GAINS AND INDICATORS

COGNITIVE DEVELOPMENT

Gain 1: gives attention to object/state/event.

Indicators:

Attention focuses on the object/state/event.

Asks questions about the object/state/event that attracts his attention.

Describes the object/state/event that captured his attention in detail

Gain 2: predicts object/state/event.

Indicators:

Tells hints of object/state/event.

He tells his prediction by combining clues.

It examines the real situation.

Compares the forecast with the actual situation.

Attainment 5: observes objects or entities.

Indicators:

Tells the name of the object/entity.

Tells The Color of the object/entity

Tells the size of the object/entity.

Tells the texture of the object/entity.

Tells The Voice of the object/entity.

Gain 6: matches objects or entities according to their properties.

Indicators:

Matches objects/ entities verbatim

Distinguishes and matches objects/entities according to their size ,length, material they are made of.

Acquisition 7: groups objects or entities by their properties.

Indicators:

Groups objects/entities by color.

Groups object/entities by size.

Gain 8: compares properties of objects or entities.

Indicators:

Distinguishes and compares the shape of objects/entities.

Distinguishes and compares the amount of objects/entities.

Distinguishes and compares the color of objects/entities.

Distinguishes and compares the size of objects/entities.

Distinguishes and compares the sound of objects/entities.

Distinguishes and compares the material in which objects/entities are made.

Gain 10: applies the instructions about location in the space.

Indicators:

Tells the location of the object in space.

Places the object in the correct location according to the directive.

It takes place in space.

Acquisition 12: recognizes geometric shapes.

Indicators:

Tells the name of the geometric shape shown.

Tell the properties of geometric shapes.

Shows objects that resemble geometric shapes.

Gain 17: establish a cause-effect relationship.

Indicators:

It tells the possible causes of an event.

It tells the possible consequences of an event.

Acquisition 18: explains TIME-related concepts.

Indicators:

Sorts events by time they occur.

Explains the concepts of time in a manner appropriate to its meaning.

LANGUAGE DEVELOPMENT

Attainment 1: distinguishes sounds.

Indicators:

It tells you where the sound is coming from.

It tells you what the source of the sound is.

It tells the quality of sound.

It tells the similarities and differences between voices.

It sounds similar to the given voice.

Attainment 2: uses his voice appropriately.

Indicators:

He uses his breath correctly when he speaks/sings.

Sets the tone of his voice when he speaks/sings.

Adjusts the speed of his voice when he speaks/sings.

Adjusts the intensity of his voice when he speaks/sings.

Win 3. Sets sentences according to syntax rules.

Indicators:

Sets up a straight sentence, a negative sentence, a question sentence, a unified sentence.

Attainment 4 uses grammar structures when speaking.

Indicators:

He uses adjectives when making sentences.

Acquisition: uses 5 languages for communication purposes.

Indicators:

Makes eye contact during conversation.

It starts the conversation. He keeps talking. Ends conversation

Attainment 6: improves vocabulary.

Indicators:

When they listen, he notices the words that are new and asks for the meaning of the words.

He remembers words and speaks the meaning of words.

He uses his newly learned words in accordance with their meaning.

Uses words that are synonyms.

Win 7. Understand the meaning of what they listen/watch.

Indicators:

It explains what they listen to, what they watch.

Win 8. It expresses what they listen/watch in various ways.

Indicators:

Asks questions about what they are listening to.

Answers questions about what they listen/watch.

Tells others what they listen/watch.

Exhibits what they listen to / watch through pictures

They exhibit what they listen to/watch through music.

They exhibit what they listen to/watch through drama.

Acquisition 10: reads visual materials.

Indicators:

Examines visual materials.

Explains the visual materials.

Asks questions about visual materials.

Answers questions about visual materials.

SOCIAL-EMOTIONAL DEVELOPMENT

Attainment 3: expresses oneself in creative ways.

Indicators:

Expresses feelings, thoughts and dreams in original ways.

He uses objects unorthodox.

Creates products with unique features.

Attainment 4: describes the feelings of others in relation to an event or situation.

Indicators:

It speaks to other people's feelings.

It tells the reasons for other people's feelings.

It tells the consequences of other people's feelings.

Win 10. He fulfills his responsibilities.

Indicators:

It shows a willingness to take responsibility.

He carries out the responsibility he assumes.

It tells of the possible consequences when responsibilities are not met.

ENGINE DEVELOPMENT

Win 1. Makes displacement movements.

Indicators:

He walks by instructions.

Runs according to guidelines

Warm-up and cool-down movements are accompanied by a guide.

He crawls a certain distance.

Gain 3: makes movements that require object control.

Indicators:

Controls objects individually and in pairs.

Assigns objects of different sizes and weights to the target.

Gain 4: makes movements that require the use of small novices.

Indicators:

Align objects side by side.

Brings objects together to form new shapes.

It cuts supplies.

Glues the ingredients.

He paints using different materials.

Opens/closes objects

Attainment 5: moves accompanied by music and rhythm.

Indicators:

He uses his body to practice rhythm.

Makes rhythm work using objects.

He performs rhythm studies using percussion instruments.

He does the simple dance steps.

She dances to the accompaniment of music and rhythm.

He performs several movements in succession, accompanied by music and rhythm.

SELF-CARE SKILLS

Acquisition 2: does the dressing-related work.

Indicators:

He takes off his clothes.

He wears his clothes.

He takes off his shoes.

He puts on his shoes.

Button opens, closes

Acquisition 6: uses the tools and equipment necessary for daily life skills.

Indicators:

Use appropriate tools and equipment during feeding.

Gain 7: protects itself from hazards and accidents.

Indicators:

It tells you situations that are dangerous.

He says what needs to be done to protect himself from dangers and accidents.