

Area 3

Knowledge

With great enthusiasm and curiosity, a child discovers the world. A child learns by doing - by manipulating materials and interacting with people. Through activity, a child gradually acquires information that leads to understanding of the real world. What a child knows at any given point in time depends on the number of firsthand experiences he/she has encountered.

General Knowledge

A child learns simple concepts first, and then builds on this information to make sense of more complex information. In the preschool years, he/she begins to organize information in terms of general categories, such as animals, food, clothing, buildings, and vehicles. Next, a child begins to understand how these things are related. For example, animals and people need food and shelter to survive. Or, he/she may learn that various vehicles are used to move people between buildings.

Time and Sequence Skills

Acquiring time and sequence skills requires the ability to understand routines, as well as the passage of days, weeks, and months, and the occurrence of past, present, and future events.

Math Concepts

Learning math concepts is a part of everyday life. For example, a child learns the difference between *more* and *less*, *some* and *none*, or *small* and *large* quantities and spaces. By the time a child enters school, he/she is able to identify shapes, create patterns, and sort objects. In addition, a child is aware of part/whole relationships and weight/length concepts.

Picture Pages

Common Opposites	16
2-3-4 Step Sequencing	17
Quantities/Sizes	18

Suggested Items

- colored objects (chips, toys, beads, etc.)
- different size objects
- books (pictures)
- items of different textures
- clock (with hands)
- objects to count

Similar items may be substituted.

General Information - Age Norms

Matches same colors. . .

- 2.6 any 3-5 colors
- 3.0 any 6-9 colors
- 4.0 any 10 colors

Names colors when pointed to. . .

- 2.9 one color
- 3.0 any 2-3 colors
- 3.6 any 4-5 colors
- 4.0 any 6-7 colors
- 5.0 any 8 or more colors

Names several rooms. . .

- 2.9 in a house.

Points to colors on request. . .

- 3.0 any 2 colors
- 3.3 any 3-4 colors
- 3.6 any 5-6 colors
- 3.9 any 7 or more colors

Names category when shown or told several objects in that category. . .

- | | |
|-------------|----------------|
| 3.0 food | 4.0 pets |
| 3.0 animals | 5.0 numbers |
| 3.0 toys | 6.0 furniture |
| 3.0 clothes | 6.0 tools |
| 4.0 dishes | 6.0 vegetables |
| 4.0 people | 6.0 fruits |

General Information - continued

Tells what you do when. . .

- 3.0 you are tired.
- 3.0 you are sick.
- 3.6 you are hungry.
- 3.6 your face is dirty.
- 3.9 you are thirsty.
- 4.6 it's raining and you're going outside.
- 5.0 your house is on fire.

Tell use of common objects. . .

- 2.6 dishes
- 3.0 stoves
- 3.0 scissors
- 3.0 telephones
- 3.6 pans
- 3.6 books
- 4.0 lights
- 4.0 keys
- 4.9 pencils
- 5.0 airplanes
- 5.0 clocks
- 5.3 refrigerators
- 6.9 locks

Points to common opposites. . .

- | | |
|--------------------|------------------|
| 3.0 hot/cold | 3.6 light/heavy |
| 3.0 wet/dry | 4.0 fast/slow |
| 3.0 stopping/going | 4.9 fat/skinny |
| 3.0 same/different | 5.0 thick/thin |
| 3.0 opened/closed | 5.0 narrow/wide |
| 3.0 quiet/loud | 6.6 shallow/deep |

Identifies textures:

- 3.9 hard or soft
- 4.9 smooth or rough

General Information - continued

Sequences squares/circles/objects. . .

- 4.6 more than 3 of the same kind of objects from "small" to "large" (size)
- 4.9 more than 3 of the same kind of objects from "light" to "dark" (color)

Names items in categories. . .

- 4.0 food
- 4.6 clothing
- 4.6 animals
- 4.6 transportation
- 4.9 furniture

Tells the weather conditions accurately. . .

- 5.3 hot, cold, warm, sunny, cloudy, windy

Tells why we have service workers. . .

- 6.3 doctors, firemen, police, mailmen/women, dentists, carpenters, farmers, painters, mechanics, teachers

Tells where people go in the community:

- 5.6 when they are sick?
 - to buy milk, bread, and eggs?
 - to buy clothes?
 - to see tigers, bears, monkeys, and gorillas?
 - to eat outside their home?
- 6.3 to borrow a book?
 - to buy stamps for a letter?
 - to get a haircut?
 - to get a car repaired?

Time and Sequence Skills - Age Norms

Understands simple time concepts. . .

- 2.9 day, night
- 3.0 before, after
- 3.0 now, today
- 4.0 yesterday, tomorrow
- 4.6 morning, afternoon, evening
- 4.6 sooner, later, in a few minutes
- 5.0 last week, this week, next week
- 5.0 last year, this year, next year
- 6.6 summer, winter, spring, fall

Sequences common events in logical order. . .

- 3.0 2 pictures
- 3.3 3 pictures
- 4.9 4 pictures

Uses time concept words correctly to tell when something happens. . .

- 3.0 tonight, today
- 4.0 last night
- 5.3 morning, afternoon
- 5.6 yesterday, tomorrow
- 5.6 last week, this week, next week
- 5.6 last year, this year, next year
- 5.9 tomorrow night, day before, day after

Time and Sequence Skills - continued

Points to first and last object or person. . .

4.9 in 2 out of 3 trials

Sequences daily activities. . .

5.0 tells 5 daily activities in order and tells time that each occurs (in the morning, noon, afternoon, night)

Uses words correctly to refer to sequences. . .

5.3 first

5.9 last

6.3 second, middle

Tells time. . .

5.3 on the hour using a clock.

Names days of week. . .

5.9 7 days in order

6.0 current day of the week

Math Concepts - Age Norms

Tells age. . .

- 2.6 by holding up correct number of fingers

Counts and gives specified number of objects accurately. . .

- | | | |
|-----------|----------|-----------------|
| 2.6 one | 4.0 four | 5.9 seven |
| 2.6 two | 5.0 five | 6.0 eight, nine |
| 3.6 three | 5.6 six | |

Points to concepts of quantities/sizes. . .

- | | |
|----------------|----------------|
| 2.9 big/little | 4.6 few/many |
| 3.0 one/all | 5.0 half/whole |
| 3.3 empty/full | 5.0 zero |
| 3.6 less/more | 5.9 short/tall |
| 3.9 short/long | 5.9 thick/thin |

Counts numbers by rote memorization. . .

- 3.0 from 1 to 3
- 3.6 from 1 to 5
- 5.0 from 1 to 10
- 5.6 from 1 to 20
- 5.9 from 1 to 30
- 6.0 from 1 to 50 or higher

Sorts several objects into separate groups by. . .

- 3.0 2 colors: red and blue
- 3.6 3 colors: red, blue, and yellow
- 3.9 2 sizes: big and little
- 4.0 3 shapes: circles, squares, triangles
- 5.6 3 sizes: large, medium, small

Math Concepts - continued

Matches 2 large, basic shapes with each other. . .

- 3.3 circles, squares
- 3.6 cross (+)
- 4.3 rectangles, triangles
- 5.0 diamonds

Points to large, basic shapes when requested. . .

- 3.6 circle, square, cross (+)
- 4.6 triangle, rectangle, diamond

Recognizes basic fractions. . .

- 3.6 puts together two parts of an object to make a whole
- 5.3 when something is cut in half
- 5.3 joins four $\frac{1}{4}$ sections of a circle to make a complete circle

Names large, basic shapes when requested. . .

- | | |
|---------------|---------------|
| 4.0 circle | 5.0 triangle |
| 4.3 square | 5.3 rectangle |
| 4.9 cross (+) | 6.0 diamond |

Points to matching groups having the same number of objects in them. . .

- 5.0 points to 2 out of 4 groups that have the same number of items

Math Concepts - continued

Names currency. . .

- 4.9 penny, nickel, dime
- 5.0 quarter
- 6.0 dollar bill

Names written numbers in random order. . .

- 5.3 for example: 4 2 1 5 3
- 5.9 for example: 9 4 6 2 8 1 3 7 10
- 6.3 reads numbers from 1 to 19

Adds and subtracts numbers. . .

- 5.0 using the numbers 1, 2, 3, 4, 5.

Prints the numerals. . .

- 5.3 1 through 3
- 6.0 1 through 9

Names the number. . .

- 5.6 that comes before and after specific numbers from 1-10.