

DOMAIN 1: APPROACHES TO LEARNING AND COGNITIVE DEVELOPMENT			
SUB-DOMAIN: LEARNING APPROACHES			
CREATIVITY AND INVENTIVENESS			
GOAL 2: CHILDREN GENERATE/CREATE NEW IDEAS, APPROACHES, AND ACTIVITIES IN DAILY ROUTINES.			
Age Range	Developmental Growth	Child Indicators	Caregiver Strategies
First, Second, and Third Grades	Uses systematic thinking and perspective taking to generate new ideas and solve problems.	<ul style="list-style-type: none"> ▪ Relates past, present, and future activities engaging in "What if?" scenarios. ▪ Generates multiple solutions to problems/projects. ▪ Generates creative solutions with peers. ▪ Takes into account others' views and perspectives. ▪ Strives to represent reality. ▪ Uses basic knowledge of the physical world to try out new ideas. ▪ Takes risks to try new ways of using materials and objects. 	<ul style="list-style-type: none"> ▪ Provide experience with novel materials (e.g. computer graphics, oil paints, music, language, and mechanical tools). ▪ Offer time and space for child to create objects of their own choosing by experimentation with materials. ▪ Use visual arts for learning about various cultures. ▪ Provide opportunities for the child to develop personal stories and poems. ▪ Provide opportunities for children to work on projects together. ▪ Offer a range of problem solving tasks from simple to complex (logical to abstract). ▪ Teach children to observe, ask "what if" questions, predict outcomes, carry out experiments, and document their findings.