

Matrix showing the alignment between the Assessment Evaluation and Programming System (AEPS®) 2nd Edition items and ISTAR Basic and Foundations skills.

BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
BASIC 1: MATHEMATICS				
Number Sense				
Repeats a movement like a clap	0-3	COG	D	1, 1.1
Touches one object	0-3	FM	A	2.2, 2.3
Gives an object when asked.	0-3	SOC-COM	C	2.2, 2.3
Repeats number words.	0-3	COG	D	2, 2.2
Counts 1.	0-3	COG	G	2.1
Selects the preferred item when given two choices.	0-3	SOC	A	3.2
Communicates when something is empty or "all gone."	0-3	SOC-COM	D	1, 2
Indicates a desire for more.	0-3	SOC-COM	D	1
Computation				
Gives an object when asked.	0-3	SOC-COM	C	2.2, 2.3
Selects the preferred item when given two choices.	0-3	SOC	A	3.2
Communicates when something is empty or "all gone."	0-3	SOC-COM	D	1, 2
Indicates a desire for more.	0-3	SOC-COM	D	1
Pulls or breaks apart food.	0-3	ADAP	A	4.2
Gathers small collections of 1-3 objects without counting.	0-3	COG	G	1, 1.1, 1.2
Takes away an object when asked.	0-3	SOC-COM	C	2.2, 2.3
Shows something that was received.	0-3	SOC-COM	A	3, 3.1
Shows displeasure at losing something.	0-3	SOC	B	1.2
Algebra and Function				
Repeats a movement like a clap.	0-3	COG	D	1, 1.1
Shows interest in visual/auditor/tactile patterns.	0-3	COG	A	1, 1.1, 1.2, 1.3, 1.4
Shows interest in something out of place, like finding a small object on the carpet.	0-3	COG	B	3
Claps hands and waves bye if prompted.	0-3	SOC-COM	B	1.3
Completes a word or phrase that repeats in a familiar song or story.	0-3	COG	G	4.1
Purposefully moves and manipulates different objects.	0-3	COG	C	1, 1.1, 1.2, 1.3
Geometry				

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Tracks movement.	0-3	COG	A	1, 1.2
Selects the preferred item when given two choices.	0-3	SOC	A	3.2
Pulls or breaks apart food.	0-3	ADAP	A	4.2
Shows interest in visual/auditor/tactile patterns.	0-3	COG	A	1, 1.1, 1.2, 1.3, 1.4
Shows interest ins something out of place, like finding a small object on the carpet.	0-3	COG	B	3
Identifies one body part.	0-3	SOC-COM	C	1, 1.1, 1.2, 1.3
Becomes aware of objects in environment.	0-3	SOC-COM	A	2.2
Purposefully moves and manipulates different objects.	0-3	COG	C	1, 1.1, 1.2, 1.3
Uses a shape toy to explore basic shapes.	0-3	FM	B	2.1
Uses whole body to explore and learn.	0-3	COG	A	1, 1.1, 1.2, 1.3, 1.4
Puts things in and out of mouth.	0-3	COG	F	1.4
Removes articles of clothing, like socks or shoes.	0-3	ADAP	C	1, 1.1, 1.2, 1.3, 1.4, 1.5, 1.6
Uses eye gaze or body position to obtain joint attention.	0-3	SOC-COM	A	2, 2.1, 2.2
Looks or feels for an object that has been hidden from view.	0-3	COG	B	1, 1.1, 1.2, 2, 2.1, 2.2, 2.3
Hides face in play.	0-3	COG	C	2, 2.1
Searches for something.	0-3	COG	B	3, 3.1
Separates objects.	0-3	FM	B	2
Puts smaller objects into larger holes, slots or depressions.	0-3	FM	B	2.1, 2.2
Measurement				
Selects the preferred item when given two choices.	0-3	SOC	A	3.2
Communicates when something is empty or "all gone."	0-3	SOC-COM	D	1, 2
Indicates a desire for more.	0-3	SOC-COM	D	1
Identifies big.	3-6	COG	A	1, 1.3
Pours substances out of containers.	0-3	ADAP	A	5, 5.1, 5.2
Cooperates with a routine.	0-3	SOC	B	2.1
Anticipates an event.	0-3	SOC	B	2
Data Analysis				
Repeats number words.	0-3	COG	D	2, 2.2

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BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
Communicates when something is empty or "all gone."	0-3	SOC-COM	D	1, 2
Shows interest in visual/auditor/tactile patterns.	0-3	COG	A	1, 1.1, 1.2, 1.3, 1.4
Shows interest in something out of place, like finding a small object on the carpet.	0-3	COG	B	3
Purposefully moves and manipulates different objects.	0-3	COG	C	1, 1.1, 1.2, 1.3
Cooperates with a routine.	0-3	SOC	B	2.1
Responds to the arrival of a familiar person.	0-3	SOC	A	1, 1.1, 1.2, 1.3
Names objects.	0-3	SOC-COM	D	1, 1.4
Anticipates an event.	0-3	SOC	B	2
Problem Solving				
Shows interest in visual/auditor/tactile patterns.	0-3	COG	A	1, 1.1, 1.2, 1.3, 1.4
Shows interest in something out of place, like finding a small object on the carpet.	0-3	COG	B	3
Completes a word or phrase that repeats in a familiar song or story.	0-3	COG	G	4.1
Becomes aware of objects in the environment.	0-3	SOC-COM	A	2.2
Purposefully moves and manipulates different objects.	0-3	COG	C	1, 1.1, 1.2, 1.3
Pours substances out of containers.	0-3	ADAP	A	5, 5.1, 5.2
Indicates a need.	0-3	SOC	B	1, 1.1
Searches for something.	0-3	COG	B	3, 3.1
Moves to obtain an object.	0-3	COG	E	3.1
Uses a learned behavior in a new way.	0-3	COG	E	4.1
Separates objects.	0-3	FM	B	2
Puts smaller objects into larger holes, slots or depressions.	0-3	FM	B	2.1, 2.2
Repeats a behavior that had previously caused a desired effect.	0-3	COG	C	1, 1.1, 1.2
Communicates discomfort.	0-3	SOC	B	1.2
BASIC 2: MATHEMATICS				
Number Sense				
Claps or moves to a beat.	0-3	COG	D	1, 1.1

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BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
Touches in sequence one at a time.	0-3	COG	D	1, 1.1
Uses fingers to show how many or age of self.	3-6	SOC	D	3, 3.6
Uses whole numbers up to 3 to describe objects and experiences.	3-6	COG	G	1.2
Rote count to 3.	3-6	COG	G	1.2
Matches like numerals.	0-3	COG	G	1.3
	3-6	COG	G	2
Gives one object when asked.	0-3	SOC-COM	C	2.2, 2.3
Lines up objects.	0-3	FM	A	5, 5.1
Identifies which is "more" visually, tactilely, or auditorally.	0-3	COG	A	1, 1.1, 1.2, 1.3, 1.4
Counts backwards from 3.	3-6	COG	G	1.2
Gives "more" when asked.	0-3	SOC-COM	C	2.2, 2.3
Shares a set of two with a friend.	0-3	SOC	C	1, 1.1, 1.2
Claims objects as "mine."	3-6	SOC	A	3, 3.3
Feeds pieces of food to another person, pet, or plaything.	3-6	ADAP	A	2, 2.4
Computation				
Gives one object when asked.	0-3	SOC-COM	C	2.2, 2.3
Lines up objects.	0-3	FM	A	5, 5.1
Identifies which is "more" visually, tactilely, or auditorally.	0-3	COG	A	1, 1.1, 1.2, 1.3, 1.4
Counts backwards from 3.	3-6	COG	G	1.2
Gives "more" when asked.	0-3	SOC-COM	C	2.2, 2.3
Shares a set of two with a friend.	0-3	SOC	C	1, 1.1, 1.2
Feeds pieces of food to another person, pet, or plaything.	3-6	ADAP	A	2, 2.4
Moves objects one at a time from one group or container to another.	0-3	ADAP	A	5, 5.1, 5.2
Identifies the object that has been added to a group.	0-3	COG	G	1, 1.1, 1.2
Describes that something was taken.	0-3	SOC	B	1.2
Algebra and Function				
Claps or moves to a beat.	0-3	COG	D	1, 1.1
Shares a set of two with a friend.	0-3	SOC	C	1, 1.1, 1.2

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BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
Nests small objects into larger.	0-3	FM	B	2.2
Puts things in order.	0-3	FM	A	5, 5.1
Claps hands and waves bye.	0-3	SOC-COM	B	1.3
Moves objects from one container to another.	0-3	ADAP	A	5, 5.1, 5.2
Claims objects as "mine."	3-6	SOC	A	3, 3.3
Identifies which is "more" visually, tactilely, or auditorally.	0-3	COG	A	1, 1.1, 1.2, 1.3, 1.4
Geometry				
Lines up objects.	0-3	FM	A	5, 5.1
Identifies which is "more" visually, tactilely, or auditorally.	0-3	COG	A	1, 1.1, 1.2, 1.3, 1.4
Feeds pieces of food to another person, pet, or plaything.	3-6	ADAP	A	2, 2.4
Nests smaller objects into larger.	0-3	FM	B	2.2
Puts things in order.	0-3	FM	A	5, 5.1
Identifies three body parts.	0-3	SOC-COM	C	1, 1.1, 1.2, 1.3
Anticipates and navigates around environmental barriers.	0-3	COG	G	3, 3.1, 3.2
Puts pairs together.	0-3	COG	G	1.3
Moves objects from one container to another.	0-3	ADAP	A	5, 5.1, 5.2
Imitates body movements.	0-3	COG	D	1, 1.1
Puts things in and out of other things.	0-3	FM	B	2, 2.1, 2.2
Puts things on and off of other things.	0-3	FM	A	5
Points to or uses eye gaze to communicate location.	0-3	SOC-COM	B	1, 1.2
Finds hidden objects or sound.	0-3	COG	B	2, 2.1, 2.2, 2.3, 3, 3.1
Hides behind or between objects in play.	0-3	COG	C	2, 2.1
Identifies where he/she is currently located.	3-6	COG	A	3, 3.1
Searches for something that is out of sight.	0-3	COG	B	2, 2.1, 2.2, 2.3, 3
Take simple objects apart.	0-3	FM	B	2
Puts simple objects together.	0-3	FM	B	2
Imitates drawing a vertical line.	0-3	FM	B	5.1
Imitates drawing a horizontal line.	0-3	FM	B	5.1
Imitates drawing a circle.	0-3	FM	B	5.1
Completes an inset puzzle of three or more pieces.	0-3	FM	B	2

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BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
Measurement				
Gives one object when asked.	0-3	SOC-COM	C	2.2, 2.3
Identifies which is "more" visually, tactilely, or auditorally.	0-3	COG	A	1, 1.1, 1.2, 1.3, 1.4
Counts backwards from 3.	3-6	COG	G	1.2
Gives "more" when asked.	0-3	SOC-COM	C	2.2, 2.3
Shares a set of two with a friend.	0-3	SOC	C	1, 1.1, 1.2
Distinguishes big and little.	3-6	COG	A	1, 1.3
Makes choices base on size.	3-6	COG	A	1, 1.3
Identifies when objects are similar.	0-3	COG	G	1, 1.2
Pours substances into containers.	0-3	ADAP	A	5, 5.1, 5.2
Data Analysis				
Uses fingers to show how many or age of self.	3-6	SOC	D	3, 3.6
Lines up objects.	0-3	FM	A	5, 5.1
Counts backwards from 3.	3-6	COG	G	1.2
Nests smaller objects into larger.	0-3	FM	B	2.2
Puts things in order.	0-3	FM	A	5, 5.1
Moves objects from one container to another.	0-3	ADAP	A	5, 5.1, 5.2
Anticipates a sequence during daily activities.	0-3	SOC	B	2
Claims objects as "mine."	3-6	SOC	A	3, 3.3
Prepares for something anticipated.	0-3	SOC	B	2
Problem Solving				
Nests smaller objects into larger.	0-3	FM	B	2.2
Puts things in order.	0-3	FM	A	5, 5.1
Imitates a model of three of something.	0-3	COG	D	1, 1.1
Anticipates and navigates around environmental barriers.	0-3	COG	G	3, 3.1, 3.2
Puts pairs together.	0-3	COG	G	1.3
Identifies when objects are the same.	0-3	COG	G	1
Pours substances into containers.	0-3	ADAP	A	5, 5.1, 5.2
Differentiates request based on need.	3-6	SOC-COM	A	2.2
Searches for something that is out of sight.	0-3	COG	B	2, 2.1, 2.2, 2.3, 3

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BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
Uses active exploration to solve a problem.	0-3	COG	E	4, 4.1
Selects an object to accomplish a purpose.	0-3	COG	E	2, 2.1
Takes simple objects apart.	0-3	FM	B	2
Puts simple objects together.	0-3	FM	B	2
Completes inset puzzles of 3-8 pieces.	0-3	FM	B	2
Sees a simple task through to completion.	3-6	SOC	B	1
Shows pleasure or displeasure at an effect.	3-6	SOC	D	2.2
Communicates disappointment.	3-6	SOC	D	2.2
FOUNDATIONS 1: MATHEMATICS				
Number Sense				
Sings and dances to a number song.	3-6	SOC	B	2, 3
Counts a number of objects up to 3.	3-6	COG	G	1.2
Counts on fingers.	3-6	COG	G	1, 1.1, 1.2
Counts each object only once.	3-6	COG	G	1, 1.1, 1.2
Uses whole numbers up to 5 to describe objects and experiences.	3-6	COG	G	2, 2.1
Rote count to 5.	3-6	COG	G	1, 1.1, 1.2
Matches number symbols with amounts 1-3.	3-6	COG	G	2, 2.2
Gives "all" objects when asked.	3-6	COG	A	2, 2.2
Passes out objects or food to people or characters.	3-6	ADAP	A	2, 2.4
Identifies first and last.	3-6	COG	A	3, 3.1
Identifies the concept of "less."	3-6	COG	A	2, 2.2
Counts backward from 5.	3-6	COG	G	1, 1.1, 1.2
Identifies when objects are the same number, even if arrangement is changed.	3-6	COG	A	2, 2.2
Identifies the concepts of "one more" and "one less."	3-6	COG	A	2, 2.2
Names groups of objects.	3-6	COG	B	1, 1.1, 1.2, 1.3
Identifies parts of an object.	3-6	COG	B	1, 1.2, 1.3
Computation				
Gives "all" objects when asked.	3-6	COG	A	2, 2.2

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Identifies first and last.	3-6	COG	A	3, 3.1
Identifies the concept of "less."	3-6	COG	A	2, 2.2
Counts backward from 5.	3-6	COG	G	1, 1.1, 1.2
Identifies when objects are the same number, even if arrangement is changed.	3-6	COG	A	2, 2.2
Identifies the concepts of "one more" and "one less."	3-6	COG	A	2, 2.2
Trades several smaller items for a larger item.	3-6	COG	A	2, 2.2
Makes a collection of items larger by adding items when asked.	3-6	COG	A	2, 2.2
Makes a collection of items smaller by taking items away when asked.	3-6	COG	A	2, 2.2
Describes addition situations for numbers less than 3.	3-6	COG	A	2, 2.2
Describes subtraction situations for numbers less than 3.	3-6	COG	A	2, 2.2
Algebra and Function				
Sings and dances to a number song.	3-6	SOC	B	2, 3
Passes out objects or food to people or characters.	3-6	ADAP	A	2, 2.4
Identifies attributes of objects.	3-6	COG	B	1.3
Communicates when something does not belong or should not happen.	3-6	SOC-COM	A	1, 1.7
Follows along and imitates patterns of sounds and movement.	3-6	SOC	B	2, 2.2, 2.3, 3, 3.2, 3.3
Predicts what comes next when shown a simple AB pattern of concrete objects.	3-6	COG	C	2
Names groups of objects.	3-6	COG	B	1, 1.1, 1.2, 1.3
Geometry				
Identifies first and last.	3-6	COG	A	3, 3.1
Identifies the concept of "less."	3-6	COG	A	2, 2.2
Trades several smaller items for a larger item.	3-6	COG	A	2, 2.2
Identifies attributes of objects.	3-6	COG	B	1.3
Identifies parts of an object.	3-6	COG	B	1, 1.2, 1.3

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Communicates when something does not belong or should not happen.	3-6	SOC-COM	A	1, 1.7
Identifies 5 body parts.	3-6	ADAP	A	1
	3-6	ADAP	B	2, 2.1, 2.2, 2.4, 2.5
Puts objects into group with similar attribute.	3-6	COG	B	1.3
Matches circles.	3-6	COG	A	1, 1.2
Matches squares.	3-6	COG	A	1, 1.2
Matches triangles.	3-6	COG	A	1, 1.2
Matches rectangles.	3-6	COG	A	1, 1.2
Copies a vertical line.	3-6	FM	B	2.3
Copies a horizontal line.	3-6	FM	B	2.3
Copies a circle.	3-6	FM	B	2.3
Imitates drawing a cross.	3-6	FM	B	2.3
Follows instructions to place an object in or out of something.	3-6	COG	A	3, 3.1
Uses in and out to indicate where things are in space.	3-6	COG	A	3, 3.1
Follows instructions to place an object on or off of something.	3-6	COG	A	3, 3.1
Uses on and off to indicate where things are in space.	3-6	COG	A	3, 3.1
Finds an indirect way to obtain an object.	3-6	COG	E	1, 1.1, 1.2
Identifies the missing object.	3-6	COG	E	2
Discriminates an object that is pulled apart and one that is put together.	3-6	COG	B	1
Completes an interlocking puzzle of 5 or more pieces.	3-6	FM	A	1, 1.1
Measurement				
Gives "all" objects when asked.	3-6	COG	A	2, 2.2
Identifies the concept of "less."	3-6	COG	A	2, 2.2
Counts backward from 5.	3-6	COG	G	1, 1.1, 1.2
Identifies when objects are the same number, even if arrangement is changed.	3-6	COG	A	2, 2.2

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Identifies the concepts of "one more" and "one less."	3-6	COG	A	2, 2.2
Orders 3 objects by size.	3-6	COG	C	2
Uses any descriptive word or gesture to express amount or size.	3-6	COG	A	1, 1.3, 2, 2.2
Identifies similarities and differences in objects.	3-6	COG	B	1, 1.1, 1.2, 1.3
Uses cups and tools in sand and water.	3-6	SOC	B	2, 2.1, 3, 3.1
Identifies when something is too heavy to lift.	3-6	COG	A	2, 2.1
	3-6	SOC-COM	A	1, 1.7
Communicates feelings of hot and cold.	3-6	COG	A	2, 2.1
Chooses between 2 activities.	3-6	SOC	D	1, 1.1, 1.2
Chooses object based on function.	3-6	COG	B	1.2
Follows steps in a simple routine.	3-6	COG	C	1.1
Tells what activity comes first and what follows in sequence.	3-6	COG	C	3
Data Analysis				
Counts on fingers.	3-6	COG	G	1, 1.1, 1.2
Identifies first and last.	3-6	COG	A	3, 3.1
Counts backward from 5.	3-6	COG	G	1, 1.1, 1.2
Identifies attributes of objects.	3-6	COG	B	1.3
Communicates when something does not belong or should not happen.	3-6	SOC-COM	A	1, 1.7
Chooses between two activities.	3-6	SOC	D	1, 1.1, 1.2
Tells what activity comes first and second in sequence.	3-6	COG	C	3
Names groups of objects.	3-6	COG	B	1, 1.1, 1.2, 1.3
Chooses objects based on function.	3-6	COG	B	1.2
Follows steps in a simple routine.	3-6	COG	C	1.1
Problem solving				
Passes out objects or food to people or characters.	3-6	ADAP	A	2, 2.4
Identifies attributes of objects.	3-6	COG	B	1.3
Communicates when something does not belong or should	3-6	SOC-COM	A	1, 1.7

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BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
not happen.				
Predicts what comes next when shown a simple AB pattern of concrete objects.	3-6	COG	C	2
Puts objects into group with similar attribute.	3-6	COG	B	1.3
Identifies similarities and differences in objects.	3-6	COG	B	1, 1.1, 1.2, 1.3
Identifies parts of an object.	3-6	COG	B	1, 1.2, 1.3
Uses cups and tools in sand and water.	3-6	SOC	B	2, 2.1, 3, 3.1
Asks for help.	3-6	SOC-COM	A	1, 1.5
Finds an indirect way to obtain an object.	3-6	COG	E	1, 1.1, 1.2
Makes simple cause/effect predictions.	3-6	COG	E	2, 2.2
Imitates the use of an adult tool in play.	3-6	COG	F	1, 1.3
Identifies the missing object.	3-6	COG	E	2
Discriminates an object that is pulled apart and one that is put together.	3-6	COG	B	1
Completes an interlocking puzzle of 5 or more pieces.	3-6	FM	A	1, 1.1
Sees a simple task through to completion.	3-6	SOC	B	1
Recognizes silly absurdities in song and play.	3-6	COG	F	1
FOUNDATIONS 2: MATHEMATICS				
Number Sense				
Draws pictures or symbols to represent a spoken number.	3-6	COG	G	2, 2.2
Counts a number of objects up to 5.	3-6	COG	G	1.1
Uses a tally system.	3-6	COG	G	2
Imitates counting behavior using the names of large numbers.	3-6	COG	G	1
Rote counts to 10.	3-6	COG	G	1.1
Matches number symbols with amounts 0-5.	3-6	COG	G	2, 2.1, 2.2
Gives "some" and gives the "rest" when asked.	3-6	COG	A	2, 2.2
Applies one-to-one correspondence with objects and people.	3-6	COG	G	1, 1.1, 1.2
Identifies the next number in a series of numbers up to 10.	3-6	COG	G	1.1

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BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
Identifies the concept of "none."	3-6	COG	A	2, 2.2
Counts backward from 10.	3-6	COG	G	1.1
Creates a collection equal to objects in a collection already constructed.	3-6	COG	A	2, 2.2
Uses the concepts "one more" and "one less."	3-6	COG	A	2, 2.2
Divides a set of 4 objects into equal groups.	3-6	COG	A	2, 2.2
Represents objects/activities by drawing or selecting pictures.	3-6	FM	B	2.1
Computation				
Gives "some" and gives "the rest" when asked.	3-6	COG	A	2, 2.2
Identifies the next number in a series of numbers up to 10.	3-6	COG	G	1.1
Identifies the concept of "none."	3-6	COG	A	2, 2.2
Counts backward from 10.	3-6	COG	G	1.1
Creates a collection equal to objects in a collection already constructed.	3-6	COG	A	2, 2.2
Uses the concepts "one more" and "one less."	3-6	COG	A	2, 2.2
Divides a set of 4 objects into equal groups.	3-6	COG	A	2, 2.2
Communicates when a snack is split in "half."	3-6	COG	A	2, 2.2
Combines a whole quantity of something.	3-6	COG	A	2, 2.2
Breaks apart a whole quantity of something in a set.	3-6	COG	A	2, 2.2
Describes addition situations for numbers less than 5.	3-6	COG	A	2, 2.2
Describes subtraction situations for numbers less than 5.	3-6	COG	A	2, 2.2
Makes guesses related to quantity.	3-6	COG	A	2, 2.2
Algebra and Function				
Draws pictures or symbols to represent a spoken number.	3-6	COG	G	2, 2.2
Applies one-to-one correspondence with objects and people.	3-6	COG	G	1, 1.1, 1.2
Divides a set of 4 objects into equal groups.	3-6	COG	A	2, 2.2
Gives reasons for placement of object.	3-6	SOC-COM	A	1, 1.7
Categorizes familiar items by function and class.	3-6	COG	B	1.2

Matrix showing the alignment between the Assessment Evaluation and Programming System (AEPS®) 2nd Edition items and ISTAR Basic and Foundations skills.

BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
Reproduces patterns of sounds and movements.	3-6	COG	C	1
Reproduces simple AB patterns of concrete objects.	3-6	COG	C	2
Sorts a group of objects by more than one way.	3-6	COG	B	1, 1.1, 1.2, 1.3
Represents objects/activities by drawing or selecting pictures.	3-6	FM	B	2.1
Geometry				
Identifies the next number in a series of numbers up to 10.	3-6	COG	G	1.1
Identifies the concept of "none."	3-6	COG	A	2, 2.2
Communicates when a snack is split in "half."	3-6	COG	A	2, 2.2
Gives reasons for placement of object.	3-6	SOC-COM	A	1, 1.7
Identifies 10 body parts.	3-6	ADAP	A	1
	3-6	ADAP	B	2, 2.1, 2.2, 2.4, 2.5
Sorts by one attribute.	3-6	COG	B	1.3
Sorts a group of objects by more than one way.	3-6	COG	B	1, 1.1, 1.2, 1.3
Identifies circles.	3-6	COG	A	1, 1.2
Identifies squares.	3-6	COG	A	1, 1.2
Identifies triangles.	3-6	COG	A	1, 1.2
Identifies rectangles.	3-6	COG	A	1, 1.2
Combines strokes and shapes to represent letters.	3-6	FM	B	2
Copies a cross.	3-6	FM	B	2.3
Copies an X.	3-6	FM	B	2.3
Copies a square.	3-6	FM	B	2.2
Follows instructions to place an object beside or next to something.	3-6	COG	A	3, 3.1
Follows instructions to place an object here or there.	3-6	COG	A	3, 3.1
Uses the words here or there to indicate where things are in space.	3-6	COG	A	3, 3.1
Follows instructions to place an object between two things.	3-6	COG	A	3, 3.1
Gives clues for finding hidden objects.	3-6	SOC-COM	A	1, 1.7
Identifies the missing part.	3-6	COG	E	2

Matrix showing the alignment between the Assessment Evaluation and Programming System (AEPS®) 2nd Edition items and ISTAR Basic and Foundations skills.

BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
Completes interlocking puzzles of 8-12 pieces.	3-6	FM	A	1, 1.1
Measurement				
Gives "some" and gives "the rest" when asked.	3-6	COG	A	2, 2.2
Identifies the concept of "none."	3-6	COG	A	2, 2.2
Counts backward from 10.	3-6	COG	G	1.1
Creates a collection equal to objects in a collection already constructed.	3-6	COG	A	2, 2.2
Uses the concepts "one more" and "one less."	3-6	COG	A	2, 2.2
Divides a set of 4 objects into equal groups.	3-6	COG	A	2, 2.2
Sorts objects into long and short.	3-6	COG	A	1, 1.3
Communicates the size of things relative to self.	3-6	COG	A	1, 1.3
Asks why something is the same or different.	3-6	SOC-COM	B	3, 3.4
Uses common measuring tools in correct context.	3-6	SOC	B	2, 2.1, 3, 3.1
Identifies when something is hot or cold.	3-6	COG	A	2, 2.1
Tells what comes before and after.	3-6	COG	C	3
Follows a daily schedule.	3-6	COG	C	1.1
Tells three events in chronological order.	3-6	COG	C	3
Data Analysis				
Uses a tally system.	3-6	COG	G	2
Identifies the next number in a series of numbers.	3-6	COG	G	1, 1.1, 1.2
Counts backward from 10.	3-6	COG	G	1.1
Gives reasons for placement of object.	3-6	SOC-COM	A	1, 1.7
Sorts a group of objects by more than one way.	3-6	COG	B	1, 1.1, 1.2, 1.3
Categorizes familiar items by function and class.	3-6	COG	B	1.2
Represents objects with pictures.	3-6	FM	B	2.1
Represents objects/activities by drawing or selecting pictures.	3-6	FM	B	2.1
Follows a daily schedule.	3-6	COG	C	1.1
Tells what comes before and after.	3-6	COG	C	3
Relates time to events.	3-6	COG	A	3, 3.2

Matrix showing the alignment between the Assessment Evaluation and Programming System (AEPS®) 2nd Edition items and ISTAR Basic and Foundations skills.

BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
Tells three events in chronological order.	3-6	COG	C	3
Problem Solving				
Applies one-to-one correspondence with objects and people.	3-6	COG	G	1, 1.1, 1.2
Gives reasons for placement of object.	3-6	SOC-COM	A	1, 1.7
Reproduces simple AB patterns of concrete objects.	3-6	COG	C	2
Sorts by one attribute.	3-6	COG	B	1.3
Asks why something is the same or different.	3-6	SOC-COM	B	3, 3.4
Uses common measuring tools in correct context.	3-6	SOC	B	2, 2.1, 3, 3.1
Uses a second strategy when the first one fails.	3-6	COG	E	1, 1.1
Gives clues for finding hidden objects.	3-6	SOC-COM	A	1, 1.7
Generalizes a solution to a new situation.	3-6	COG	E	1, 1.1
Uses a tool in a new way.	3-6	COG	E	1, 1.1
Identifies the missing part.	3-6	COG	E	2
Completes an interlocking puzzle of 8 or more pieces.	3-6	FM	A	1, 1.1
Makes guesses related to quantity.	3-6	COG	A	2, 2.2
Uses trial and error to solve simple problems.	3-6	COG	E	1, 1.1
BASIC 1: LANGUAGE ARTS				
Reading Rec.				
Opens book.	0-3	FM	B	4
Explores book.	0-3	FM	B	4, 4.1
Tracks movement.	0-3	COG	A	1, 1.2
Vocalizes while looking at a book.	0-3	COG	G	4, 4.2
Points to pictures in picture book.	0-3	COG	G	4, 4.2
Emulates the sounds that animals make and other sounds in the environment.	0-3	SOC-COM	B	2
Jointly attends to objects of interest to self.	0-3	SOC-COM	A	2.2
Reading Comp.				
Reacts to a story or event.	0-3	COG	G	4.2
Reacts to new situations based on the memory of a	0-3	COG	G	4, 4.2

Matrix showing the alignment between the Assessment Evaluation and Programming System (AEPS®) 2nd Edition items and ISTAR Basic and Foundations skills.

BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
previous event.				
Looks at picture books with interest.	0-3	COG	G	4, 4.2, 4.3
Reading Lit.				
Reacts to a story or event.	0-3	COG	G	4.2
Recognizes when caregiver is not present.	0-3	SOC	A	1
Shows affection to a caretaker, character, or plaything.	0-3	SOC	A	2.3
Writing Process				
Uses eye gaze to communicate.	0-3	SOC-COM	A	1, 1.1, 1.2
Uses proximity to communicate.	0-3	SOC	A	2.3
Uses gestures to communicate.	0-3	SOC-COM	B	1, 1.1, 1.2, 1.3, 1.4
Writing Application				
Uses objects to communicate.	0-3	COG	F	1, 1.1, 1.2, 1.3, 1.4
Uses drawings or pictures to represent objects.	0-3	FM	B	5.2
Uses symbols to communicate.	0-3	FM	B	5, 5.1, 5.2
Writing Convention				
Tracks movement.	0-3	COG	A	1, 1.2
Emulates the sounds that animals make and other sounds in the environment.	0-3	SOC-COM	B	2
Grasps tools.	3-6	FM	B	1.1
Intentionally makes marks in substances.	0-3	FM	B	5.1, 5.2
Listen-Speak				
Tracks movement.	0-3	COG	A	1, 1.2
Vocalizes while looking at a book.	0-3	COG	G	4, 4.2
Emulates the sounds that animals make and other sounds in the environment.	0-3	SOC-COM	B	2
Shows affection to a caretaker, character, or plaything.	0-3	SOC	A	2.3
Uses eye gaze to communicate.	0-3	SOC-COM	A	1, 1.1, 1.2
Uses proximity to communicate.	0-3	SOC	A	2.3
Uses gestures to communicate.	0-3	SOC-COM	B	1, 1.1, 1.2, 1.3, 1.4
Jointly attends to objects of interest to self.	0-3	SOC-COM	A	2.2

Matrix showing the alignment between the Assessment Evaluation and Programming System (AEPS®) 2nd Edition items and ISTAR Basic and Foundations skills.

BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
Responds to the arrival of a familiar person.	0-3	SOC	A	1, 1.1, 1.2, 1.3
Faces the speaker with interest.	0-3	SOC-COM	A	1
Smiles or laughs when looked at or spoken to.	0-3	SOC	A	1.3
Gives an object when asked.	0-3	SOC-COM	C	2.2, 2.3
Responds to name.	0-3	SOC-COM	C	1.4
Responds to one-word commands.	0-3	SOC-COM	C	2.2, 2.3
Responds to short phrases ("Where's mama?")	0-3	SOC-COM	B	1.1
Imitates one-word vocalization.	0-3	COG	D	2, 2.2
Varies pitch, length, and volume of vocalizations to express wants and needs.	0-3	SOC-COM	B	1.4
Uses jargon (expressive sounds) in conversational manner.	0-3	SOC-COM	B	2.2
Uses single words, signs, symbols, or gestures to communicate.	0-3	SOC-COM	D	1
Engages in turn taking vocalization.	0-3	SOC	A	3, 3.1, 3.2
	0-3	SOC	C	2, 2.1, 2.2
Responds to sounds in the environment.	0-3	SOC-COM	A	1.2
BASIC 2: LANGUAGE ARTS				
Reading Rec.				
Turns several pages of a book at a time.	0-3	FM	B	4.1
Looks at books for one minute.	0-3	COG	G	4
Visually engages with book.	0-3	COG	G	4.2
Pretends to read a book aloud.	0-3	COG	G	4
Matches pictures to actual objects.	0-3	COG	G	1.3
Distinguishes print from pictures.	0-3	COG	G	4
Points to a letter when asked to "point to a letter."	0-3	COG	G	3
Emulates the sounds that animals make and other sounds in the environment.	0-3	SOC-COM	B	2
Actively attends to things that an adult is showing.	0-3	COG	G	4.3
Reading Comp.				
Enjoys looking at books.	0-3	COG	G	4, 4.2, 4.3

Matrix showing the alignment between the Assessment Evaluation and Programming System (AEPS®) 2nd Edition items and ISTAR Basic and Foundations skills.

BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
Finds named pictures or textures in books.	0-3	COG	G	4.2
Anticipates actions, sounds, or phrases from a predictable story.	0-3	COG	G	4.1
Recognizes pictures of family members.	0-3	COG	G	3.1
Names actions from pictures or a story.	0-3	COG	G	4, 4.2
Reading Lit.				
Enjoys looking at books.	0-3	COG	G	4, 4.2, 4.3
Names actions from pictures or a story.	0-3	COG	G	4, 4.2
Identifies where he/she is currently located.	3-6	COG	A	3, 3.1
Recognizes a picture of a favorite character.	0-3	COG	G	3.1
Pretends to do something or be someone else.	0-3	COG	F	1, 1.1
Writing process				
Engages someone else to record ideas in words, drawings or symbols.	0-3	COG	E	4, 4.1
Listens to others tell about their writing.	0-3	COG	G	4.3
Writing Application				
Attempts to write and draw.	0-3	FM	B	5.1, 5.2
Uses drawings or pictures to represent objects.	0-3	FM	B	5.1, 5.2
Scribbles a message on a card or picture.	0-3	FM	B	5.2
Writing Convention				
Makes marks with writing tools.	0-3	FM	B	5.1, 5.2
Marks on paper rather than other surfaces.	0-3	FM	B	5.1, 5.2
Imitates drawing a vertical line.	0-3	FM	B	5
Imitates drawing a horizontal line.	0-3	FM	B	5
Imitates drawing a circle.	0-3	FM	B	5
Associates writing with sounds.	3-6	COG	H	2.1
Listen-Speak				
Pretends to read a book aloud.	0-3	COG	G	4
Finds named pictures or textures in books.	0-3	COG	G	4.2
Listens with interest to stories read aloud.	0-3	COG	G	4.3

Matrix showing the alignment between the Assessment Evaluation and Programming System (AEPS®) 2nd Edition items and ISTAR Basic and Foundations skills.

BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
Actively attends to things that an adult is showing.	0-3	COG	G	4.3
Jointly attends to pictures in books for several minutes.	0-3	COG	G	4.2
Shifts attention along with communication partner.	0-3	SOC-COM	A	2, 2.1
Follows simple directions with prompts.	0-3	SOC-COM	C	2.1
Identifies sounds heard in familiar environment.	0-3	SOC-COM	A	2.2
Uses appropriate intonations for questions.	0-3	SOC-COM	D	3, 3.2
Uses two-word vocalizations, signs, symbols or gestures to tell about objects and events in the present.	0-3	SOC-COM	D	2, 2.1, 2.2, 2.3, 2.4
Uses an expressive vocabulary of at least 200 words.	0-3	SOC-COM	D	1
Takes turns during an interaction when prompted.	0-3	SOC	A	3, 3.1, 3.2
	0-3	SOC	C	2, 2.1, 2.2
Uses action words.	0-3	SOC-COM	D	1, 1.2
Names objects from a picture book.	0-3	COG	G	3.1
Asks simple "who," "what," and "where" questions about personal experiences.	0-3	SOC-COM	D	3, 3.2
Answers "yes/no" questions.	0-3	SOC-COM	B	1.1
FOUNDATIONS 1: LANGUAGE ARTS				
Reading Rec.				
Turns one page at a time.	0-3	FM	B	4, 4.1
Holds books right side up, looking at the pages and pictures.	0-3	FM	B	4, 4.1, 4.2
Follows the reader's finger as a story is read.	0-3	COG	G	4
Tells a story while holding a book.	0-3	COG	G	4
Identifies one common sign or signal.	0-3	COG	G	3, 3.1
Points to and names 6 letters.	3-6	COG	H	3.1
Matches letters.	3-6	COG	H	3.1
Identifies first letter of own name.	3-6	COG	H	1, 1.4
Points to the words in a book while telling the story.	0-3	COG	G	4
Matches the sounds that begins own name with the sound that begins another word or name.	3-6	COG	H	1, 1.4

Matrix showing the alignment between the Assessment Evaluation and Programming System (AEPS®) 2nd Edition items and ISTAR Basic and Foundations skills.

BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
Sings the alphabet song.	3-6	COG	H	3.1
Generates sounds from letters.	3-6	COG	H	2
Reading Comp.				
Identifies a favorite story.	3-6	SOC-COM	A	1, 1.7
Names objects from a picture book.	0-3	COG	G	3.1
Expresses what might happen after the action in a picture.	3-6	COG	E	2, 2.2
Talks about action pictures of family, pets, or self.	3-6	SOC-COM	A	1, 1.7
Asks questions and makes comments about a story being read.	0-3	COG	G	4.2
Tells one thing that happens in a familiar story.	3-6	COG	C	3.1
Reading Lit.				
Identifies a favorite story.	3-6	SOC-COM	A	1, 1.7
Tells one thing that happens in a familiar story.	3-6	COG	C	3.1
Identifies a location where he/she is going or has been.	3-6	COG	A	3, 3.1
	3-6	SOC-COM	A	1, 1.7
Identifies location of a caregiver if not present.	3-6	COG	A	3, 3.1
	3-6	SOC-COM	A	1, 1.7
Tells something that a favorite character does in a story.	3-6	SOC-COM	A	1, 1.2, 1.7
Acts out familiar scripted events and routines.	3-6	COG	F	1, 1.2
Writing Process				
Acts out familiar scripted events and routines.	3-6	COG	F	1, 1.2
Models an event.	3-6	COG	F	1, 1.2
Follows dictated writing as it is read by an adult.	3-6	SOC	B	2, 2.3, 3, 3.3
Draws pictures and scribbles to generate and express ideas.	3-6	FM	B	2.1
Writing Application				
Tells something that a favorite character does in a story.	3-6	SOC-COM	A	1, 1.2, 1.7
Uses writing to label drawings.	3-6	FM	B	2
Draws name or a message on a card or picture.	3-6	FM	B	3
Gives writing to someone as a means of communicating.	3-6	COG	H	2, 2.1

Matrix showing the alignment between the Assessment Evaluation and Programming System (AEPS®) 2nd Edition items and ISTAR Basic and Foundations skills.

BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
Represents action with drawing.	3-6	FM	B	2.1
Writing Convention				
Follows printed words as a story is read or caption as a video is played.	3-6	SOC	B	2, 2.3, 3, 3.3
Matches the sounds that begins own name with the sound that begins another word or name.	3-6	COG	H	1, 1.4
Draws at the top or bottom of the page when requested.	3-6	FM	B	2
Uses correct grasp of writing tools.	3-6	FM	B	1, 1.1
Positions paper for writing.	3-6	FM	B	2
Copies a vertical line.	3-6	FM	B	2.3
Copies a horizontal line.	3-6	FM	B	2.3
Copies a circle.	3-6	FM	B	2.3
Imitates drawing a cross.	3-6	FM	B	2.3
Associates writing with words.	3-6	COG	H	2, 2.1
Listen-Speak				
Tells a story while holding a book.	3-6	SOC-COM	A	1, 1.2, 1.7
Tells something that a favorite character does in a story.	3-6	SOC-COM	A	1, 1.2, 1.7
Watches and listens to a story for ten or more minutes.	3-6	SOC	B	2, 2.3, 3, 3.3
Follows one-step spoken directions without prompts.	0-3	SOC-COM	C	2.2
Names sounds heard in environment.	3-6	COG	H	2.3
Gives first name upon request.	3-6	SOC	D	3, 3.4
Imitates simple rhymes.	3-6	COG	H	1, 1.1
Imitates a series of three numbers or unrelated words.	3-6	COG	G	2.1
Answers simple "who," "what," and "where" questions about personal experiences.	3-6	SOC-COM	B	3, 3.4, 3.5
Uses four-word vocalizations, signs, symbols or gestures to tell about objects and events in the recent past and near future.	3-6	SOC-COM	A	1, 1.4
Initiates turn-taking in play.	3-6	SOC	A	1, 1.3
Engages in reciprocal conversation for two exchanges.	3-6	SOC-COM	A	2, 2.1

Matrix showing the alignment between the Assessment Evaluation and Programming System (AEPS®) 2nd Edition items and ISTAR Basic and Foundations skills.

BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
Communicates recent experiences.	3-6	COG	D	1, 1.1, 1.2
FOUNDATIONS 2: LANGUAGE ARTS				
Reading Rec.				
Turns pages from front to back.	0-3	FM	B	4.1
Points to a title of a book.	0-3	COG	G	4
Follows printed words as a story is read or caption as a video is played.	3-6	SOC	B	2, 2.3, 3, 3.3
Follows pages that accompany a story on audiotape or CD.	3-6	SOC	B	2, 2.3, 3, 3.3
Asks adult to read printed material.	3-6	SOC-COM	A	1, 1.5
Identifies 5 common signs and symbols.	0-3	COG	G	3
Matches the same letter written in different styles.	3-6	COG	H	3.1
Names 13 uppercase letters.	3-6	COG	H	3.1
Matches upper to lower case letters.	3-6	COG	H	3.1
Recognizes own name in isolated print.	3-6	COG	H	3
Puts letter shapes or tiles in alphabetical order.	3-6	COG	H	3.1
Recognizes that words that look alike may sound alike.	3-6	COG	H	1, 1.4
Generates and blends the sounds of letter patterns into recognizable words.	3-6	COG	H	1, 1.3
Claps out syllables to word songs.	3-6	COG	H	1, 1.2
Reading Comp.				
Requests or selects a story by the title.	3-6	SOC-COM	A	1, 1.5
Tells simple stories from pictures or books.	3-6	SOC-COM	A	1, 1.2, 1.7
Talks about the cover and illustrations prior to the story being read.	3-6	SOC-COM	A	1, 1.2, 1.7
Uses personal experiences to answer questions about stories.	3-6	COG	E	2
Describes pictures in books.	3-6	SOC-COM	A	1, 1.2
Identifies the beginning, middle, and end of a story.	3-6	COG	C	3, 3.1
Reading Lit.				
Requests or selects a story by the title.	3-6	SOC-COM	A	1, 1.5

Matrix showing the alignment between the Assessment Evaluation and Programming System (AEPS®) 2nd Edition items and ISTAR Basic and Foundations skills.

BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
Identifies the beginning, middle and end of a story.	3-6	COG	C	3, 3.1
Recognizes print in media other than a book.	3-6	COG	H	3
Describes the place pictured in a book.	3-6	SOC-COM	A	1, 1.2
Identifies two characters that interact in a story.	3-6	SOC-COM	A	1, 1.2, 1.7
Recalls if something truly happened.	3-6	COG	D	1, 1.1, 1.2
Writing Process				
Recalls if something truly happened.	3-6	COG	D	1, 1.1, 1.2
Picks from two ideas to talk about.	3-6	SOC	D	1, 1.1, 1.2
Dictates something for an adult to write down.	3-6	SOC-COM	A	1, 1.7
Gives meaning to own writing.	3-6	COG	H	2, 2.1
Writing Application				
Identifies two characters that interact in a story.	3-6	SOC-COM	A	1, 1.2, 1.7
Writes from left to right.	3-6	FM	B	2
Writes more than one word correctly.	3-6	FM	B	3
Adds writing to a picture story.	3-6	FM	B	3, 3.1, 3.2, 3.3
Uses writing or symbols to share an idea with someone.	3-6	FM	B	2, 2.1, 3, 3.1, 3.2, 3.3
Creates a drawing that shows characters interacting.	3-6	FM	B	2.1
Writing Convention				
Writes from left to right.	3-6	FM	B	2
Writes letters in strings.	3-6	FM	B	3, 3.1, 3.2, 3.3
Combines strokes and shapes to represent letters.	3-6	FM	B	2
Copies a cross.	3-6	FM	B	2.3
Copies an "X."	3-6	FM	B	2.3
Copies a square.	3-6	FM	B	2.2
Uses known letters or approximations of letters to represent written language.	3-6	FM	B	2, 3, 3.1, 3.2, 3.3
Uses different combinations of letters to achieve sounds.	3-6	COG	H	2, 2.1
Listen-Speak				
Asks adult to read printed information.	3-6	SOC-COM	A	1, 1.5
Recognizes that words that look alike may sound alike.	3-6	COG	H	1, 1.4

Matrix showing the alignment between the Assessment Evaluation and Programming System (AEPS®) 2nd Edition items and ISTAR Basic and Foundations skills.

BASIC/FOUNDATIONS SKILLS	Level	Area	Strand	AEPS® Items
Tells simple stories from picture books.	3-6	SOC-COM	A	1, 1.2, 1.7
Identifies two characters that interact in a story.	3-6	SOC-COM	A	1, 1.2, 1.7
Picks from two ideas to talk about.	3-6	SOC	D	1, 1.1, 1.2
Dictates something for an adult to write down.	3-6	SOC-COM	A	1, 1.7
Gives meaning to own writing.	3-6	COG	H	2, 2.1
Stays with an adult-directed activity or story for 10 or more minutes.	3-6	SOC	B	2, 2.4, 3, 3.4
Follows commands containing two familiar attributes.	3-6	COG	C	1.1
Follows two-step spoken directions with prompts.	0-3	SOC-COM	C	2.1
Gives address upon request.	3-6	SOC	D	3, 3.1
Uses 6-word vocalizations, signs, symbols or gestures to communicate.	3-6	SOC-COM	A	1, 1.1, 1.2, 1.3, 1.4, 1.5, 1.6, 1.7
Repeats simple sentences as presented.	3-6	COG	H	1, 1.2
Requests permission.	3-6	SOC	C	2.1
Talks without repeating sounds and syllables in words.	3-6	COG	H	1, 1.3
Uses language instead of physical force to resolve conflicts.	3-6	SOC	A	3, 3.1, 3.2
Tells three events in chronological order.	3-6	COG	C	3, 3.1
Asks simple "why" questions about personal experiences.	3-6	SOC-COM	B	3, 3.4
Recites/sings one rhyme or song.	3-6	COG	H	1, 1.1
Answers "why" questions by stating a reason.	3-6	COG	E	2
Takes turns speaking during conversations.	3-6	SOC-COM	A	2, 2.1