Social Indicators

Cooperative Play

joins play by looking and imitating what others do																					
imvites peer to play																					
offers play idea in "Let's do… OK?" form																					
responds affirmatively to other's ideas																					
trades one item for another																					
expresses pleasure, excitement or approval to others																					
announces cooperative play marker: "We're doing…"																					
engages in simultaneous parallel actions																					
sustains cooperative interactions for 10 minutes																					

Community Relationships

greets others with words and a smile																					
addresses others using their names																					
makes eye contact when talking																					
tells others "no" or "stop"																					
asserts self with "I…" statements																					
waits for turn in peer activity																					
chooses a partner and accepts a partner																					
invites others to join																					
apologizes for accidental mistakes																					

Courteous Actions

passes items to others																					
thanks others																					
gets items needed by others spontaneously																					
offers a turn to others																					
checks or comforts if others are upset																					
asks for items using "Could I…"																					
looks and listens to peers statement																					
lets others go ahead																					
says "Excuse me."																					
signals for a turn to talk																					

Expressive Indicators

Speaking

makes personal contribution on the topic being discussed by group																					
makes generalization of similarities: "What is the same about ...?"																					
describes steps in a sequence: "How do you do this?"																					
offers alternative solutions to a problem : "What else could work?																					

Writing

writes own book following a prescribed pattern																					
dictates and illustrates story with characters and sequenced action																					

Artistic Expression

paints, filling space with intentional color and expressive brushwork																					
draws a personal experience with recognizeable symbols																					
sketches a representation from observation																					
forms in clay a representation of experience																					

Music

marks beat with body percussion																					
maintains a group chant against another group's chant																					
sings with strength in a large group song																					
moves body expressively to moods of music																					
moves and freezes, high and low, in self space																					

Drama

dramatizes a role in self-composed story																					
conveys an action or feeling nonverbally in pretend																					
plays a part with dialog while enacting a story																					
interacts using pretend dialog in role in free play																					

Motoric Indicators

School Readiness

cuts with scissors a line 3 inches long																					
traces inside a template without wiggles																					
draws a line within a 3/8" wide curving pencil pathway																					

Classroom Fine Motor

pours juice from pitcher to cup, stopping 1/2" from top																					
sweeps up with hand broom and dustpan																					
mops up liquid completely																					
applies a coin-size spot of glue																					
hammers nail fully into end grain of wood																					
saws off a piece from a narrow softwood board																					
slices narrow slices of soft foods																					
punches hole in paper with a paper punch																					
picks up items with tongs																					

Fundamental Motor Patterns

runs continuously at full speed for 1 minute																					
runs backwards for 6 feet																					
runs with a smooth motion, full leg extension																					
jumps to touch a target overhead with arm swing lift																					
jumps forward, backward, and sideways																					
jumps from standing, feet together, over 6" high object																					
jumps down, from 2', to a stable landing, legs absorbing																					
throws with opposite foot on forward stride, body twist																					
throws and hits plate-size target 5 feet away																					
catches 8" to 10" ball with hands only																					
kicks ball, taking 1-2 steps in approach, with arm opposition																					

Cognitive Indicators

Perseverance

keeps working at a difficult task for 5 minutes																					
works 10 minutes creating an original design																					

Pencil Control

prints own first name in mixed case																					
copies numerals 0 to 9																					

Basic Abstractions

describes own work using color, size, shape vocabulary																					
sorts objects into self-chosen groupings and gives each a name																					

Sequences

orders a set of graded items																					
orders a set of pictures that represent a known sequence																					

Spatial Relationships

replicates own design of at least 5 units																					
extends a design symmetrically																					

Pattern

orally predicts what comes next in a pattern																					
extends a ABABAB or AABBAABB pattern in materials																					

Numbers

counts and tells how many in a set up to 12																					
instantly recognizes a randomly arranged set of 4																					
envisions (identifies the hidden portion of) the quantity 4																					

Reading

reads all the other children's names in mixed case																					
recognizes consonant sounds for /s/t/m/p/b/c/r/f/d/n/w/g/																					

Tom Drummond