

Florida Early Learning and Developmental Standards			Ignite™	Key Foundations
<b>BODY OF KNOWLEDGE</b>	<b>FL.36-48.I.</b>	<b>PHYSICAL DEVELOPMENT DOMAIN (36–48 months)</b>		
<b>BIG IDEA</b>	<b>36-48.I.A.</b>	<b>HEALTH AND WELL-BEING</b>		
<b>BENCHMARK</b>	<b>36-48.I.A.b.</b>	<b>Safety</b>		
<b>BENCHMARK</b>	<b>36-48.I.A.d.</b>	<b>Feeding and Nutrition</b>		
<b>INDICATOR</b>	<b>36-48.I.A.d.1.</b>	<b>Responds to feeding or feeds self with increasing efficiency and demonstrates increasing interest in eating habits and making food choices</b>		
<b>EXPECTATION</b>	36-48.I.A.d.1.b.	Begins to recognize nutritious food choices and healthy eating habits	✓	✓
<b>BENCHMARK</b>	<b>36-48.I.B.c.</b>	<b>Fine-Motor Development</b>		
<b>INDICATOR</b>	<b>36-48.I.B.c.1.</b>	<b>Demonstrates increasing precision, strength, coordination and efficiency when using hand muscles for play and functional tasks</b>		
<b>EXPECTATION</b>	36-48.I.B.c.1.a.	Uses various drawing and art tools with developing coordination		✓
<b>BENCHMARK</b>	<b>36-48.I.B.c.</b>	<b>Fine-Motor Development</b>		
<b>INDICATOR</b>	<b>36-48.I.B.c.2.</b>	<b>Increasingly coordinates hand and eye movements to perform a variety of actions with increasing precision</b>		
<b>EXPECTATION</b>	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)		✓
<b>BODY OF KNOWLEDGE</b>	<b>FL.36-48.II.</b>	<b>APPROACHES TO LEARNING DOMAIN (36–48 months)</b>		
<b>BIG IDEA</b>	<b>36-48.II.A.</b>	<b>EAGERNESS AND CURIOSITY</b>		

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BENCHMARK	36-48.II.A.1.	Shows curiosity and is eager to learn new things and have new experiences	✓	✓
<b>BIG IDEA</b>	<b>36-48.II.B.</b>	<b>PERSISTENCE</b>		
BENCHMARK	36-48.II.B.1.	Sustains attention for brief periods and finds help when needed	✓	✓
<b>BIG IDEA</b>	<b>36-48.II.D.</b>	<b>PLANNING AND REFLECTION</b>		
BENCHMARK	36-48.II.D.1.	Shows initial signs of planning and learning from their experiences	✓	
<b>BODY OF KNOWLEDGE</b>	<b>FL.36-48.III.</b>	<b>SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (36–48 months)</b>		
<b>BIG IDEA</b>	<b>36-48.III.A.</b>	<b>EMOTIONAL FUNCTIONING</b>		
<b>BENCHMARK</b>	<b>36-48.III.A.1.</b>	<b>Expresses, identifies, and responds to a range of emotions</b>		
INDICATOR	36-48.III.A.1.a.	Identifies complex emotions in a book, in a picture, or on a person's face (e.g., frustrated, confused)	✓	✓
<b>BENCHMARK</b>	<b>36-48.III.B.2.</b>	<b>Attends to sights, sounds, objects, people, and activities</b>		
INDICATOR	36-48.III.B.2.a.	Begins to sustain attention for a brief period of time in group activities		✓
<b>BIG IDEA</b>	<b>36-48.III.C.</b>	<b>BUILDING AND MAINTAINING RELATIONSHIPS WITH ADULTS AND PEERS</b>		✓
<b>BENCHMARK</b>	<b>36-48.III.C.3.</b>	<b>Develops increasing ability to engage in social problem-solving</b>		
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	✓	✓
<b>BIG IDEA</b>	<b>36-48.III.D.</b>	<b>SENSE OF IDENTITY AND BELONGING</b>		
<b>BENCHMARK</b>	<b>36-48.III.D.2.</b>	<b>Develops sense of identity and belonging through exploration and persistence</b>		

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INDICATOR	36-48.III.D.2.a.	Continues sustained independent play and participates in more planned group activities		✓
<b>BENCHMARK</b>	<b>36-48.III.D.4.</b>	<b>Develops sense of self-awareness and independence</b>		
INDICATOR	36-48.III.D.4.a.	Increasingly uses words to communicate needs and wants		✓
INDICATOR	36-48.III.D.4.c.	Begins to use words to demonstrate knowledge of personal information (e.g., hair color, age, gender, or size)		✓
INDICATOR	36-48.III.D.4.d.	Begins to identify self as part of a group (e.g., class or family)	✓	✓
<b>BODY OF KNOWLEDGE</b>	<b>FL.36-48.IV.</b>	<b>LANGUAGE AND LITERACY DOMAIN (36–48 months)</b>		
<b>BIG IDEA</b>	<b>36-48.IV.A.</b>	<b>LISTENING AND UNDERSTANDING</b>		
<b>BENCHMARK</b>	<b>36-48.IV.A.1.</b>	<b>Demonstrates understanding when listening</b>		
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		✓
INDICATOR	36-48.IV.A.1.b.	Shows understanding by answering factual questions and responding appropriately to what is said		✓
<b>BENCHMARK</b>	<b>36-48.IV.A.2.</b>	<b>Increases knowledge through listening</b>		
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	✓	✓
INDICATOR	36-48.IV.A.2.b.	Observes simple aspects of their world and responds and reacts		✓
<b>BENCHMARK</b>	<b>36-48.IV.A.3.</b>	<b>Follows directions</b>		
INDICATOR	36-48.IV.A.3.a.	Achieves mastery of one-step directions and usually follows two-step directions	✓	✓
<b>BIG IDEA</b>	<b>36-48.IV.B.</b>	<b>SPEAKING</b>		

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<b>BENCHMARK</b>	<b>36-48.IV.B.1.</b>	<b>Speaks and is understood when speaking</b>		
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		✓
<b>BIG IDEA</b>	<b>36-48.IV.C.</b>	<b>VOCABULARY</b>		
<b>BENCHMARK</b>	<b>36-48.IV.C.1.</b>	<b>Shows an understanding of words and their meanings (receptive)</b>		
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)	✓	✓
INDICATOR	36-48.IV.C.1.b.	Begins to understand the use of words in different context (including plurals and past tense in speech)	✓	✓
<b>BENCHMARK</b>	<b>36-48.IV.C.2.</b>	<b>Uses increased vocabulary to describe objects, actions, and events (expressive)</b>		
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)		✓
INDICATOR	36-48.IV.C.2.b.	Describes what objects are used for and is able to express ideas (e.g., names some colors and shapes and says full name)		✓
<b>BIG IDEA</b>	<b>36-48.IV.D.</b>	<b>SENTENCES AND STRUCTURE</b>		
<b>BENCHMARK</b>	<b>36-48.IV.D.1.</b>	<b>Uses age-appropriate grammar in conversations and increasingly complex phrases and sentences</b>		
INDICATOR	36-48.IV.D.1.a.	Produces utterances of four to five units of meaning in length		✓
INDICATOR	36-48.IV.D.1.b.	Produces words and phrases using the regular past tense and the regular third person (e.g., "Daddy jumped," "we're building")		✓
<b>BENCHMARK</b>	<b>36-48.IV.D.2.</b>	<b>Connects words, phrases, and sentences to build ideas</b>		
INDICATOR	36-48.IV.D.2.a.	Produces sentences or phrases of two to five words, including subject/verb/object (e.g., "Suzy has cookies," "my shirt has blue flowers")		✓
INDICATOR	36-48.IV.D.2.b.	Asks more complex questions beginning with "is" (e.g., "Is David here?" "What was for lunch?")		✓

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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)		✓
<b>BIG IDEA</b>	<b>36-48.IV.E.</b>	<b>CONVERSATION</b>		
<b>BENCHMARK</b>	<b>36-48.IV.E.1.</b>	<b>Uses verbal and nonverbal communication and language to express needs and feelings, share experiences, and resolve problems</b>		
INDICATOR	36-48.IV.E.1.a.	Engages in conversations using sentences with four or more words and participates in simple, back-and-forth conversations to exchange ideas or information		✓
<b>BENCHMARK</b>	<b>36-48.IV.E.2.</b>	<b>Asks questions and responds to adults and peers in a variety of settings</b>		
INDICATOR	36-48.IV.E.2.a.	Asks and responds to increasingly longer and more complex sentences and simple questions		✓
<b>BIG IDEA</b>	<b>36-48.IV.F.</b>	<b>EMERGENT READING</b>		
<b>BENCHMARK</b>	<b>36-48.IV.F.1.</b>	<b>Shows motivation for and appreciation of reading</b>		
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		✓
INDICATOR	36-48.IV.F.1.b.	Begins to make real-world connections between stories and real-life experiences	✓	✓
INDICATOR	36-48.IV.F.1.c.	Interacts appropriately with books; pretends to read, holds book appropriately, or picture reads	✓	✓
INDICATOR	36-48.IV.F.1.d.	Asks to be read to or asks the meaning of written text		✓
INDICATOR	36-48.IV.F.1.e.	Participates in conversations that demonstrate appreciation of printed materials		✓
<b>BENCHMARK</b>	<b>36-48.IV.F.2.</b>	<b>Shows age-appropriate phonological awareness</b>		
INDICATOR	36-48.IV.F.2.a.	Listens and matches rhythm, volume and pitch of rhymes, songs, and chants	✓	✓
<b>BENCHMARK</b>	<b>36-48.IV.F.3.</b>	<b>Shows alphabetic and print knowledge</b>		

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INDICATOR	36-48.IV.F.3.a.	Recognizes that print conveys meaning	✓	✓
INDICATOR	36-48.IV.F.3.b.	Recognizes some letters when named (e.g., when shown a group of letters, can accurately identify, verbally or nonverbally, the letter that is named)	✓	✓
INDICATOR	36-48.IV.F.3.c.	Names some letters (e.g., when shown an uppercase or lowercase letter, can accurately say its name)	✓	✓
<b>BENCHMARK</b>	<b>36-48.IV.F.4.</b>	<b>Demonstrates comprehension of books read aloud</b>		
INDICATOR	36-48.IV.F.4.a.	Retells or reenacts parts of a story after it is read aloud	✓	✓
<b>BENCHMARK</b>	<b>36-48.IV.G.1.</b>	<b>Begins to show motivation to engage in written expression and appropriate knowledge of forms and functions of written composition</b>		
INDICATOR	36-48.IV.G.1.a.	Uses scribbling, letter-like shapes, and drawings to represent thoughts and ideas	✓	✓
<b>BODY OF KNOWLEDGE</b>	<b>FL.36-48.V.</b>	<b>MATHEMATICAL THINKING DOMAIN (36–48 months)</b>		
<b>BIG IDEA</b>	<b>36-48.V.A.</b>	<b>NUMBER SENSE</b>		
BENCHMARK	36-48.V.A.1.	Subitizes (immediately recognizes without counting) the number of objects in a set of four objects	✓	
BENCHMARK	36-48.V.A.2.	Counts and identifies the number sequence 1 to 10	✓	✓
BENCHMARK	36-48.V.A.3.	Begins to demonstrate one-to-one correspondence up to 10 during daily routines	✓	✓
BENCHMARK	36-48.V.A.4.	Identifies the last number spoken and tells “how many” up to five (cardinality)	✓	
BENCHMARK	36-48.V.A.5.	Counts sets constructed by the teacher to five and beyond	✓	
BENCHMARK	36-48.V.A.6.	Constructs and counts sets of one to five and beyond	✓	
<b>BIG IDEA</b>	<b>36-48.V.B.</b>	<b>NUMBER AND OPERATIONS</b>		

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BENCHMARK	36-48.V.B.1.	Explores quantities of up to five using objects, fingers, and dramatic play to solve real-world joining and separating problems	✓	✓
BENCHMARK	36-48.V.B.2.	Changes the size of a set of up to five objects by combining and taking away	✓	
<b>BIG IDEA</b>	<b>36-48.V.C.</b>	<b>PATTERNS</b>		
BENCHMARK	36-48.V.C.1.	Notices a pattern with a missing object and completes the pattern by filling in the missing object	✓	
BENCHMARK	36-48.V.C.2.	Begins to duplicate a pattern from a model	✓	
<b>BIG IDEA</b>	<b>36-48.V.D.</b>	<b>GEOMETRY</b>		
BENCHMARK	36-48.V.D.1.	Recognizes and names typical shapes (circle, square, triangle)	✓	✓
BENCHMARK	36-48.V.D.2.	Matches a wider variety of shapes and orientations	✓	✓
<b>BIG IDEA</b>	<b>36-48.V.E.</b>	<b>SPATIAL RELATIONS</b>		
BENCHMARK	36-48.V.E.1.	Demonstrates an understanding of basic spatial directions through songs, finger plays, and games	✓	✓
BENCHMARK	36-48.V.E.2.	Demonstrates directionality, order, and position of objects by following simple directions	✓	✓
<b>BIG IDEA</b>	<b>36-48.V.F.</b>	<b>MEASUREMENT AND DATA</b>		
BENCHMARK	36-48.V.F.1.	Uses size words to label objects	✓	✓
BENCHMARK	36-48.V.F.2.	Explores two objects by making direct comparisons in length, weight and size using a single attribute	✓	✓
BENCHMARK	36-48.V.F.3.	Measures object attributes using a variety of standard and nonstandard tools with adult guidance	✓	
BENCHMARK	36-48.V.F.4.	Participates in group sorting and data collection		✓

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<b>BODY OF KNOWLEDGE</b>	<b>FL.36-48.VI.</b>	<b>SCIENTIFIC INQUIRY DOMAIN (36-48 months)</b>		
<b>BIG IDEA</b>	<b>36-48.VI.A.</b>	<b>SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY</b>		
<b>BENCHMARK</b>	<b>36-48.VI.A.1.</b>	<b>Uses senses to explore and understand their social and physical environment</b>		
INDICATOR	36-48.VI.A.1.a.	Begins to identify each of the five senses and how they relate to the sense organs	✓	✓
INDICATOR	36-48.VI.A.1.b.	Uses senses to observe and experience objects and environment		✓
<b>BENCHMARK</b>	<b>36-48.VI.A.2.</b>	<b>Uses tools in scientific inquiry</b>		
INDICATOR	36-48.VI.A.2.a.	Demonstrates the use of simple tools and equipment for observing and investigating (e.g., droppers, blocks, bug catchers)	✓	
<b>BENCHMARK</b>	<b>36-48.VI.A.3.</b>	<b>Uses understanding of causal relationships to act on social and physical environments</b>		
INDICATOR	36-48.VI.A.3.a.	Makes simple predictions and reflects on what caused something to happen	✓	
INDICATOR	36-48.VI.A.3.b.	Participates in and discusses simple experiments	✓	
<b>BIG IDEA</b>	<b>36-48.VI.B.</b>	<b>LIFE SCIENCE</b>		
<b>BENCHMARK</b>	<b>36-48.VI.B.1.</b>	<b>Demonstrates knowledge related to living things and their environments</b>		
INDICATOR	36-48.VI.B.1.b.	Begins to notice the similarities and differences among various living things	✓	✓
INDICATOR	36-48.VI.B.1.c.	Explores basic life cycles (e.g., plants grow from seeds and hatching eggs)	✓	
INDICATOR	36-48.VI.B.1.d.	Explores the differences between living and non-living things	✓	✓
INDICATOR	36-48.VI.B.1.e.	Explores the needs of living things (e.g., plants need water to grow and kids need food to grow)	✓	✓



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<b>BIG IDEA</b>	<b>36-48.VI.D.</b>	<b>EARTH AND SPACE SCIENCE</b>		
<b>BENCHMARK</b>	<b>36-48.VI.D.1.</b>	<b>Demonstrates knowledge related to the dynamic properties of earth and sky</b>		
INDICATOR	36-48.VI.D.1.b.	Investigates and asks questions about the properties of rocks, soil, sand and mud using adult- and child-directed activities	✓	
<b>BIG IDEA</b>	<b>36-48.VI.F.</b>	<b>ENGINEERING AND TECHNOLOGY</b>		
<b>BENCHMARK</b>	<b>36-48.VI.F.1.</b>	<b>Shows interest and understanding of how simple tools and machines assist with solving problems or creating objects and structures</b>		
<b>BODY OF KNOWLEDGE</b>	<b>FL.36-48.VII.</b>	<b>SOCIAL STUDIES DOMAIN (36-48 months)</b>		
<b>BIG IDEA</b>	<b>36-48.VII.B.</b>	<b>INDIVIDUAL DEVELOPMENT AND IDENTITY</b>		
BENCHMARK	36-48.VII.B.1.	Recognizes characteristics of self as an individual	✓	✓
BENCHMARK	36-48.VII.B.2.	Recognizes the ways self is similar to and different from peers and others	✓	✓
<b>BIG IDEA</b>	<b>36-48.VII.C.</b>	<b>INDIVIDUALS AND GROUPS</b>		
BENCHMARK	36-48.VII.C.1.	Identifies self and others as part of a group	✓	
BENCHMARK	36-48.VII.C.3.	Begins to demonstrate awareness of group rules (e.g., family, classroom, school and community)	✓	
<b>BIG IDEA</b>	<b>36-48.VII.D.</b>	<b>SPACES, PLACES AND ENVIRONMENTS</b>		
BENCHMARK	36-48.VII.D.4.	Begins to use spatial words (e.g., far/close, over/under and up/down)	✓	✓
<b>BIG IDEA</b>	<b>36-48.VII.F.</b>	<b>GOVERNANCE, CIVIC IDEALS AND PRACTICES</b>		
BENCHMARK	36-48.VII.F.1.	Begins to recognize and follow rules and expectations in varying settings		✓

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BENCHMARK	36-48.VII.F.2.	Begins to participate in problem solving and decision making	✓	✓
<b>BIG IDEA</b>	<b>36-48.VII.G.</b>	<b>ECONOMICS AND RESOURCES</b>		
BENCHMARK	36-48.VII.G.2.	Recognizes familiar people who perform different occupations	✓	✓
<b>BIG IDEA</b>	<b>36-48.VII.H.</b>	<b>TECHNOLOGY AND OUR WORLD</b>		
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)	✓	
<b>BODY OF KNOWLEDGE</b>	<b>FL.36-48.VIII.</b>	<b>CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (36-48 months)</b>		
<b>BIG IDEA</b>	<b>36-48.VIII.A.</b>	<b>SENSORY ART EXPERIENCE</b>		
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		✓
<b>BIG IDEA</b>	<b>36-48.VIII.B.</b>	<b>MUSIC</b>		
BENCHMARK	36-48.VIII.B.1.	Engages in a variety of individual and group musical activities with more coordinated intention		✓
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)		✓
<b>BIG IDEA</b>	<b>36-48.VIII.C.</b>	<b>CREATIVE MOVEMENT</b>		
BENCHMARK	36-48.VIII.C.1.	Engages in individual and group movement activities to express and represent thoughts, observations, imagination, feelings, experiences and knowledge		✓
<b>BIG IDEA</b>	<b>36-48.VIII.D.</b>	<b>IMAGINATIVE AND CREATIVE PLAY</b>		
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		✓
<b>BODY OF KNOWLEDGE</b>	<b>FL.48-K.I.</b>	<b>PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)</b>		

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<b>BIG IDEA</b>	<b>48-K.I.A.</b>	<b>HEALTH AND WELLBEING</b>		
<b>BENCHMARK</b>	<b>48-K.I.A.b.</b>	<b>Safety</b>		
<b>INDICATOR</b>	<b>48-K.I.A.b.1.</b>	<b>Shows awareness of safety and increasingly demonstrates knowledge of safe choices and risk assessment when participating in daily activities</b>		
EXPECTATION	48-K.I.A.b.1.b.	Identifies consequences of not following safety rules	✓	✓
<b>BENCHMARK</b>	<b>48-K.I.A.d.</b>	<b>Feeding and Nutrition</b>		
<b>INDICATOR</b>	<b>48-K.I.A.d.1.</b>	<b>Responds to feeding or feeds self with increasing efficiency and demonstrates increasing interest in eating habits and making food choices</b>		
EXPECTATION	48-K.I.A.d.1.b.	Recognizes nutritious food choices and healthy eating habits	✓	✓
<b>BODY OF KNOWLEDGE</b>	<b>FL.48-K.I.</b>	<b>PHYSICAL DEVELOPMENT DOMAIN (48 months-Kindergarten)</b>		
<b>BIG IDEA</b>	<b>48-K.I.B.</b>	<b>MOTOR DEVELOPMENT</b>		
<b>BENCHMARK</b>	<b>48-K.I.B.c.</b>	<b>Fine Motor Development</b>		
<b>INDICATOR</b>	<b>48-K.I.B.c.1.</b>	<b>Demonstrates increasing precision, strength, coordination and efficiency when using hand muscles for play and functional tasks</b>		
EXPECTATION	48-K.I.B.c.1.a.	Shows hand control using various drawing and art tools with increasing coordination		✓
<b>BENCHMARK</b>	<b>48-K.I.B.c.</b>	<b>Fine Motor Development</b>		
<b>INDICATOR</b>	<b>48-K.I.B.c.2.</b>	<b>Increasingly coordinates hand and eye movements to perform a variety of actions with increasing precision</b>		
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)	✓	✓
EXPECTATION	48-K.I.B.c.2.b.	Uses developmentally appropriate grasp to hold and manipulate tools for writing, drawing and painting		✓

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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)		✓
<b>BODY OF KNOWLEDGE</b>	<b>FL.48-K.II.</b>	<b>APPROACHES TO LEARNING DOMAIN (48 months-Kindergarten)</b>		
<b>BIG IDEA</b>	<b>48-K.II.A.</b>	<b>EAGERNESS AND CURIOSITY</b>		
BENCHMARK	48-K.II.A.1.	Shows increased curiosity and is eager to learn new things and have new experiences	✓	✓
<b>BIG IDEA</b>	<b>48-K.II.B.</b>	<b>PERSISTENCE</b>		
BENCHMARK	48-K.II.B.1.	Attends to tasks for a brief period of time	✓	✓
<b>BIG IDEA</b>	<b>48-K.II.C.</b>	<b>CREATIVITY AND INVENTIVENESS</b>		
BENCHMARK	48-K.II.C.1.	Approaches daily activities with creativity and inventiveness		✓
<b>BIG IDEA</b>	<b>48-K.II.D.</b>	<b>PLANNING AND REFLECTION</b>		
BENCHMARK	48-K.II.D.1.	Demonstrates some planning and learning from experiences		✓
<b>BODY OF KNOWLEDGE</b>	<b>FL.48-K.III.</b>	<b>SOCIAL AND EMOTIONAL DEVELOPMENT DOMAIN (48 months-Kindergarten)</b>		
<b>BIG IDEA</b>	<b>48-K.III.B.</b>	<b>MANAGING EMOTIONS</b>		
<b>BENCHMARK</b>	<b>48-K.III.B.1.</b>	<b>Demonstrates ability to self-regulate</b>		
INDICATOR	48-K.III.B.1.a.	Recognizes and names own emotions and manages and exhibits behavioral control with or without adult support	✓	✓
<b>BIG IDEA</b>	<b>48-K.III.D.</b>	<b>SENSE OF IDENTITY AND BELONGING</b>		
<b>BENCHMARK</b>	<b>48-K.III.D.2.</b>	<b>Develops sense of identity and belonging through exploration and persistence</b>		

Florida Early Learning and Developmental Standards			Ignite™	Key Foundations
INDICATOR	48-K.III.D.2.a.	Persists at individual planned experiences, caregiver- directed experiences and planned group activities		✓
<b>BENCHMARK</b>	<b>48-K.III.D.4.</b>	<b>Develops sense of self-awareness and independence</b>		
INDICATOR	48-K.III.D.4.a.	Uses words to communicate personal characteristics, preferences, thoughts and feelings		✓
INDICATOR	48-K.III.D.4.c.	Uses words to demonstrate knowledge of personal information (e.g., hair color, age, gender or size)		✓
<b>BODY OF KNOWLEDGE</b>	<b>FL.48-K.IV.</b>	<b>LANGUAGE AND LITERACY DOMAIN (48 months-Kindergarten)</b>		
<b>BIG IDEA</b>	<b>48-K.IV.A.</b>	<b>LISTENING AND UNDERSTANDING</b>		
<b>BENCHMARK</b>	<b>48-K.IV.A.1.</b>	<b>Demonstrates understanding when listening</b>		
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		✓
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		✓
<b>BENCHMARK</b>	<b>48-K.IV.A.2.</b>	<b>Increases knowledge through listening</b>		
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	✓	✓
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		✓
<b>BENCHMARK</b>	<b>48-K.IV.A.3.</b>	<b>Follows directions</b>		
INDICATOR	48-K.IV.A.3.a.	Achieves mastery of two-step directions and usually follows three-step directions	✓	✓
<b>BIG IDEA</b>	<b>48-K.IV.B.</b>	<b>SPEAKING</b>		
<b>BENCHMARK</b>	<b>48-K.IV.B.1.</b>	<b>Speaks and is understood when speaking</b>		

Florida Early Learning and Developmental Standards			Ignite™	Key Foundations
INDICATOR	48-K.IV.B.1.a.	Speaks and is understood by both a familiar and an unfamiliar adult but may make some pronunciation errors		✓
<b>BIG IDEA</b>	<b>48-K.IV.C.</b>	<b>VOCABULARY</b>		
<b>BENCHMARK</b>	<b>48-K.IV.C.1.</b>	<b>Shows an understanding of words and their meanings (receptive)</b>		
INDICATOR	48-K.IV.C.1.a.	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)	✓	✓
INDICATOR	48-K.IV.C.1.c.	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)		✓
<b>BENCHMARK</b>	<b>48-K.IV.C.2.</b>	<b>Uses increased vocabulary to describe objects, actions and events (expressive)</b>		
INDICATOR	48-K.IV.C.2.a.	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)		✓
INDICATOR	48-K.IV.C.2.b.	Uses a variety of word-meaning relationships (e.g., part-whole, object-function, object-location)		✓
INDICATOR	48-K.IV.C.2.c.	Identifies unfamiliar words asking for clarification		✓
INDICATOR	48-K.IV.C.2.d.	Uses words in multiple contexts, with the understanding that some words have multiple meanings		✓
<b>BIG IDEA</b>	<b>48-K.IV.D.</b>	<b>SENTENCES AND STRUCTURE</b>		
<b>BENCHMARK</b>	<b>48-K.IV.D.1.</b>	<b>Uses age-appropriate grammar in conversations and increasingly complex phrases and sentences</b>		
INDICATOR	48-K.IV.D.1.a.	Typically uses complete sentences of five or more words, usually with subject, verb and object order		✓
INDICATOR	48-K.IV.D.1.b.	Uses regular and irregular plurals, regular past tense, personal and possessive pronouns and subject-verb agreement		✓
<b>BENCHMARK</b>	<b>48-K.IV.D.2.</b>	<b>Connects words, phrases and sentences to build ideas</b>		
INDICATOR	48-K.IV.D.2.a.	Uses sentences with more than one phrase		✓

Florida Early Learning and Developmental Standards			Ignite™	Key Foundations
INDICATOR	48-K.IV.D.2.b.	Combines more than one idea using complex sentences (e.g., sequences and cause/effect relationships)		✓
INDICATOR	48-K.IV.D.2.c.	Combines sentences that give lots of detail, stick to the topic and clearly communicate intended meaning		✓
<b>BIG IDEA</b>	<b>48-K.IV.E.</b>	<b>CONVERSATION</b>		
<b>BENCHMARK</b>	<b>48-K.IV.E.1.</b>	<b>Uses verbal and nonverbal communication and language to express needs and feelings, share experiences and resolve problems</b>		
INDICATOR	48-K.IV.E.1.a.	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”)		✓
<b>BENCHMARK</b>	<b>48-K.IV.E.2.</b>	<b>Asks questions, and responds to adults and peers in a variety of settings</b>		
INDICATOR	48-K.IV.E.2.a.	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		✓
<b>BIG IDEA</b>	<b>48-K.IV.F.</b>	<b>EMERGENT READING</b>		
<b>BENCHMARK</b>	<b>48-K.IV.F.1.</b>	<b>Shows motivation for and appreciation of reading</b>		
INDICATOR	48-K.IV.F.1.a.	Selects books for reading enjoyment and reading related activities including pretending to read to self or others		✓
INDICATOR	48-K.IV.F.1.b.	Makes real-world connections between stories and real-life experiences	✓	✓
INDICATOR	48-K.IV.F.1.c.	Interacts appropriately with books and other materials in a print-rich environment	✓	✓
INDICATOR	48-K.IV.F.1.d.	Asks to be read to, asks the meaning of written text or compares books/stories	✓	✓
INDICATOR	48-K.IV.F.1.e.	Initiates and participates in conversations that demonstrate appreciation of printed materials		✓
<b>BENCHMARK</b>	<b>48-K.IV.F.2.</b>	<b>Shows age-appropriate phonological awareness</b>		
INDICATOR	48-K.IV.F.2.a.	Distinguishes individual words within spoken phrases or sentences	✓	✓

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INDICATOR	48-K.IV.F.2.b.	Combines words to make a compound word (e.g., "foot" + "ball" = "football")	✓	✓
INDICATOR	48-K.IV.F.2.c.	Deletes a word from a compound word (e.g., "starfish" – "star" = "fish")	✓	✓
INDICATOR	48-K.IV.F.2.d.	Combines syllables into words (e.g., "sis" + "ter" = "sister")	✓	✓
INDICATOR	48-K.IV.F.2.e.	Deletes a syllable from a word (e.g., "trumpet" – "trum" = "pet" or "candy" – "dy" = "can")	✓	✓
INDICATOR	48-K.IV.F.2.f.	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)	✓	✓
<b>BENCHMARK</b>	<b>48-K.IV.F.3.</b>	<b>Shows alphabetic and print knowledge</b>		
INDICATOR	48-K.IV.F.3.a.	Recognizes that print conveys meaning	✓	✓
INDICATOR	48-K.IV.F.3.b.	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)	✓	✓
INDICATOR	48-K.IV.F.3.c.	Names most letters (e.g., when shown an uppercase or lowercase letter, can accurately say its name)	✓	✓
INDICATOR	48-K.IV.F.3.d.	Recognizes some letter sounds (e.g., when shown a group of letters, can accurately identify, verbally or nonverbally, the letter of the sound given)	✓	✓
<b>BENCHMARK</b>	<b>48-K.IV.F.4.</b>	<b>Demonstrates comprehension of books read aloud</b>		
INDICATOR	48-K.IV.F.4.a.	Retells or reenacts story with increasing accuracy and complexity after it is read aloud	✓	✓
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...?")		✓
<b>BIG IDEA</b>	<b>48-K.IV.G.</b>	<b>EMERGENT WRITING</b>		
<b>BENCHMARK</b>	<b>48-K.IV.G.1.</b>	<b>Begins to show motivation to engage in written expression and appropriate knowledge of forms and functions of written composition</b>		
INDICATOR	48-K.IV.G.1.a.	Intentionally uses scribbles/writing to convey meaning (e.g., signing artwork, captioning, labeling, creating lists, making notes)	✓	✓



Florida Early Learning and Developmental Standards			Ignite™	Key Foundations
INDICATOR	48-K.IV.G.1.b.	Uses letter-like shapes or letters to write words or parts of words	✓	✓
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	✓	✓
<b>BODY OF KNOWLEDGE</b>	<b>FL.48-K.V.</b>	<b>MATHEMATICAL THINKING DOMAIN (48 months-Kindergarten)</b>		
<b>BIG IDEA</b>	<b>48-K.V.A.</b>	<b>NUMBER SENSE</b>		
BENCHMARK	48-K.V.A.1.	Subitizes (immediately recognizes without counting) up to five objects	✓	
BENCHMARK	48-K.V.A.2.	Counts and identifies the number sequence "1 to 31"	✓	
BENCHMARK	48-K.V.A.3.	Demonstrates one-to-one correspondence when counting objects placed in a row (one to 15 and beyond)	✓	
BENCHMARK	48-K.V.A.4.	Identifies the last number spoken tells "how many" up to 10 (cardinality)	✓	
BENCHMARK	48-K.V.A.5.	Constructs and counts sets of objects (one to 10 and beyond)	✓	
BENCHMARK	48-K.V.A.6.	Uses counting and matching strategies to find which is more, less than or equal to 10	✓	
BENCHMARK	48-K.V.A.7.	Reads and writes some numerals one to 10 using appropriate activities	✓	
<b>BIG IDEA</b>	<b>48-K.V.B.</b>	<b>NUMBER AND OPERATIONS</b>		
BENCHMARK	48-K.V.B.1.	Explores quantities up to eight using objects, fingers and dramatic play to solve real-world joining and separating problems	✓	
BENCHMARK	48-K.V.B.2.	Begins to demonstrate how to compose and decompose (build and take apart) sets up to eight using objects, fingers and acting out	✓	
<b>BIG IDEA</b>	<b>48-K.V.C.</b>	<b>PATTERNS</b>		
BENCHMARK	48-K.V.C.1.	Identifies and extends a simple AB repeating pattern	✓	

Florida Early Learning and Developmental Standards			Ignite™	Key Foundations
BENCHMARK	48-K.V.C.2.	Duplicates a simple AB pattern using different objects	✓	
INDICATOR	48-K.V.C.3.	Recognizes the unit of repeat of a more complex pattern and extends the pattern (e.g., ABB or ABC)	✓	
<b>BIG IDEA</b>	<b>48-K.V.D.</b>	<b>GEOMETRY</b>		
BENCHMARK	48-K.V.D.1.	Recognizes and names two-dimensional shapes (circle, square, triangle and rectangle) of different size and orientation	✓	✓
BENCHMARK	48-K.V.D.2.	Describes, sorts and classifies two- and three-dimensional shapes using some attributes such as size, sides and other properties (e.g., vertices)	✓	
BENCHMARK	48-K.V.D.3.	Creates two-dimensional shapes using other shapes (e.g., putting two squares together to make a rectangle)	✓	✓
<b>BIG IDEA</b>	<b>48-K.V.E.</b>	<b>SPATIAL RELATIONS</b>		
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)	✓	
<b>BIG IDEA</b>	<b>48-K.V.F.</b>	<b>MEASUREMENT AND DATA</b>		
BENCHMARK	48-K.V.F.1.	Measures object attributes using a variety of standard and nonstandard tools	✓	
BENCHMARK	48-K.V.F.2.	Identifies measurable attributes such as length and weight and solves problems by making direct comparisons of objects	✓	✓
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)	✓	
BENCHMARK	48-K.V.F.4.	Represents, analyzes and discusses data (e.g. charts, graphs and tallies)	✓	
<b>BODY OF KNOWLEDGE</b>	<b>FL.48-K.VI.</b>	<b>SCIENTIFIC INQUIRY DOMAIN (48 months-Kindergarten)</b>		
<b>BIG IDEA</b>	<b>48-K.VI.A.</b>	<b>SCIENTIFIC INQUIRY THROUGH EXPLORATION AND DISCOVERY</b>		
<b>BENCHMARK</b>	<b>48-K.VI.A.1.</b>	<b>Uses senses to explore and understand their social and physical environment</b>		

Florida Early Learning and Developmental Standards			Ignite™	Key Foundations
INDICATOR	48-K.VI.A.1.a.	Identifies each of the five senses and their relationship to each of the sense organs	✓	✓
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	✓	✓
<b>BENCHMARK</b>	<b>48-K.VI.A.2.</b>	<b>Uses tools in scientific inquiry</b>		
INDICATOR	48-K.VI.A.2.a.	Uses tools and various technologies to support exploration and inquiry (e.g., digital cameras, scales)	✓	
<b>BENCHMARK</b>	<b>48-K.VI.A.3.</b>	<b>Uses understanding of causal relationships to act on social and physical environments</b>		
INDICATOR	48-K.VI.A.3.a.	Makes predictions and tests their predictions through experimentation and investigation	✓	
<b>BIG IDEA</b>	<b>48-K.VI.B.</b>	<b>LIFE SCIENCE</b>		
<b>BENCHMARK</b>	<b>48-K.VI.B.1.</b>	<b>Demonstrates knowledge related to living things and their environments</b>		
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)	✓	✓
INDICATOR	48-K.VI.B.1.b.	Notices the similarities and differences among various living things	✓	✓
INDICATOR	48-K.VI.B.1.c.	Understands that all living things grow, change and go through life cycles	✓	✓
INDICATOR	48-K.VI.B.1.d.	Begins to distinguish between living and non-living things	✓	✓
INDICATOR	48-K.VI.B.1.e.	Observes that living things differ with regard to their needs and habitats	✓	
<b>BIG IDEA</b>	<b>48-K.VI.C.</b>	<b>PHYSICAL SCIENCE</b>		
<b>BENCHMARK</b>	<b>48-K.VI.C.1.</b>	<b>Demonstrates knowledge related to physical science</b>		
INDICATOR	48-K.VI.C.1.a.	Discusses what makes objects move the way they do and how the movement can be controlled	✓	

Florida Early Learning and Developmental Standards			Ignite™	Key Foundations
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	✓	
<b>BIG IDEA</b>	<b>48-K.VI.D.</b>	<b>EARTH AND SPACE SCIENCE</b>		
<b>BENCHMARK</b>	<b>48-K.VI.D.1.</b>	<b>Demonstrates knowledge related to the dynamic properties of earth and sky</b>		
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)		
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)	✓	
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)	✓	
<b>BIG IDEA</b>	<b>48-K.VI.F.</b>	<b>ENGINEERING AND TECHNOLOGY</b>		
<b>BENCHMARK</b>	<b>48-K.VI.F.1.</b>	<b>Shows interest and understanding of how simple tools and machines assist with solving problems or creating objects and structures</b>		
<b>BIG IDEA</b>	<b>48-K.VII.B.</b>	<b>INDIVIDUAL DEVELOPMENT AND IDENTITY</b>		
BENCHMARK	48-K.VII.B.1.	Identifies characteristics of self as an individual	✓	✓
BENCHMARK	48-K.VII.B.2.	Identifies the ways self is similar to and different from peers and others		✓
BENCHMARK	48-K.VII.B.3.	Recognizes individual responsibility as a member of a group (e.g., classroom or family)		✓
<b>BIG IDEA</b>	<b>48-K.VII.C.</b>	<b>INDIVIDUALS AND GROUPS</b>		
BENCHMARK	48-K.VII.C.1.	Identifies differences and similarities of self and others as part of a group	✓	✓
BENCHMARK	48-K.VII.C.2.	Explains the role of groups within a community		✓
BENCHMARK	48-K.VII.C.3.	Demonstrates awareness of group rules (e.g., family, classroom, school or community)	✓	✓

Florida Early Learning and Developmental Standards			Ignite™	Key Foundations
<b>BIG IDEA</b>	<b>48-K.VII.D.</b>	<b>SPACES, PLACES AND ENVIRONMENTS</b>		
BENCHMARK	48-K.VII.D.2.	Identifies differences and similarities between own environment and other locations		✓
BENCHMARK	48-K.VII.D.4.	Uses spatial words (e.g., far/close, over/under and up/down)	✓	✓
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)	✓	
<b>BIG IDEA</b>	<b>48-K.VII.F.</b>	<b>GOVERNANCE, CIVIC IDEALS AND PRACTICES</b>		
BENCHMARK	48-K.VII.F.1.	Recognizes and follows rules and expectations in varying settings	✓	
BENCHMARK	48-K.VII.F.2.	Participates in problem solving and decision making	✓	✓
<b>BIG IDEA</b>	<b>48-K.VII.H.</b>	<b>TECHNOLOGY AND OUR WORLD</b>		
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)	✓	
<b>BODY OF KNOWLEDGE</b>	<b>FL.48-K.VIII.</b>	<b>CREATIVE EXPRESSION THROUGH THE ARTS DOMAIN (48 months-Kindergarten)</b>		
<b>BIG IDEA</b>	<b>48-K.VIII.A.</b>	<b>SENSORY ART EXPERIENCE</b>		
<b>BIG IDEA</b>	<b>48-K.VIII.B.</b>	<b>MUSIC</b>		
BENCHMARK	48-K.VIII.B.1.	Actively participates in a variety of individual and group musical activities		✓
<b>BIG IDEA</b>	<b>48-K.VIII.E.</b>	<b>APPRECIATION OF THE ARTS</b>		
BENCHMARK	48-K.VIII.E.1.	Uses appropriate art vocabulary to describe own art creations and those of others		✓