

The NM Early Learning Guidelines

were...

Field tested by a variety of programs state-wide in 2009-10.

Feedback from those involved (over 100 educators!) was incorporated into later versions of the document.



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• Center-based child care

Home visiting

• Family support

• Early Head Start

Head Start

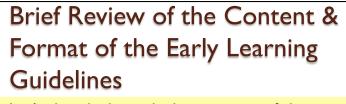
Recognized nationally in the Race to the Top Early Learning Challenge:

"New Mexico's Early Learning Guidelines serve as a model for the rest of the nation."

Early Childhood Programs in the Following Systems Can Use the ELGs Family child care PreK

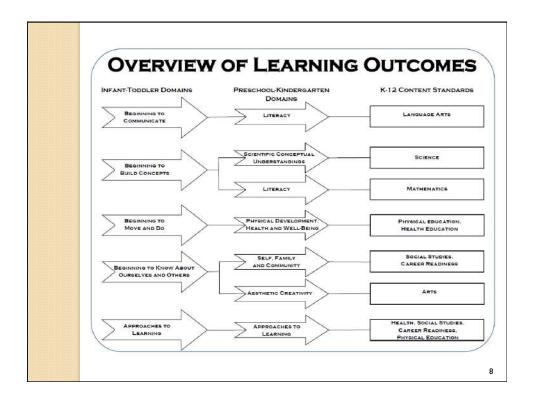
- Special education (619 Parts B and C)
- Title I
- Preschool
- Kindergarten

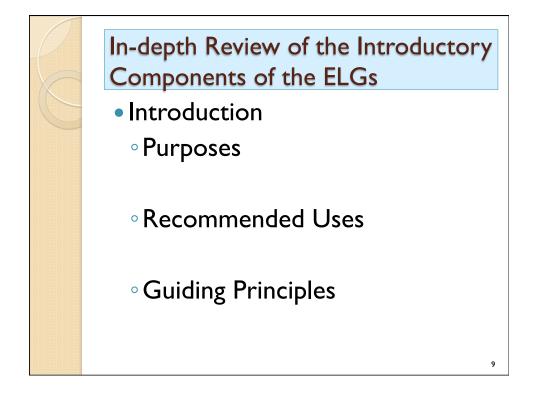
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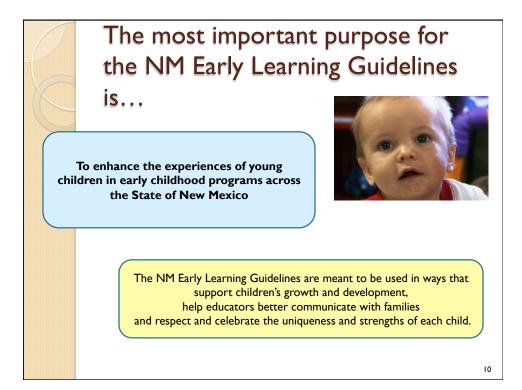


• Let's thumb through the sections of the document together so you can get to know the layout better.

- The ELGs are tabbed with 16 sections
 - #I Introduction
 - #2 Infant/Toddler Introduction
 - #'s 3-7 The Five Infant/Toddler Domains
 - #8 Preschool/Kindergarten Introduction
 - #'s 9-16 The Seven Preschool/Kindergarten Domains
 - #17 Definitions and Appendices

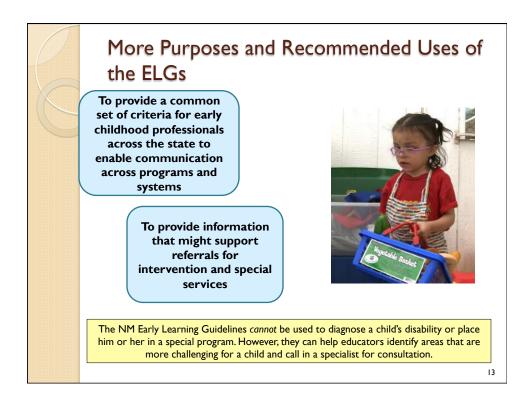


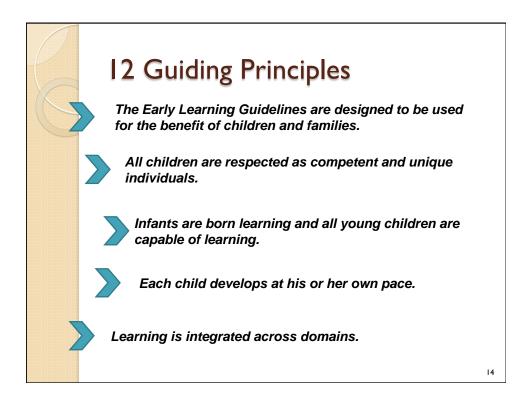


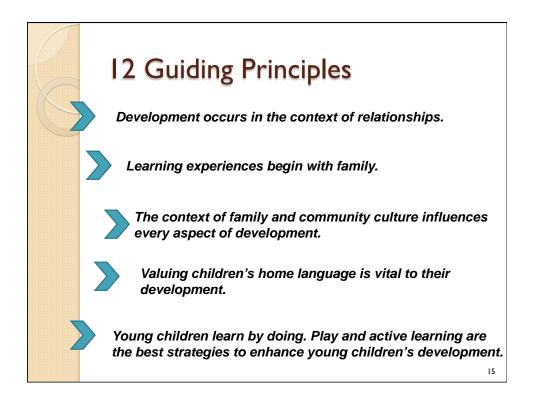


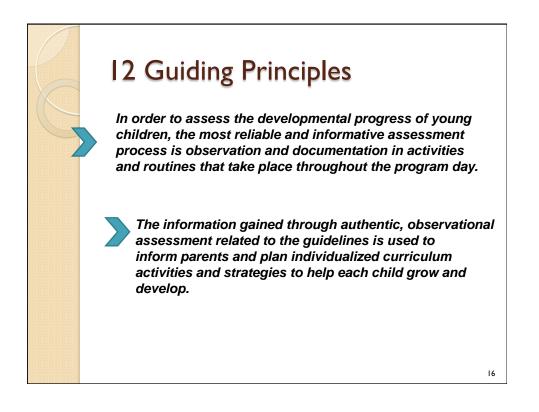


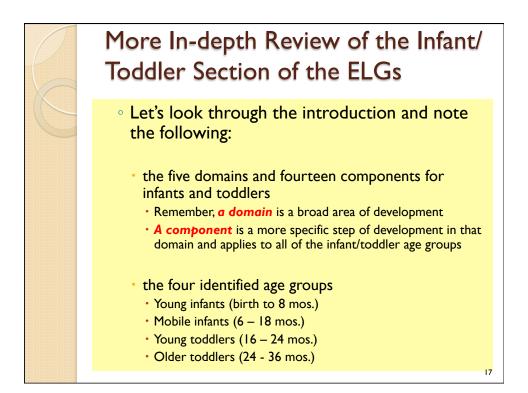


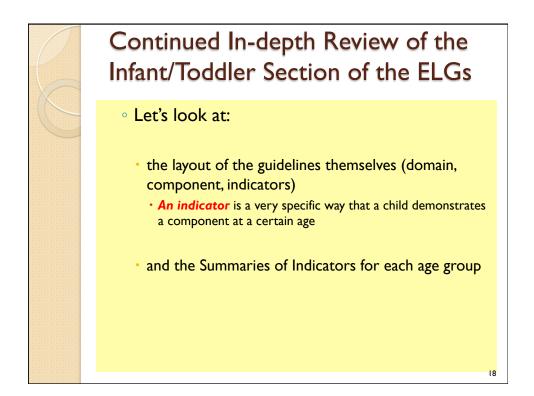


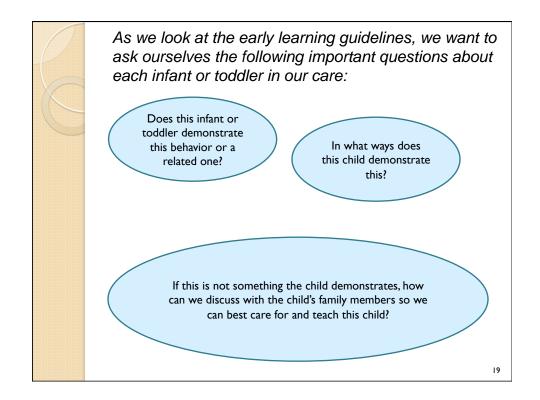


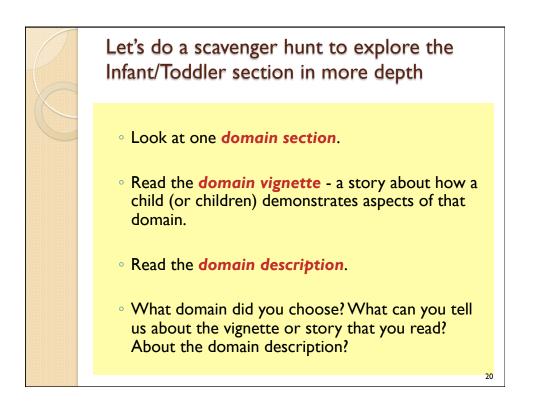




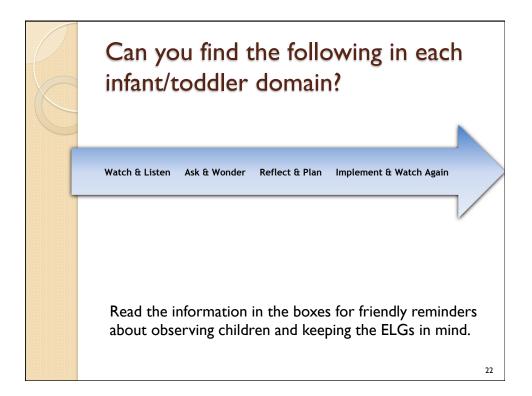




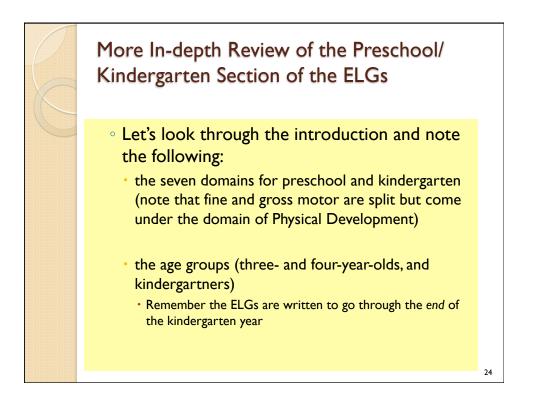








	Beginning to Build	d Concepts					
Component #12: Concept Development and Memory: The infant/toddler understands cause and effect, the permanency of things, and beginning numeracy concepts							
Young Infants (birth to 8 mo.)	Mobile Infants (6 to 18 mo.)	Young Toddlers (16 to 24 mo.)	Older Toddlers (24 to 36 mo.)				
Differentiates between familiar and unfamiliar people and objects Imitates facial expressions immediately or later Begins to know that objects still exist when out of sight Repeats actions to get the same reaction	Develops an awareness of quantity and size Imitates other's actions, gestures, and sounds Demonstrates object permanence Observes and responds to different causes and effects	Develops an increasing awareness of quantity and size Demonstrates a more complex level of object permanence Experiments with more complex cause-and- effect play	Demonstrates beginning number and measurement concepts Experiments with effect of own actions on objects and people Expresses understanding of cause and effect Shows increasing knowledge and memory for details and routine				

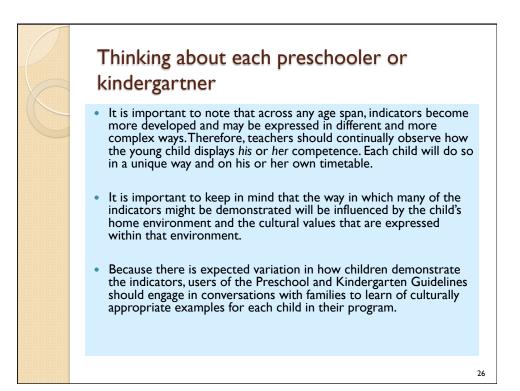


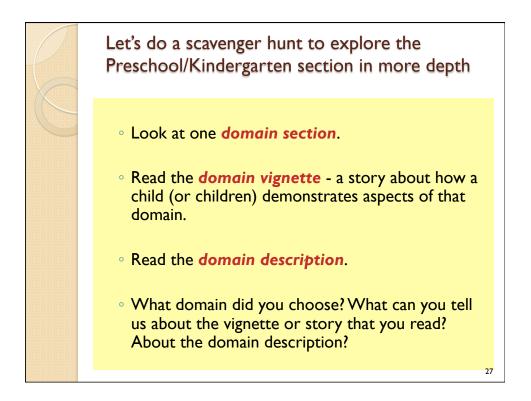
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Continued In-depth Review of the Preschool/Kindergarten Section of the ELGs

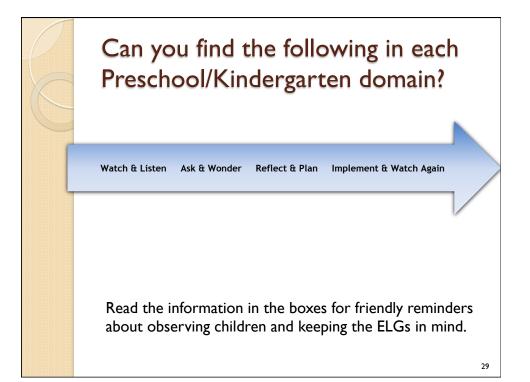
the layout of the guidelines themselves (domain, outcome, indicators, and rubrics)

- · Remember, a domain is a broad area of development
- An outcome is a more specific step of development in that domain and applies to all of the preschool/kindergarten age groups
- An indicator defines the way a child demonstrates the outcome and applies to all of the preschool/kindergarten age groups
- **The rubrics** (1st steps, making progress and accomplished) identify small steps of progress that show how children demonstrate the indicator and are related to each of the three age groups
- and the twenty-five Essential Indicators for preschool/ kindergarten









Outcome #20:	The child w		nain: Self, F	ial Indicators amily and Comm					
Outcome #20: The child works cooperatively with other children and adults Indicator 20.1 (PreK Essential Indicator #18): Plays and interacts with various children, sharing experiences and idea with others									
3-Year-Old Rubrics		4-Year-Old Rubrics		Kindergarten (5-Year-Old) Rubrics					
First Steps	Making Progress	Accomplished for 3's (First Steps for 4's)	Making Progress	Accomplished for 4's (First Steps for K)	Exceeds for 4's	Making Progress	Accomplished fo K (End of K)		
Plays alone or watches other children most of the time	Observes and imitates other children's activities most of the time	Plays alongside other children (rather than interactively) most of the time	Interacts with other children sharing objects and talking back and forth as they play for several minutes without cooperative idea sharing	Interacts with other children, sharing objects, conversation, and ideas to cooperate in play activities	Develops and/or extends themes in cooperative work/play activities	Understands that "fairness" requires taking turns, being leader and group member in cooperative play and work	Shows understanding of "fairness" by actively participating in cooperative play and work projects whether role is that of leader or group member. (e.g. Is able to accept direction from peer when in "member" role and is able to provide positive direction when in "leader" role.)		

Referring to the Chart of Learning Outcomes and Using Indicator Cards

- Break into small groups
- You will be given a set of cards with indicators on them from one domain
- As a group you need to decide what order the cards should go in to show a developmental continuum from the young infant all the way to adulthood
 - $^{\circ}\;$ You can make a human continuum and hold them up in the order you decide
 - $^\circ\,$ Or you can tack them on the wall or lay them on the table to show the continuum
- What domain do you think your indicators fall into?
- "What teachers do matters for life!!!"
 - What our youngest children do builds their capabilities that will serve them for the rest of their lives!



