Approaches to Learning

Quarter 1 Standards

- **1.** AL.CR.C1a: I can tell what I want, think, and need.
- **2.** AL.CR.C1c: I can try something when I am not sure what will happen.
- **3.** AL.IC.C1a: I can join in or ask to do things with people.
- **4. AL.IC.C2a**: I can try new things.
- **5. AL.IC.C2b**: I can ask or tell about people.
- **6.** AL.IC.C2c: I can ask questions.
- **7. AL.RPS.C2b**: I can ask a grown-up for help to fix a problem.

Quarter 2 Standards

- **1.** AL.AP.C1a: I can keep doing an activity.
- **2. AL.AP.C1c**: I can come back to an activity.
- **3.** AL.AP.C2b: I can solve problems when frustrated or sad.
- **4. AL.CR.C1b**: I can do things without help.
- **5.** AL.CR.C1d: I can keep trying when tasks get hard.
- **6.** AL.IC.C1b: I can do things on my own.
- **7. AL.RPS.C1c**: I can see how new things I learn connect to what I already know.

Quarter 3 Standards

- 1. AL.AP.C2a: I can keep trying an activity until I reach my goal.
- **2.** AL.C.C1b: I can be curious about what other people say and do.
- **3.** AL.RPS.C1b: I can see that an action can make something else happen.
- **4.** AL.RPS.C2a: I can figure out what I need.

Quarter 4 Standards

- **1. AL.AP.C1b**: I can ignore distractions when I am engaged.
- 2. AL.AP.C2c: I can make my plan and try it.
- **3.** AL.C.C1a: I can use my imagination.
- **4. AL.C.C1c**: I can pretend with my peers when I play.
- **5.** AL.IC.C1c: I can show flexibility and imagination in my thinking.
- **6.** AL.RPS.C1a: I can tell something happened and why.
- **7.** AL.RPS.C2c: I can decide which solution to try.
- **8.** AL.RPS.C2d: I can see if the solution worked.