Domain	Strand	Code	Standard (yellow)	Learning Progression
Domain	Strana	Code	Essential Skill and Knowledge	zeariing r rogi ession
		SF.1.1	Recognize and identify emotions of self and others.	
		SF.1.1.A	Recognize and identify own emotions and the emotions of others.	Awareness and Expression of
		SF.1.1.B	Express, understand, and respond to feelings (emotions) of self and others.	Emotion
		SF.1.1.C	Express concern for the needs of others and people in distress.	
		SF.1.2	Look to adults for emotional support and guidance.	
	Emotional	SF.1.2.A	Separate from familiar adults in a familiar setting with minimal distress.	Relationships with Adults
	(1)	SF.1.2.B	Seek security and support from familiar adults in anticipation of challenging situations.	Relationships with Addits
		SF.1.2.C	Request and accept guidance from familiar adults.	
		SF.1.3	Demonstrate ability to resolve conflicts with others.	
		SF.1.3.A	Seek adult help when solving interpersonal conflicts.	Conflict Resolution
		SF.1.3.B	With modeling and support, negotiate to resolve social conflicts with peers.	
		SF.2.1	Manage the expression of feelings, thoughts, impulses, and behaviors.	
		SF.2.1.A	Refrain from demonstrating disruptive or defiant behaviors.	
		SF.2.1.B	Demonstrate appropriate use of own materials or belongings and those of others.	Self Control
		SF.2.1.C	Demonstrate the ability to delay gratification for short periods of time.	
		SF.2.2	Demonstrate the ability to persist with a task.	
		SF.2.2.A	Carry out tasks, activities, projects, or transitions, even when frustrated or challenged, with minimal distress.	Persistence
Social		SF.2.2.B	Focus on an activity with deliberate concentration despite distractions and/or temptations.	
Foundations (SF)		SF.2.3	Demonstrate the ability to retain and apply information.	
roundations (3r)		SF.2.3.A	Follow routines and multi-step directions.	
	Approaches to	SF.2.3.B	Remember and use information for a variety of purposes, with modeling and support.	Working Memory
		SF.2.3.C	Use prior knowledge and information to assess, inform, and plan for future actions and learning.	
	Learning /	SF.2.4	Demonstrate the ability to solve problems.	
		SF.2.4.A	Solve everyday problems based upon past experience.	
	Executive	SF.2.4.B	Solve problems by planning and carrying out a sequence of actions.	Problem Solving
	Functioning	SF.2.4.C	Seek more than one solution to a question, problem, or task.	
	(2)	SF.2.4.D	Explain reasoning for the solution selected.	1
		SF.2.5	Seek and gather new information to plan for projects and activities.	
		SF.2.5.A	Express a desire to learn by asking questions and seeking new information.	
		SF.2.5.B	Demonstrate independence in learning by planning and initiating projects.	Initiative
		SF.2.5.C	Seek new and varied experiences and challenges (take risks).	
		SF.2.5.D	Demonstrate self-direction while participating in a range of activities and routines.	
		SF.2.6	Demonstrate cooperative behavior in interactions with others.	
		SF.2.6.A	Play or work with others cooperatively.	
		SF.2.6.B	Interact with peers in complex pretend play, including planning, coordination of roles, and cooperation.	Cooperation with Peers
		SF.2.6.C	Demonstrate socially competent behavior with peers.	
		SF.2.6.D	Share materials and equipment with other children, with adult modeling and support.	

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Domain	Strand	Code	Standard (yellow)	Learning Progression	
			Essential Skill and Knowledge	5 5 5	
		LL.1.1	Comprehend and respond to interactive read-alouds of literary and informational text.		
		LL.1.1.A	Before interactive read-alouds, make predictions and/or ask questions about the text by examining the title, cover,		
			illustrations/photographs, graphic aids, and/or text.		
		LL.1.1.B	During interactive read-alouds, listen and ask and answer questions as appropriate.	Story/Text Comprehension	
		LL.1.1.C	After interactive read-alouds, respond by retelling the text or part of the text in an appropriate sequence, using	Story, rext comprehension	
		_	discussions, re-enactment, drawing, and/or writing as appropriate.		
		LL.1.1.D	ldentify the beginning, middle, and end of literary text.		
		LL.1.1.E	Identify the main topic of informational text.		
		LL.1.2	Demonstrate understanding of spoken words and sounds (phonemes).		
	Reading	LL.1.2.A	ldentify initial and final sounds in spoken words.		
	(1)	LL.1.2.B	ldentify, blend, and segment syllables in spoken words.	Phonological Awareness	
	(1)	LL.1.2.C	Blend and segment onsets and rimes of single-syllable spoken words.		
		LL.1.2.D	Recognize rhyming words in spoken language.		
		LL.1.3	Know and apply letter-sound correspondence and letter recognition skills.		
		LL.1.3.A	Recognize that words are made up of letters and their sounds.		
		LL.1.3.B	Demonstrate basic knowledge of one-to-one letter-sound correspondences by producing the most frequent sound for	Phonics and Letter Recognition	
		LL.1.3.B	some consonants.		
		LL.1.3.C	Recognize and name some upper- and lowercase letters.		
		LL.1.4	Demonstrate understanding of concepts about print.		
		LL.1.4.A	Recognize words as a unit of print and that letters are grouped to form words.		
		LL.1.4.B	Demonstrate how print is read (e.g. left to right, top to bottom, front to back).		
Language and	Cuaalina and	LL.2.1	Communicate effectively in a variety of situations with different audiences, purposes, and formats.		
Literacy	Speaking and	LL.2.1.A	Speak or express thoughts, feelings, and ideas clearly enough to be understood in a variety of settings.		
(LL)	•	(2) LL.2.1.B	Participate in conversations with adults and peers, staying on topic through multiple exchanges and adding appropriate	Communication	
	(2)		ideas to support or extend the conversation.		
	Writing (3)	LL.3.1	Produce letter-like shapes, symbols, letters, and words to convey meaning.		
		LL.3.1.A	With modeling and support, print letters of own name.		
		LL.3.1.B	With modeling and support, print meaningful words with letters and letter approximations.	Emergent Writing	
		LL.3.1.C	Use a combination of drawing, dictating and developmentally appropriate writing for a variety of purposes (e.g., tell a		
		LL.3.1.C	story, give an opinion, express ideas).		
	Language	LL.4.1	Demonstrate beginning understanding of the conventions of standard English grammar and usage when engaged in		
		LL.4.1	literacy activities.		
		LL	LL.4.1.A	Use familiar nouns and verbs to describe persons, animals, places, events, actions, etc.	
		LL.4.1.B	Develop understanding of singular and plural nouns (e.g. "dog" means one dog, "dogs" means more than one dog); form	Grammar	
		LL.4.1.B	regular plural nouns orally by adding /s/ or /es/.		
		LL.4.1.C	Understand and begin to use question words.		
		LL.4.1.D	Use frequently occurring prepositions (e.g., "to," "from," "in," "out," "on," "off," "for," "of," "by," "with").		
		LL.4.1.E	Produce complete sentences in shared language activities.		
		LL.4.2	Use words acquired through conversations and shared reading experiences.		
		LL.4.2.A	Identify real-life connections between words and their uses (e.g., relate the word "helpful," used in a story, to own life by	Vocabulary	
			telling ways to be helpful).		
			Determine the meanings of unknown words/concepts using the context of conversations, pictures that accompany text,		
		LL.4.2.B	or concrete objects.		
1 1		LL.4.2.C	Use words for objects, actions, and attributes that reflect variety, specificity, and complexity.		

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			Standard (yellow)		
Domain	Strand	Code	Essential Skill and Knowledge	Learning Progression	
		MA.1.1	Know number name, count sequence, and relationships among number, numeral, and quantity.		
		MA.1.1.A	Count the number sequence to 20.		
		NAA 1 1 D	Touch each concrete object as it is counted, pairing one number word with each object and saying each number word		
	Counting and Cardinality	MA.1.1.B	only once in consistent order.		
		MA.1.1.C	Use number cards arranged in a line to count and then determine what number comes before or after a specific number.	Number Sense	
	-	MA.1.1.D	Identify, without counting, small quantities of items (1–3) presented in an irregular or unfamiliar pattern (subitize).	Number Sense	
I		MA.1.1.E	Recognize that the count remains the same regardless of the order or arrangement of the objects.	en	
		MA.1.1.F	Demonstrate understanding that the last number spoken tells the number of objects counted; respond correctly when		
		IVIA.1.1.F	asked "how many" after counting concrete objects.		
		MA.1.1.G	Name written numerals and pair them with concrete objects.		
	Operations and	MA.2.1	Understand addition as putting together and adding to, and understand subtraction as taking apart and taking from.		
	Algebraic	MA.2.1.A	Solve simple addition and subtraction problems with totals less than 5, using concrete objects.	Number Operations	
	Thinking	MA.2.1.B	Use manipulatives to find the amount needed to complete the set.	Number Operations	
Mathematics	(2)	MA.2.1.C	Manipulate sets to decompose numbers (e.g., 1 and 4 objects equal 5 objects; 2 and 3 objects equal 5 objects).		
(MA)	Measurement and Data (3)	MA.3.1	Sort, classify, and compare objects.		
		MA.3.1.A	Using prior knowledge of grouping, sort objects by one attribute (e.g., "red or not red," "round or not round," or creating a set of "all red" or "all round" objects).		
		MA.3.1.B	Sort multiple groups by one attribute (e.g., "all blue, all red, all yellow" or "all bears, all cats, all dogs").	Classification	
		Measurement	MA.3.1.C	Identify the attribute by which objects are sorted.	
			Count to identify the number of objects in each set, and compare categories using comparison vocabulary (e.g.,		
		IVIA.S.I.D	"greater"/"more than," "less than," "same"/"equal to").		
		MA.3.2 MA.3.2.A	MA.3.2	Describe and compare measurable attributes.	
			мазал	Directly compare and describe two objects with a measurable attribute (e.g., length, size, capacity and weight) in	
			lv _	IVIA.J.Z.A	common, using words such as "longer"/"shorter," "heavier"/"lighter," or "taller"/"shorter."
			Order objects by measurable attribute (e.g., biggest to smallest).		
			Measure length and volume (capacity) using non-standard measurement tools.		
	Geometry (4)			Describe two- and three-dimensional shapes.	
			Match similar shapes when given a variety of two- and three-dimensional shapes.		
			Use names of two-dimensional shapes (e.g., square; triangle; circle) when identifying objects.	Shapes	
		MA.4.1.C	Distinguish examples and non-examples of various two- and three-dimensional shapes.		
		MA.4.1.D	Use informal language to describe three-dimensional shapes (e.g., "box" for cube; "ball" for sphere; "can" for cylinder).		
	Skills and Processes / Life Science (1)	SC.1.1	Construct knowledge of life science through questioning and observation.		
Science		SC.1.1.A	Raise questions about the world around them and be willing to seek answers to some of them by making careful	Inquiry and Observation	
(SC)		JC.1.1.A	observations and trying things out.		
(30)		SC.1.1.B	Use evidence from investigations to describe observable properties of a variety of objects.		

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Domain	Strand	Code	Standard (yellow) Essential Skill and Knowledge	Learning Progression	
Social Studies (SS)	Carramanant	SS.1.1	Demonstrate understanding of rules and responsible behavior.	Responsible Behavior	
	Government (1)	SS.1.1.A	Identify rules used at home and at school.		
		SS.1.1.B	Explain how rules promote order, safety, and fairness.		
	History (2)	SS.2.1	Demonstrate an understanding of past, present, and future in the context of daily experiences.	Events in the Context of Time	
		SS.2.1.A	Describe the events of the day (things that have happened in the immediate past, that happen in the present, and that might happen in the future) using terms such as "morning"/"afternoon" and "night"/"day."		
		SS.2.1.B	Communicate about past events and anticipate what comes next during familiar routines and experiences.		
		PD.1.1	Demonstrate the ability to use large muscles to perform a variety of physical skills.		
		PD.1.1.A	Show fundamental movement by demonstrating spatial concepts in movement patterns.	Coordination–Large Motor	
	Physical Education (1)	PD.1.1.B	Demonstrate locomotor skills with control, coordination, and balance during active play (e.g., running, hopping, jumping).		
		PD.1.1.C	Demonstrate coordination in using objects during active play (e.g., throwing, catching, kicking balls, riding tricycle).		
		PD.1.1.D	Use non-locomotor skills with control, balance, and coordination during active play (e.g., bending, stretching, and twisting).		
			PD.1.2	Demonstrate the ability to use small muscles to perform fine motor skills in play and learning situations.	
Physical Well- Being and Motor		PD.1.2.A	Coordinate the use of hands, fingers, and wrists to manipulate objects and perform tasks requiring precise movements.	Coordination–Small Motor	
Development		PD.1.2.B	Use classroom and household tools independently with eye-hand coordination to carry out activities.		
(PD)		PD.1.2.C	Use a three-finger grasp of dominant hand to hold a writing tool.		
	i Health		PD.2.1	Demonstrate the ability to apply prevention and intervention knowledge, skills, and processes to promote safe living, in the home, school, and community.	
		PD.2.1.A	With modeling and support, identify and follow basic safety rules.	Safety and Injury Prevention	
		PD.2.1.B	Identify ways adults help to keep us safe.	Personal Care Tasks	
		PD.2.1.C	With modeling and support, identify the consequences of unsafe behavior.		
		PD.2.1.D	With modeling and support, demonstrate ability to follow transportation and pedestrian safety rules.		
			Demonstrate personal health and hygiene practices.		
			Independently complete personal care tasks (e.g., washing hands before eating and after toileting).		
		PD.2.2.B	Follow basic health practices (e.g., covering mouth/nose when coughing/sneezing).		

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Domain	Strand	Code	Standard (yellow) Essential Skill and Knowledge	Learning Progression
	Music	FA.1.1	Demonstrate awareness of and respond to the charactistics of musical sounds through voice, body movements, and class room instruments.	
		FA.1.1.A	Listen and respond to repeated rhythmic patterns.	
		FA.1.1.B	Respond to changes heard in music: fast/slow, loud/soft, long/short, high /low.	Music
	(1)	FA.1.1.C	Sing songs that use the voice in a variety of ways.	
		FA.1.1.D	Demonstrate steady beat through singing, moving the body, or playing classroom instruments.	
		FA.1.1.E	Listen and respond to simple directions or verbal cues in singing games.	
		FA.2.1	Identify, describe, experiment with, and create images and forms from observation, memory, imagination, and feelings.	
	Visual Arts	FA.2.1.A	Identify colors, lines, and shapes found in the environment and in works of art.	Viewel Auto
	(2)	FA.2.1.B	Use colors, lines, and shapes to communicate ideas about the observed world.	Visual Arts
F1 A		FA.2.1.C	Explore and discuss how colors, lines, and shapes are used in artworks.	
Fine Arts		FA.2.1.D	Use colors, lines, and shapes to make artworks that express ideas and feelings.	
(FA)	Theater (3)	FA.3.1	Use a variety of theatrical elements and conventions to demonstrate themes about life experiences, ideas, and feelings.	
		FA.3.1.A	Listen to and retells or performs nursery rhymes, finger plays, popular children's books/stories, and other media.	Theater
		FA.3.1.B	Demonstrate themes and ideas about people and events through play.	
		FA.3.1.C	Create accompaniment to stories using natural and human-made sounds.	
		FA.4.1	Demonstrate knowledge of how elements of dance are used to communicate meaning.	Daves
		FA.4.1.A	Demonstrate selected locomotor and non-locomotor movements that communicate ideas, thoughts, and feelings.	
		FA.4.1.B	Combine selected characteristics of the elements of dance, such as body parts and positions, shapes, levels, energy, fast and slow, and use of sensory stimuli to create movement.	Dance
		FA.4.1.C	Reproduce movement demonstrated by the teacher.	

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