

DOMAIN 1: APPROACHES TO LEARNING AND COGNITIVE DEVELOPMENT

SUB-DOMAIN: COGNITION AND COGNITIVE PROCESSES

REPRESENTATIONAL THOUGHT AND PLAY

GOAL 16: CHILDREN REPRESENT EXPERIENCES AND THOUGHT THROUGH SYMBOLIC REPRESENTATION INCLUDING PLAY, MOVEMENT, ARTS, NUMERACY, AND LITERACY.

Age Range	Developmental Growth	Child Indicators	Caregiver Strategies
36 to 60 Months	Use symbols in arts, communication, and numeracy.	<ul style="list-style-type: none"> ▪ Provides a description of a person or object that is not present (e.g. child describes the toy bear as big, soft, and brown). ▪ Uses symbols or pictures as a representation of oral language. ▪ Uses many gestures to represent meaning (e.g. stop!, rain, points for desired objects, shakes head vigorously, claps hands to show enthusiasm, holds hands up to show they are sticky, or folds hand across chest to show negativity). ▪ Uses objects to represent real items in make-believe play, but also chooses real objects when available. ▪ Recognizes objects, places, and ideas by symbols (gender signs for restrooms, commercial signs, stop signs). ▪ May use shapes and letters to “write messages.” ▪ May use movement and drama to recreate experiences or express emotions. 	<ul style="list-style-type: none"> ▪ Provide opportunities for child to engage in symbolic play (act happy, imitate a sad puppy). ▪ Provide opportunities for child to draw pictures of people, feelings, family, animals, and objects. ▪ Tell stories without pictures and encourage child to visualize, imagine, and express what he/she feels. ▪ Identify and point out symbols during daily activities; demonstrating and explaining what they mean. ▪ Encourage child to draw a story, with caregiver as “scribe,” writing dictated words. Child tells the story and draws to represent the story. ▪ Read stories and provide props for dramatizing the plot (e.g. Three Billy Goats Gruff with blocks, pictures of bridges, and some writing utensils and paper for signs).