OF KNOWLEDGE	FL.24-36.VII.	SOCIAL STUDIES DOMAIN (24-36 months)
BIG IDEA	24-36.VII.C.	INDIVIDUALS AND GROUPS
BENCHMARK	24-36.VII.C.1.	Recognizes self as separate from others <u>GOLD® Objectives for Development and Learning</u> • Objective 29 Demonstrates knowledge about self
BENCHMARK	24-36.VII.C.2.	Responds to the needs of others (e.g., peers and family members)

		<u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BENCHMARK	24-36.VII.C.3.	Begins to follow routines (e.g., family, classroom, school and community) <u>GOLD® Objectives for Development and Learning</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
BODY OF KNOWLEDGE	FL.24-36.VII.	SOCIAL STUDIES DOMAIN (24-36 months)
BIG IDEA	24-36.VII.D.	SPACES, PLACES AND ENVIRONMENTS
BENCHMARK	24-36.VII.D.1.	Begins to identify own personal space <u>GOLD® Objectives for Development and Learning</u> • Objective 32 Demonstrates simple geographic knowledge
BENCHMARK	24-36.VII.D.2.	Explores own environment <u>GOLD® Objectives for Development and Learning</u> • Objective 32 Demonstrates simple geographic knowledge
BENCHMARK	24-36.VII.D.3.	Recognizes basic physical characteristics (e.g., landmarks or land features) <u>GOLD® Objectives for Development and Learning</u> • Objective 32 Demonstrates simple geographic knowledge
BENCHMARK	24-36.VII.D.4.	Uses words to describe objects in a familiar space <u>GOLD® Objectives for Development and Learning</u> • Objective 32 Demonstrates simple geographic knowledge
BODY OF KNOWLEDGE	FL.24-36.VII.	SOCIAL STUDIES DOMAIN (24-36 months)
BIG IDEA	24-36.VII.E.	TIME, CONTINUITY AND CHANGE
BENCHMARK	24-36.VII.E.1.	Begins to sequence events <u>GOLD® Objectives for Development and Learning</u> • Objective 31 Explores change related to familiar people or places
BENCHMARK	24-36.VII.E.2.	Begins to recognize time events and routines <u>GOLD® Objectives for Development and Learning</u> • Objective 31 Explores change related to familiar people or places
BODY OF KNOWLEDGE	FL.24-36.VII.	SOCIAL STUDIES DOMAIN (24-36 months)
BIG IDEA	24-36.VII.F.	GOVERNANCE, CIVIC IDEALS AND PRACTICES

BENCHMARK	24-36.VII.F.1.	Begins to recognize expectations in varying settings <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BENCHMARK	24-36.VII.F.2.	Demonstrates emerging problem-solving and decision-making skills <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BENCHMARK	24-36.VII.F.3.	Begins to recognize common symbols in the environment <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BODY OF KNOWLEDGE	FL.24-36.VII.	SOCIAL STUDIES DOMAIN (24-36 months)
BIG IDEA	24-36.VII.G.	ECONOMICS AND RESOURCES
BENCHMARK	24-36.VII.G.1.	Initiates more complex interactions to get wants and needs met <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BENCHMARK	24-36.VII.G.2.	Shows awareness of occupations <u>GOLD® Objectives for Development and Learning</u> • Objective 30 Shows basic understanding of people and how they live
BODY OF KNOWLEDGE	FL.24-36.VII.	SOCIAL STUDIES DOMAIN (24-36 months)
BIG IDEA	24-36.VII.H.	TECHNOLOGY AND OUR WORLD
BENCHMARK	24-36.VII.H.1.	Explores technology tools and interactive media (e.g., writing utensils, electronic toys, DVD and music players) <u>GOLD® Objectives for Development and Learning</u> • Objective 28 Uses tools and other technology to perform tasks
BODY OF KNOWLEDGE	FL.24-36.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (24-36 months)
BIG IDEA	24-36.VIII.A.	SENSORY ART EXPERIENCE
BENCHMARK	24-36.VIII.A.1.	Uses imagination and creativity to express self through open-ended, diverse and process-oriented art experiences with intention <u>GOLD® Objectives for Development and Learning</u> • Objective 33 Explores the visual arts
BODY OF KNOWLEDGE	FL.24-36.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (24-36 months)
BIG IDEA	24-36.VIII.B.	MUSIC

BENCHMARK	24-36.VIII.B.1.	Begins to engage in a variety of individual and group musical activities <u>GOLD® Objectives for Development and Learning</u> • Objective 34 Explores musical concepts and expression
BODY OF KNOWLEDGE	FL.24-36.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (24-36 months)
BIG IDEA	24-36.VIII.C.	CREATIVE MOVEMENT
BENCHMARK	24-36.VIII.C.1.	Begins to engage in individual and group movement activities to express and represent thoughts, observations, imagination, feelings, experiences and knowledge <u>GOLD® Objectives for Development and Learning</u> • Objective 35 Explores dance and movement concepts
BODY OF KNOWLEDGE	FL.24-36.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (24-36 months)
BIG IDEA	24-36.VIII.D.	IMAGINATIVE AND CREATIVE PLAY
BENCHMARK	24-36.VIII.D.1.	Purposefully explores, engages and persists in ongoing real and or imaginative experiences through creative play <u>GOLD® Objectives for Development and Learning</u> • Objective 36 Explores drama through actions and language
BODY OF KNOWLEDGE	FL.24-36.VIII.	CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (24-36 months)
BIG IDEA	24-36.VIII.E.	APPRECIATION OF THE ARTS
BENCHMARK	24-36.VIII.E.1.	Responds to own art and to a variety of artistic expressions of others <u>GOLD® Objectives for Development and Learning</u> • Objective 33 Explores the visual arts
BENCHMARK	24-36.VIII.E.2.	Shows preferences for various art forms <u>GOLD® Objectives for Development and Learning</u> • Objective 33 Explores the visual arts

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