



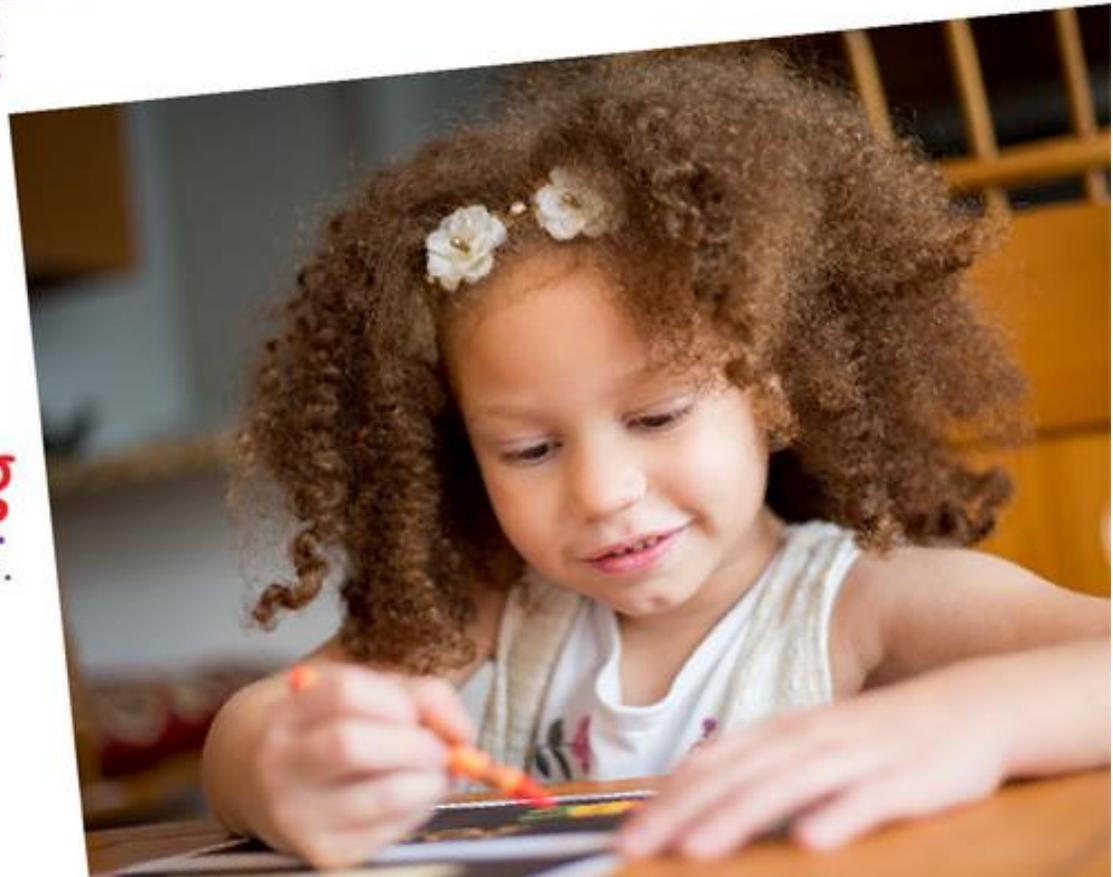
Florida Early Learning and Developmental Standards

4 Years Old to Kindergarten

(2017)



OFFICE OF
Early Learning
LEARN EARLY. LEARN FOR LIFE.



I. PHYSICAL DEVELOPMENT DOMAIN *

A. HEALTH AND WELLBEING

a. Active Physical Play

1. Engages in physical activities with increasing balance, coordination, endurance and intensity

Benchmark a: Seeks to engage in physical activities or active play routinely with increased intensity and duration

b. Safety

1. Shows awareness of safety and increasingly demonstrates knowledge of safe choices and risk assessment when participating in daily activities

Benchmark a: Consistently follows basic safety rules independently across different situations

Benchmark b: Identifies consequences of not following safety rules

c. Personal Care Routines

1. Responds to and initiates care routines that support personal hygiene

Benchmark a: Initiates and completes familiar hygiene routines independently

d. Feeding and Nutrition

1. Responds to feeding or feeds self with increasing efficiency and demonstrates increasing interest in eating habits and making food choices

Benchmark a: Assists adults in preparing simple foods to serve to self or others

Benchmark b: Recognizes nutritious food choices and healthy eating habits

B. MOTOR DEVELOPMENT

a. Gross Motor Development

1. Demonstrates use of large muscles for movement, position, strength and coordination

Benchmark a: Balances, such as on one leg or on a beam, for longer periods of time both when standing still and when moving from one position to another

Benchmark b: Demonstrates more coordinated movement when engaging in skills, such as jumping for height and distance, hopping and running

Benchmark c: Engages in more complex movements (e.g., riding a tricycle with ease)

Benchmark d: Engages in physical activities of increasing levels of intensity for sustained periods of time

2. Demonstrates use of large muscles to move in the environment

Benchmark a: Combines and coordinates more than two motor movements (e.g., moves a wheelchair through an obstacle course)

b. Gross Motor Perception (Sensorimotor)

1. Uses perceptual information to guide motions and interactions with objects and other people

Benchmark a: Acts and moves with purpose and independently recognizes differences in direction, distance and location

Benchmark b: Demonstrates spatial awareness through play activities

*Standards and benchmarks reflect the knowledge and skills that a child on a developmental trajectory (progression) should know and be able to do at the end of the age-related timeframe.

c. Fine Motor Development

1. Demonstrates increasing precision, strength, coordination and efficiency when using hand muscles for play and functional tasks

Benchmark a: Shows hand control using various drawing and art tools with increasing coordination

2. Increasingly coordinates hand and eye movements to perform a variety of actions with increasing precision

Benchmark a: Easily coordinates hand and eye movements to carry out tasks (e.g., working on puzzles or stringing beads together)

Benchmark b: Uses developmentally appropriate grasp to hold and manipulate tools for writing, drawing and painting

Benchmark c: Uses coordinated movements to complete complex tasks (e.g., cuts along a line, pours or buttons, buckles/unbuckles, zips, snaps, laces shoes, fastens tabs)

For more information, visit <http://flbt5.floridaearlylearning.com/>.

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