

TEACHING STRATEGIES GOLD® OBJECTIVES FOR DEVELOPMENT & LEARNING

| TSG Gold Domain | IgniteTable | |
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| Social-Emotional | Domains and Subdomains | Skill Descriptors |
| 1. Regulates own emotions and behaviors | | |
| a. Manages feelings | Social Awareness Understands Basic Feelings | Describes the feelings of others based on physical characteristics Describes the feelings of others based on the environment/situation Predicts/identifies causes of others' feelings |
| b. Follows limits and expectations | Self-Management Follows Directions | Correctly carries out a one-step request Accurately follows two-step directions Correctly attends to three-step directions |
| c. Takes care of own needs appropriately | Self-Awareness Understands Owns Basic Needs | Identifies their own basic needs Demonstrates meeting their own basic needs Takes responsibility for meeting their own basic needs |
| 2. Establishes and sustains positive relationships | | |
| a. Forms relationships with adults | None | None |
| b. Responds to emotional cues | Social Awareness Understands Basic Feelings of Others | Describes the feelings of others based on physical characteristics Describes the feelings of others based on the environment/situation Predicts/identifies causes of others' feelings |
| c. Interacts with peers | Relationship Skills Social-Problem Solving | Demonstrates sharing successfully Demonstrates sharing and compromising successfully Demonstrates sharing, compromising, and/or negotiating successfully |
| d. Makes friends | Relationship Skills Engagement | Engages in prosocial behaviors with other children Sustains interactions with at least two or more other children, for increasing periods of time Engages in joint play (i.e., coordinating goals, planning, and following rules) with more than one child at a time |

| 3. Participates cooperatively and constructively | | |
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| in group situations | | |
| a. Balances needs and rights of self and others | Relationship Skills Participation Engagement | Demonstrates willingness to participate in a group activity Demonstrates ability to initiate positive peer interactions while working within a group Demonstrates ability to sustain cooperative interactions within a group Engages in prosocial behaviors with other children Sustains interactions with at least two or more other children, for increasing periods of time Engages in joint play (i.e., coordinating goals, planning, and following rules) with more than one child at a time |
| b. Solves social problems | Self-Management Persistence Exploration | Demonstrates persistence Attends to a task without displays of frustration Works on a task until it is complete Makes educated guesses to solve a problem or task (hypotheses) Tests educated guesses (hypotheses) to find the result |
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| TSG Gold Domain | | lgniteTable |
| TSG Gold Domain Physical | Domains, Subdomains, & Skills | IgniteTable Skill Descriptors |
| | Domains, Subdomains, & Skills None | |
| Physical | | Skill Descriptors |
| Physical 4. Demonstrates traveling skills | None | Skill Descriptors None |
| Physical 4. Demonstrates traveling skills 5. Demonstrates balancing skills | None | Skill Descriptors None None |
| Physical 4. Demonstrates traveling skills 5. Demonstrates balancing skills 6. Demonstrates gross-motor manipulative skills 7. Demonstrates fine-motor strength and | None | Skill Descriptors None None |

| TSG Gold Domain | Ignite Table | |
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| Language | Domains and Subdomains | Skill Descriptors |
| 8. Listens to and understands increasingly complex language | | |
| a. Comprehends language | All Domains & Subdomains | All Skill Descriptors |
| b. Follows directions | Responsible Decision-Making Focuses Attention Self-Management Follows Directions | Stays on task with cues Works steadily with attention to task Ignores distractions while completing a task Correctly carries out a one-step request Accurately follows two-step directions Correctly attends to three-step directions |
| 9. Uses language to express thoughts and needs | | |
| a. Uses an expressive vocabulary | Relationship Skills Engagement | Engages in prosocial behaviors with other children Sustains interactions with at least two or more other children, for increasing periods of time Engages in joint play (i.e., coordinating goals, planning, and following rules) with more than one child at a time |
| b. Speaks clearly | Social Awareness Understands Basic Feelings of Others | Describes the feelings of others based on physical characteristics Describes the feelings of others based on the environment/situation |
| c. Uses conventional grammar | Relationship Skills Communication | Engages in play using alternative forms of communication |
| d. Tells about another time or place | Self-Management Recalls Information | Recalls one or more items removed from view Recalls two or more items removed from view Recalls three or more items removed from view |
| 10. Uses appropriate conversational and other communication skills | | |
| a. Engages in conversations | Relationship Skills Communication | Engages in play using alternative forms of communication |

| b. Uses social rules of language | Relationship Skills Active Listening | Follows visual and physical prompts with assistance (at least 2 movements) during a group activity Follows visual and physical prompts during a group activity (at least 3 movements) Follows visual and physical prompts during a group activity (at least 4 movements) |
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| TSG Gold Domain | Ignite Table | |
| Cognitive | Domains and Subdomains | Skill Descriptors |
| 11. Demonstrates positive approaches to learning | | |
| a. Attends and engages | Relationship Skills Engagement Self-Awareness Identify | Engages in prosocial behaviors with other children Sustains interactions with at least two or more other children, for increasing periods of time Engages in joint play (i.e., coordinating goals, planning, and following rules) with more than one child at a time Engages in appropriate self-care activity based on a given mood |
| b. Persists | Self-Awareness Delays Gratification | Delays gratification during a group task Ignores distractors while delaying gratification during a group task Identifies alternatives to keep busy, while delaying gratification during a group task |
| c. Solves problems | Responsible Decision-Making Accountability | Evaluates the consequences of actions in an at-home setting Evaluates the consequences of actions in a school setting Evaluates the consequences of actions a community, (uncontrolled) non-school setting |
| d. Shows curiosity and motivation | Social Awareness Acceptance of Others | Explores different types of communities by building a neighborhood Explores ways to make communities inclusive |
| e. Shows flexibility and inventiveness in thinking | Self-Management Flexible Thinking | Makes plans for an imaginative play routine Changes plans for an imaginative play routine when new ideas are proposed Integrates new plans for an imaginative play routine unprompted |
| 12. Remembers and connects experiences | | |

| a. Recognizes and recalls | Self-Management Recalls Information | Recalls one or more items removed from view Recalls two or more items removed from view Recalls three or more items removed from view |
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| b. Makes connections | Unstructured Play Collaborative Building | Uses digital materials (ex: shapes) and imagination to build collaboratively Uses digital materials (ex: magnets) and imagination to build collaboratively Uses digital materials (ex: blocks) and imagination to build collaboratively |
| 13. Uses classification skills | Self-Management Understands Routines | Remembers the sequence of a routine Identifies the missing part of a routine Completes/plans a routine |
| 14. Uses symbols and images to represent something not present | | |
| a. Thinks symbolically | Self-Awareness Identity | Creates a self-portrait Draws a personal interest or interest in the world around them Engages in appropriate self-care activity based on a given mood |
| b. Engages in sociodramatic play | Responsible Decision-Making Economics | Engages in pretend-play scenarios related to spending Engages in pretend-play scenarios related to saving Engages in pretend-play scenarios related to giving |
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| TSG Gold Domain | | IgniteTable |
| TSG Gold Domain Literacy | Domains and Subdomains | IgniteTable Skill Descriptors |
| | Domains and Subdomains | |
| Literacy | Domains and Subdomains None | |
| Literacy 15. Demonstrates phonological awareness | | Skill Descriptors |
| Literacy 15. Demonstrates phonological awareness a. Notices and discriminates rhyme | None | Skill Descriptors None |

| a. Identifies and names letters | None | None |
|--|---------------------------------------|---|
| b. Uses letter–sound knowledge | None | None |
| 17. Demonstrates knowledge of print and its uses | | |
| a. Uses and appreciates books | None | None |
| b. Uses print concepts | None | None |
| 18. Comprehends and responds to books and other texts | | |
| a. Interacts during read-alouds and book conversations | None | None |
| b. Uses emergent reading skills | None | None |
| c. Retells stories | None | None |
| 19. Demonstrates emergent writing skills | | |
| a. Writes name | None | None |
| b. Writes to convey meaning | None | None |
| TSG Gold Domain | IgniteTable | |
| Math | Domains and Subdomains | Skill Descriptors |
| 20. Uses number concepts and operations | | |
| a. Counts | Responsible Decision-Making Economics | Engages in pretend-play scenarios related to spending Engages in pretend-play scenarios related to saving Engages in pretend-play scenarios related to giving |

| b. Quantifies | Responsible Decision-Making Economics | Engages in pretend-play scenarios related to spending Engages in pretend-play scenarios related to saving Engages in pretend-play scenarios related to giving |
|--|--|---|
| c. Connects numerals with their quantities | Responsible Decision-Making Economics | Engages in pretend-play scenarios related to spending Engages in pretend-play scenarios related to saving Engages in pretend-play scenarios related to giving |
| 21. Explores and describes spatial relationships and shapes | | |
| a. Understands spatial relationships | None | None |
| b. Understands shapes | Unstructured Play Collaborative Building | Uses digital materials (ex: shapes) and imagination to build collaboratively |
| 22. Compares and measures | Unstructured Play Collaborative Building | Uses digital materials (ex: magnets) and imagination to build collaboratively |
| 23. Demonstrates knowledge of patterns | Unstructured Play | Uses digital materials (ex: blocks) and imagination to build |
| | Collaborative Building | collaboratively |
| TSG Gold Domain | Collaborative Building | collaboratively IgniteTable |
| TSG Gold Domain Science & Technology | Collaborative Building Domains and Subdomains | · |
| | | IgniteTable |
| Science & Technology | Domains and Subdomains | IgniteTable Skill Descriptors |
| Science & Technology 24. Uses scientific inquiry skills 25. Demonstrates knowledge of the | Domains and Subdomains None Social Awareness | IgniteTable Skill Descriptors None Identifies basic needs of others Demonstrates meeting the basic needs of others |
| Science & Technology 24. Uses scientific inquiry skills 25. Demonstrates knowledge of the characteristics of living things 26. Demonstrates knowledge of the physical | Domains and Subdomains None Social Awareness Understands Basic Needs of Others | IgniteTable Skill Descriptors None Identifies basic needs of others Demonstrates meeting the basic needs of others Takes responsibility for meeting the basic needs of others |

| TSG Gold Domain | IgniteTable | |
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| Social Studies | Domains and Subdomains | Skill Descriptors |
| 29. Demonstrates knowledge about self | Self-Awareness Understanding Own Basic Needs Identity | Identifies their own basic needs Demonstrates meeting their own basic needs Takes responsibility for meeting their own basic needs Creates a self-portrait Draws a personal interest or interest in the world around them Engages in appropriate self-care activity based on a given mood |
| 30. Shows basic understanding of people and how they live | Self-Awareness Understanding Own Basic Needs | Identifies their own basic needs Demonstrates meeting their own basic needs Takes responsibility for meeting their own basic needs |
| 31. Explores change related to familiar people or places | Social Awareness Acceptance of Others | Demonstrates understanding of diverse people Explores different types of communities by building a neighborhood Explores ways to make communities inclusive |
| 32. Demonstrates simple geographic knowledge | None | None |
| TSG Gold Domain | | lgniteTable |
| The Arts | Domains and Subdomains | Skill Descriptors |
| 33. Explores the visual arts | None | None |
| 34. Explores musical concepts and expression | None | None |
| 35. Explores dance and movement concepts | None | None |
| 36. Explores drama through actions and language | None | None |

| TSG Gold Domain | IgniteTable | |
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| English Language Acquisition | Domains and Subdomains | Skill Descriptors |
| 37. Demonstrates progress in listening to and understanding English | All Domains & Subdomains | All Skill Descriptors |
| 38. Demonstrates progress in speaking English | All Domains & Subdomains | All Skill Descriptors |