

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
60 Months through Kindergarten	Uses elaborate strategies, and cooperation with others in creative expression.	<ul style="list-style-type: none"> ▪ Approaches tasks and experiences with increased flexibility, imagination, and inventiveness. ▪ Combines activities, materials, and equipment in new ways. Creates unique products (e.g. uses unique approach in block structures or paintings). ▪ Listens to and expands suggestions from peers or adults. ▪ Makes changes to a familiar story by adding actions or characters. ▪ Represents reality in a variety of ways (pretend play, drawing, making up songs, or making rhymes). ▪ Makes suggestions for classroom routines and daily activities. 	<ul style="list-style-type: none"> ▪ Play make-believe games with child, including games that introduce the child to diverse people, places, and cultures (e.g. "If you were a frog what might you be thinking about the rain outside?"). ▪ Ask open-ended questions that create an interaction and dialogue among children (e.g. "Amber wants to try adding water to the recipe. What do you think will happen? Should we try it?"). ▪ In child care or preschool lesson planning, incorporate creative outlets for displaying learning, including, dancing, painting, constructing, making music, inventing stories, and dramatic play. Seek child input and feedback regarding classroom routines, environment, and activities. ▪ Teach children to make lists and review and revise lists for projects and activities.