

South Dakota Early Learning Guidelines and Head Start Child Development and Early Learning Framework

APPROACHES TO LEARNING

South Dakota Early Learning Guidelines	Head Start Child Development and Early Learning Framework
STANDARD 1 — Curiosity and Eagerness Children demonstrate curiosity and eagerness in play and everyday tasks.	Domain: Approaches To Learning Domain Element: Initiative & Curiosity: An interest in varied topics and activities, desire to learn, creativeness, and independence in learning.
Benchmarks	Examples
1. Choose to participate in a wide variety of activities and demonstrate willingness to try new experiences.	
2. Ask questions to find answers and wonder why.	Asks questions and seeks new information. <i>(Initiative & Curiosity)</i>
3. Demonstrate eagerness to find out more about other people and to discover new things in the environment.	Demonstrates eagerness to learn about and discuss a range of topics, ideas, and tasks. <i>(Initiative & Curiosity)</i>
STANDARD 2 — Initiative and Persistence Children demonstrate initiative and persistence in play and everyday tasks.	Domain: Approaches to Learning Domain Element: Persistence & Attentiveness: The ability to begin and finish activities with persistence and attention.
Benchmarks	Examples
1. Demonstrate persistence by working toward completing tasks, and sustain attention and focus on activities.	Maintains interest in a project or activity until completed. <i>(Persistence & Attentiveness)</i> Resists distractions, maintains attention, and continues the task at hand through frustration or challenges. <i>(Persistence & Attentiveness)</i>

*HS Example is paired with more than one South Dakota Benchmark. 1

<p>2. Select and engage in activities, moving independently from one activity to another, and demonstrate self-direction when making choices.</p>	
<p>3. Demonstrate self-help skills, including selecting toys and materials to use in activities and returning them when finished.</p>	
	<p>Sets goals and develops and follows through on plans. <i>(Persistence & Attentiveness)</i></p>
<p>STANDARD 3 — Problem Solving and Reflection Children use problem solving and reflection in play and everyday tasks.</p>	<p>Domain: Logic & Reasoning Domain Element: Reasoning & Problem Solving: The ability to recognize, understand, and analyze a problem and draw on knowledge or experience to seek solutions to a problem.</p>
<p>Benchmarks</p>	<p>Examples</p>
<p>1. Attempt several different strategies when encountering difficulty during daily routines or in the use of materials.</p>	<p>Seeks multiple solutions to a question, task, or problem. <i>(Reasoning & Problem Solving)</i></p>
<p>2. Demonstrate satisfaction or delight when solving a problem or completing a task.</p>	
<p>3. Demonstrate thinking skills and verbal problem-solving skills (use self-talk and thinking aloud to solve problems).</p>	<p>Recognizes cause and effect relationships. <i>(Reasoning & Problem Solving)</i> Classifies, compares, and contrasts objects, events and experiences. <i>(Reasoning & Problem Solving)</i> Uses past knowledge to build new knowledge. <i>(Reasoning & Problem Solving)</i></p>

*HS Example is paired with more than one South Dakota Benchmark. 2

4. Demonstrate resiliency and coping skills when faced with challenges.	
5. Seek help from adults and peers when needed.	
STANDARD 4 — Invention and Imagination Children use invention and imagination in play and everyday tasks.	Domains: Logic & Reasoning Approaches to Learning Domain Elements: Symbolic Representation: The use of symbols or objects to represent something else. Initiative and Curiosity: An interest in varied topics and activities, desire to learn, creativeness, and independence in learning.
Benchmarks	Examples
1. Explore and experiment with a wide variety of materials and activities.	
2. Make independent decisions about materials to use in order to express individuality.	
3. Develop creative solutions in play and daily situations.	
4. Engage in fantasy play, taking on pretend roles with real or imaginary objects.	Engages in pretend play and acts out roles. <i>(Symbolic Representation)*</i>
5. Use imagination to try new ways of doing things and work with materials in creative ways.	Demonstrates flexibility, imagination, and inventiveness in approaching tasks and activities. <i>(Initiative & Curiosity)</i>

	Domains: Logic & Reasoning Domain Elements: Symbolic Representation: The use of symbols or objects to represent something else.
	Represents people, places, or things through drawings, movement, and three-dimensional objects. <i>(Symbolic Representation)</i>
	Recognizes the difference between pretend or fantasy situations and reality. <i>(Symbolic Representation)</i>

No K-2 Standards Correspond to the Approaches to Learning Benchmarks.