

HighReach Learning Curriculum for Ages 1–3 Crosswalk with E-LAP

HighReach Learning Curriculum for Ages 1–3 Objectives	E-LAP Skill
Domain: Language Development	
Domain Element: Listening and Understanding	
<p>LU1 Demonstrates understanding of verbal/nonverbal conversation (response can be verbal/nonverbal)</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Shows interest in conversations by looking/watching Responds verbally/nonverbally in conversation Points to objects when named Follows a two-part oral direction Understands many words, including action words and prepositions Understands increasingly complex sentences 	<p>LN 22 Follows simple instructions</p> <p>LN25 Looks in appropriate place when asked, for example, “Where is the ball?”</p> <p>LN30 Names one object</p> <p>LN31 Follows 2 directions</p> <p>LN36 Names 2 objects</p> <p>LN37 Follows 3 directions</p> <p>LN39 Speaks in 2-word sentences</p> <p>LN40 Names 3 objects</p> <p>LN46 Points to 4 body parts</p> <p>LN55 Follows 3-step directions</p> <p>LN56 Responds correctly to “show me one block (or finger)”</p> <p>LN57 Understands 3 prepositions</p> <p>CG53 Follows simple instructions</p> <p>CG65 Names one object</p> <p>CG69 Follows 2 directions</p> <p>CG71 Follows 3 directions</p> <p>CG72 Names 2 objects</p> <p>CG74 Names 3 objects</p> <p>CG82 Understands 2 prepositions</p> <p>CG90 Points to 7 pictures</p> <p>CG103 Understands 3 prepositions</p> <p>SE26 Picks up and puts away toys on request</p>
<p>LU2 Recognizes familiar environmental sounds</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Points to picture or object to indicate source of environmental sound Names source of environmental sound 	<p>LN26 Imitates simple sounds on request</p>
<p>LU3 Attends to brief stories, rhymes, and songs</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Watches face of speaker sharing story, rhyme, or song Uses body language to show interest in story, rhyme, or song Imitates words from story, rhyme, or song Answers simple questions about story, rhyme, or song 	<p>LN58 Joins in nursery rhymes and songs</p> <p>CG48 Vocalizes to music</p> <p>CG104 Joins in nursery rhymes and songs</p> <p>SE36 Joins in nursery rhymes and songs</p>

Domain Element: Speaking and Communicating	
<p>SC1 Uses language to communicate with others (needs, opinions, feelings, etc.)</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Uses gestures or sign language to communicate Vocalizes during play Uses single words meaningfully Imitates adult speech Increasingly uses nouns and verbs when speaking Uses increasingly complex sentences 	<p>LN23 Says 2 words besides “ma-ma” and “da-da”</p> <p>LN24 Jabbers expressively</p> <p>LN28 Points and vocalizes to indicate wants</p> <p>LN35 Speaks 20 words</p> <p>LN38 Asks for food when hungry. May ask for toilet or drink also</p> <p>LN39 Speaks in 2-word sentences</p> <p>LN41 Refers to self by name</p> <p>LN47 Understands 2 prepositions</p> <p>LN48 Speaks 50 words or more</p> <p>LN 49 Uses plurals</p> <p>LN50 Shows or tells use of one or more familiar objects on request</p> <p>LN51 Names or identifies objects by use</p>
<p>SC2 Uses communication for many purposes</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Initiates interactions with others Shows protest or disagreement (verbally or nonverbally) Uses words to communicate wants and needs Takes several back-and-forth turns in conversations 	<p>LN28 Points and vocalizes to indicate wants</p> <p>LN38 Asks for food when hungry. May ask for toilet or drink also</p> <p>SH16 Vocalizes and gestures to indicate wants</p> <p>CG59 Asks for objects by pointing and vocalizing</p>

Domain: Emerging Literacy	
Domain Element: Phonological Awareness	
<p>PA1 Shows awareness of sounds and language</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Plays with rhymes and songs Repeats patterns in rhymes and songs Attempts to sing songs or recite rhymes Predicts a word in a very familiar song Attempts to sing songs or recite rhymes independently Plays with words that sound the same or different Shows sensitivity to changes in inflection and melodies 	<p>LN26 Imitates simple sounds on request</p> <p>LN27 Uses jargon</p> <p>LN58 Joins in nursery rhymes and songs</p> <p>CG104 Joins in nursery rhymes and songs</p> <p>SE36 Joins in nursery rhymes and songs</p>
Domain Element: Book Knowledge and Appreciation	
<p>BK1 Enjoys books and stories</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Points at pictures Vocalizes while book is read Imitates adult actions and speech when reading Shows preferences for favorite books Names familiar objects in books 	<p>LN29 Points to pictures in book</p> <p>LN33 Names one picture</p> <p>LN34 Points to 3 pictures when asked</p> <p>LN43 Names 3 pictures</p> <p>LN44 Points to 5 pictures when asked to do so</p> <p>LN52 Names 5 pictures</p> <p>LN53 Points to 7 pictures</p>

<p>Predicts a word or phrase that comes next in a familiar story Begins to understand story sequence</p>	<p>LN59 Names 8 pictures correctly CG63 Looks at picture book and turns pages CG66 Points to pictures in book CG78 Names 3 pictures CG90 Points to 7 pictures CG91 Names 5 pictures on a picture card when asked, "What is this?" CG101 Points to small details in pictures CG102 Names 8 pictures correctly</p>
<p>BK2 Understands how books are handled/used <i>Indicators:</i> Turns book to correct position Able to turn pages one at a time Turns pages when there is a pause in conversation</p>	<p>CG63 Looks at picture book and turns pages FM62 Turns pages of book singly</p>
Domain Element: Print Awareness and Early Writing	
<p>PR1 Understands symbols/pictures can be "read" by others and have meaning <i>Indicators:</i> Begins to identify common symbols (logos, stop sign, traffic light, etc.) Explores different writing materials Scribbles Attempts to communicate through scribbling</p>	<p>LN36 Names 2 objects CG68 Scribbles spontaneously CG84 Imitates drawing vertical line, horizontal line, and circle CG92 Imitates cross CG98 Copies circle FM44 Scribbles vigorously in imitation FM59 Imitates vertical stroke FM60 Imitates circular stroke FM64 Imitates drawing vertical line, horizontal line, and circle FM66 Holds pencil with thumb and forefinger instead of fist FM67 Imitates cross FM70 Copies circle FM72 Adds 2 parts to incomplete person</p>
Domain: Math	
Domain Element: Number and Operations	
<p>NO1 Shows increasing awareness of numbers during meaningful daily activities <i>Indicators:</i> Counts in rhymes or songs Uses one-to-one correspondence during play (e.g., one cookie on each plate)</p>	<p>CG85 Repeats 2 digits CG95 Responds correctly to "Show me one block (or finger)"</p>

<p>NO2 Begins to understand quantity</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Asks for more (verbally or with gestures) Compares the quantity of two groups of objects (e.g., more/less) 	<p>LN42 Comprehends and asks for “another”</p> <p>CG77 Comprehends and asks for “another”</p>
Domain Element: Geometry and Spatial Sense	
<p>GS1 Explores spatial relationships</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Moves self over, under, through, and in objects Fills and dumps objects Explores how objects fit together and can be taken apart 	<p>CG83 Makes train of cubes</p> <p>FM49 Puts beads in a box</p> <p>SH15 Overcomes simple obstacles</p>
<p>GS2 Recognizes and begins to identify shapes</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Matches like shapes Sorts items by shape Begins to identify basic shapes 	<p>CG56 Inserts round shape into formboard</p> <p>CG58 Adapts round shape in formboard</p> <p>CG84 Imitates drawing vertical line, horizontal line, and circle</p> <p>CG92 Imitates cross</p> <p>CG98 Copies circle</p> <p>FM59 Imitates vertical stroke</p> <p>FM60 Imitates circular stroke</p> <p>FM67 Imitates cross</p> <p>FM70 Copies circle</p>
Domain Element: Patterns and Measurement	
<p>PM1 Demonstrates an awareness of patterns</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Shows interest in colors, patterns, and textures Uses simple nesting and stacking toys Matches like objects Sorts objects by color, size, or shape 	<p>CG67 Builds tower of 3–4 cubes</p> <p>CG70 Builds tower of 5–6 cubes</p> <p>CG75 Builds tower of 6–7 cubes</p> <p>CG86 Understands size differences</p> <p>CG87 Shows or tells use of one or more familiar objects on request</p> <p>CG89 Builds tower of 8 cubes</p> <p>CG96 Builds tower of 10 cubes</p> <p>FM41 Builds tower of 2–3 blocks after demonstration</p> <p>FM52 Builds tower of 3–4 cubes</p> <p>FM54 Scribbles spontaneously</p> <p>FM55 Builds tower of 5–6 cubes</p> <p>FM58 Builds tower of 6–7 cubes</p> <p>FM65 Builds tower of 8 cubes</p> <p>FM68 Builds tower of 10 cubes</p>
<p>PM2 Begins to understand the concept of time</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Begins to understand time words such as <i>before</i> and <i>after</i> Begins to understand time sequence of daily routines Identifies times of daily routines (time to eat, time to nap, etc.) 	<p>CG94 Names or points to self in photograph???</p> <p>SE34</p> <p>LN47 Understands 2 prepositions</p> <p>LN55 Follows 3-step directions</p>

Domain: Science – Learning About the World**Domain Element: Exploration and Scientific Thinking****SS1** Utilizes different methods to gain information and solve problems*Indicators:*

- Uses senses when exploring
- Manipulates new toys and materials to see what they will do
- Uses objects in a variety of ways
- Describes what is observed (e.g., “ball down”)

CG54 Looks in appropriate place when asked, for example, “Where is the ball?”
 CG60 Overcomes simple obstacles
 CG87 Shows or tells use of one or more familiar objects on request

SS2 Understands cause and effect*Indicators:*

- Repeats actions in attempt to repeat effect
- Tries different methods to get the same result
- Notices different results

CG49 Pats whistle doll
 GM78 Pushes and pulls large objects

FM40 Beats 2 spoons together
 FM51 Obtains toy with stick
 CG62
 FM61 Adapts to reversal of formboard in 4 trials
 FM73 Cuts across paper with scissors from one side to the other

SH25 Unzips zippers
 SH46 Unbuttons front buttons

Domain Element: Observation and Scientific Knowledge**SK1** Observes and describes things in the environment*Indicators:*

- Names a few living things (dog, flower, etc.)
- Shows interest in things in the environment (clouds, rocks, etc.)
- Recognizes ways living things interact with the environment
- Describes things in the environment by one or two characteristics
- Begins to classify things that belong together

CG81 Hands objects similar to a familiar sample
 CG82 Understands 2 prepositions
 CG88 Names or identifies objects by use
 CG103 Understands 3 prepositions

Domain: Creative Expression**Domain Element: Visual Art****VA1** Experiments with a variety of art experiences*Indicators:*

- Joins in art activities
- Uses a variety of art tools
- Shows preference for favorite colors
- Becomes increasingly involved in the art process
- Talks about art creations

CG68 Scribbles spontaneously

<p>VA2 Notices elements of art</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Enjoys looking at various types of art on display (mobiles, painting, sculpture, etc.) Notices different shapes, lines, colors, forms, and materials Notices people and their expressions 	<p>CG73 Completes 3-piece formboard (circle, square, and triangle)</p> <p>CG84 Imitates drawing vertical line, horizontal line, and circle</p>
Domain Element: Music and Movement	
<p>MM1 Participates in a variety of musical activities</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Responds to rhythm in a variety of ways (clapping, tapping, etc.) Claps, bounces, or dances to music Attempts to sing along Uses instruments or other objects to create music Asks to sing favorite songs 	<p>CG48 Vocalizes to music</p> <p>SE36 Joins in nursery rhymes and songs</p> <p>LN58 Joins in nursery rhymes and songs</p>
<p>MM2 Participates in a variety of movement activities</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Responds to rhythm Attempts to control body when moving Joins movement activities Begins to imitate simple body movements Dances with control 	<p>GM71 Gets into standing position without using hands</p> <p>GM84 Walks approximately on line</p> <p>GM88 Hops on one foot—2 or more hops</p> <p>GM89 Walks up and down stairs, alternating feet</p> <p>GM90 Balance on one foot</p>
Domain Element: Dramatic Play	
<p>DP1 Engages in pretend play</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Imitates sounds and facial expressions Plays interactive games with adults Uses an object to symbolize another (e.g., block is used as a cup) Uses dramatic play props in realistic ways Attempts to include others in dramatic play Begins to take roles during dramatic play 	<p>SH18 Imitates housework</p> <p>SE25 Imitates grown-up activities (e.g., housework, shopwork)</p> <p>SE31 Enjoys role-playing; wraps up doll and puts to bed</p>

Domain: Social and Emotional Development	
Domain Element: Social Interaction and Attachment	
<p>SO1 Demonstrates trusting attachments with adults</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Seeks comfort from and calms with a recognized adult Engages in play with toys or others, “checking in” with trusted adult Seeks help from a trusted adult when needed Plays independently for increasingly long periods of time 	<p>SE21 Increased dependence on mother during walking stage</p> <p>SE23 Wants to be near adults</p> <p>SE24 Stranger anxiety reappears</p> <p>SE30 Initiates own play activities</p>

<p>SO2 Engages in social interactions</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Focuses on play object in give-and-take with a trusted adult or peer partner Responds well to positive feedback Engages in parallel play 	<p>SE27 Parallel play predominates</p>
<p>SO3 Begins to cooperate with others</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Begins to cooperate, but may be reluctant Participates in simple back-and-forth interactions with others Interacts positively with other children and adults Participates in simple games 	<p>CG50 Gives toy to adult on request</p> <p>SE20 Gives a toy to adult upon request</p> <p>SE26 Picks up and puts away toys on request</p> <p>SE33 Begins “associative play” activities</p> <p>SE35 Plays simple group games (e.g., “Ring Around the Rosey”) with adult help (cooperative play)</p>
Domain Element: Self-Concept	
<p>SE1 Demonstrates a positive sense of self</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Enjoys looking at self in mirror Explores materials freely, without hesitation Tries new activities without hesitation Demonstrates growing independence during daily activities Refers to self by name Uses the words <i>me, I, mine</i> 	<p>LN45 Uses pronouns—I, you, me—not always correctly</p> <p>LN54 Gives full name when asked</p> <p>SH23 Moves about house without adults</p> <p>CG76 Refers to self by name</p> <p>CG93 Gives full name</p> <p>CG94 Names or points to self in photograph</p> <p>CG105 Answers correctly, “Are you a boy or a girl?”</p> <p>SE22 Increased resistance to bedtime</p> <p>SE34 Names or points to self in photograph</p> <p>SE37 Answers correctly to “Are you a boy or a girl?”</p>
<p>SE2 Develops awareness of own feelings and those of others</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Uses expressions and emotions to communicate Indicates likes/dislikes through gestures Indicates likes/dislikes verbally Develops ability to discern others’ feelings through body language and facial expressions 	<p>SE28 Temper tantrums are common</p> <p>SE29 Begins to claim and defend ownership of personal things</p> <p>LN28 Points and vocalizes to indicate wants</p> <p>LN38 Asks for food when hungry. May ask for toilet or drink also</p>
Domain Element: Self-Regulation	
<p>SL1 Demonstrates emerging self-regulation</p> <p><i>Indicators:</i></p> <ul style="list-style-type: none"> Uses ways to calm and soothe self Plays independently for an increasing amount of time Shows comfort in routines Begins to express disagreement in an appropriate way Begins to express wants and needs appropriately 	<p>SE32 Inflexible and rigid in behavior</p> <p>SE38 Verbal scolding replaces physical aggressiveness</p> <p>LN28 Points and vocalizes to indicate wants</p> <p>LN38 Asks for food when hungry. May ask for toilet or drink also</p>

Begins to show empathy and understanding of others' feelings	
SL2 Begins to understand and follow simple rules <i>Indicators:</i> Responds appropriately to reminders Able to follow simple rules, but may not do so all the time	SH30 Replaces some objects where they belong LN22 Follows simple instructions
Domain Element: Knowledge of Families and Communities	
KF1 Demonstrates knowledge of home, school, and community <i>Indicators:</i> Recognizes family members Recognizes teacher and other adults at school Able to identify places at school that correspond to places at home Understands similarities and differences between home and school Begins to recognize familiar places in the community	LN21 Calls parent "ma-ma," "da-da"

Domain: Approaches to Learning	
Domain Element: Initiative and Curiosity	
IC1 Shows curiosity about new things and new experiences <i>Indicators:</i> Joins in new activities and explores new materials or events Asks questions Makes independent choices	CG51 Removes lid of box to find hidden toy CG59 Asks for objects by pointing and vocalizing
Domain Element: Problem Solving and Persistence	
PS1 Uses a variety of problem-solving techniques <i>Indicators:</i> Tries one or two ways to solve a play dilemma Uses repetition to discover new skills Uses objects as tools Understands that some tasks require more than one step	SH15 Overcomes simple obstacles CG58 Adapts round shape in formboard CG60 Overcomes simple obstacles
PS2 Shows increasing persistence when facing challenges <i>Indicators:</i> Attempts task for a minute or two before asking for help Tries to solve problems or challenges with a toy or task	CG58 Adapts round shape in formboard CG61 Obtains peg from bottle CG62 Obtains toy with stick CG80 Adapts to reversal of formboard in 4 trials CG99 Adapts to formboard reversal

Domain: Physical Health and Development	
Domain Element: Fine Motor Skills	
FM1 Improves fine motor coordination by manipulating materials <i>Indicators:</i>	FM39 Removes lid of box to find hidden toy FM40 Beats 2 spoons together

Picks up objects
Explores textures with hands
Makes marks with writing materials
Stacks blocks or toys
Begins to use a spoon or other utensil to feed self
Uses crayons, markers, and paintbrushes with increasing control
Builds simple block structures
Puts connecting toys together and takes them apart
Begins to work simple puzzles

FM41 Builds tower of 2–3 blocks after demonstration
FM42 Places one cube in cup
FM43 Marks with pencil
FM44 Scribbles vigorously in imitation
FM45 Unwraps toy
FM46 Inserts round shape in formboard
FM47 Holds 3 cubes
FM48 Adapts round shape in formboard
FM49 Puts beads in a box
FM50 Obtains peg from bottle
FM51 Obtains toy stick
FM52 Builds tower of 3–4 cubes
FM53 Places 10 cubes in cup
FM54 Scribbles spontaneously
FM55 Builds tower of 5–6 cubes
FM56 Complete 3-piece formboard (circle, square, and triangle)
FM57 Attempts to fold paper
FM58 Builds tower of 6–7 cubes
FM59 Imitates vertical stroke
FM60 Imitates circular stroke
FM61 Adapts to reversal of formboard in 4 trials
FM62 Turn pages of book singly
FM63 Makes train of cubes
FM64 Imitates drawing vertical line, horizontal line, and circle
FM65 Builds tower of 8 cubes
FM66 Holds pencil with thumb and forefinger instead of fist
FM67 Imitates cross
FM68 Builds tower of 10 cubes
FM69 Imitates "bridge" of blocks
FM70 Copies circle
FM71 Adapts to formboard reversal
FM72 Adds 2 parts to incomplete person
FM73 Cuts across paper with scissors from one side to the other

SH32 Unwraps candy

CG52 Builds tower of 2–3 cubes after demonstration
CG55 Unwraps toy
CG57 Holds 3 cubes
CG67 Build tower of 3–4 cubes
CG70 Builds tower of 5–6 cubes
CG73 Completes 3-piece formboard (circle, square, and triangle)
CG75 Builds tower of 6–7 cubes
CG84 Imitates drawing vertical line, horizontal line, and circle

	<p>CG89 Build tower of 8 cubes CG92 Imitates cross CG96 Builds tower of 10 cubes CG97 Imitates “bridge” of cubes CG98 Copies circle</p>
Domain Element: Gross Motor Skills	
<p>GM1 Improves gross motor skills and strength <i>Indicators:</i> Walks with help Walks without help Begins to climb Runs Kicks a ball Demonstrates increasing balance Climbs up and down stairs with increasing skill Shows stamina and energy during daily activities</p>	<p>SH13 Climbs stairs on hands and knees SH19 Fetches or carries familiar objects SH21 Walks up stairs, one hand held SH26 Gets onto adult chair unaided SH28 Creeps backward down stairs SH29 Steps upstairs with hand on rail SH42 Walks up and down stairs using alternating feet</p> <p>GM65 Standing alone—takes steps GM66 Creeping rapidly on hands and knees GM67 Walks along 5 steps without falling GM68 Throws ball standing or sitting GM69 Walks alone, seldom falls GM70 Crawls up several steps GM71 Gets into standing position without using hands GM72 Stoops to pick up toys from floor without falling GM73 Stands on one foot, slight support GM74 Walks up stairs with help GM75 Climbs into adult chair, turns to sit GM76 Seats self in small chair GM77 Runs GM78 Pushes and pulls large objects GM79 Throws ball overhand without falling GM80 Carries large teddy bear or doll while walking GM81 Creeps backward down stairs GM82 Walks with one foot on walking board GM83 Jumps in place GM84 Walks approximately on line GM85 Jumps from bottom step GM86 Walks backwards GM87 Stands up from supine GM88 Hops on one foot—2 or more hops GM89 Walks up and down stairs, alternating feet GM90 Balances on one foot</p>
Domain Element: Health Status and Practices	
<p>HS1 Becomes more aware of body <i>Indicators:</i></p>	<p>LN32 Points to one body part when asked LN46 Points to 4 body parts</p>

<p>Explores different ways to move body parts Points to body parts on toy or person when named Points to body parts on self when named Begins to name body parts</p>	<p>CG64 Points to one named body part CG79 Points to 4 body parts CG100 Adds 2 parts to incomplete person</p> <p>SH22 Places only edibles in mouth</p>
<p>HS2 Builds self-help skills (eating, drinking, toileting) <i>Indicators:</i> Drinks from a cup Uses a spoon or other utensil to feed self Takes off clothes Begins to put on clothes Washes hands with assistance Attempts to clean self when toileting Uses a tissue</p>	<p>SH7 Finger-feeds self for part of meal SH8 Takes off hat, shoes SH9 Cooperates in dressing SH10 Inhibits drooling SH11 Chews most foods well SH12 Pulls off socks SH14 Shows wet or soiled pants SH17 Holds cup and drinks with some spilling SH20 Uses spoon with little spilling SH24 Hands empty dish when finished eating SH25 Unzips zippers SH27 Uses toilet when taken by adult SH31 Puts shoes on part-way SH33 Squats, holds self, or verbalizes toilet needs SH34 Takes off clothes, with help on buttons SH35 Pulls pants or shorts off and on SH36 Spoon feeds without excessive spilling SH37 Dries own hands SH38 Helps carry and put things away SH39 Dresses with supervision SH40 Puts on coat unassisted SH41 Puts on shirt or dress unassisted SH43 Pours well from pitcher SH44 Puts on shoes SH45 Undresses completely without help SH46 Unbuttons front buttons SH47 Seldom has accidents with bowel movements SH48 Goes to toilet alone SH49 Bathes self with some supervision</p>