Sub-domain	Standard	Code	Indicator
Curiosity and Initiative	Demonstrate cu	riosity and	initiative.
		A.CI.PK1.	Ask questions and seek new information
		A.CI.PK2.	Seek out and explore unfamiliar objects and activities.
		A CL D1/2	Discuss a range of topics, ideas, and activities with eagerness to
		A.CI.PK3.	learn.
		A.CI.PK4.	Initiate activities or tasks.
		A.CI.PK5.	Make choices and communicate these to adults and other
		A.CI.PKJ.	children.
Responding to Challenges	Demonstrate wi	llingness to	take risks and use flexibility in thinking and actions.
		A.RC.PK1.	Participate in new activities and experiences, even if they are
		A.RC.PKI.	perceived as challenging.
		A.RC.PK2.	Use a variety of approaches and strategies to complete tasks and
		A.NC.FNZ.	solve problems.
		A.RC.PK3.	Tries different strategies to resolve conflict or other problems in
			getting along with other children.
		A.RC.PK4.	Recognize and correct mistakes.
		A.RC.PK5.	Use rules from one situation as a guide for behavior in a different
		A.Re.i Ro.	situation.
		A.RC.PK6.	Delay gratificiation to complete a larger tasks.
		A.RC.PK7.	Transition between activities without getting upset.
Engagement in Learning	Demonstrate th	e ability to	focus attention and persist in an activity.
		A.EL.PK1.	Maintain focus on activities for developmentally appropriate periods of time.
		A.EL.PK1. A.EL.PK2.	periods of time.  Persist in tasks and re-engage in an activity after an interruption.
			periods of time.
		A.EL.PK2.	periods of time.  Persist in tasks and re-engage in an activity after an interruption.  Express satisfaction when accomplishing a task and achieving a
Play and Imagination	Demonstrate im	A.EL.PK2.  A.EL.PK3.  A.EL.PK4.	periods of time.  Persist in tasks and re-engage in an activity after an interruption.  Express satisfaction when accomplishing a task and achieving a goal.  Continue with a task or activity even when it is challenging or frustrating.  and engage in different types of play.
•	Demonstrate im	A.EL.PK2.  A.EL.PK3.  A.EL.PK4.  agination a	periods of time.  Persist in tasks and re-engage in an activity after an interruption.  Express satisfaction when accomplishing a task and achieving a goal.  Continue with a task or activity even when it is challenging or frustrating.  Ind engage in different types of play.  Use imagination in social and pretend play.
-	Demonstrate im	A.EL.PK2.  A.EL.PK3.  A.EL.PK4.	periods of time.  Persist in tasks and re-engage in an activity after an interruption.  Express satisfaction when accomplishing a task and achieving a goal.  Continue with a task or activity even when it is challenging or frustrating.  and engage in different types of play.
•	Demonstrate im	A.EL.PK2.  A.EL.PK3.  A.EL.PK4.  agination a	periods of time.  Persist in tasks and re-engage in an activity after an interruption.  Express satisfaction when accomplishing a task and achieving a goal.  Continue with a task or activity even when it is challenging or frustrating.  Ind engage in different types of play.  Use imagination in social and pretend play.
-	Demonstrate im	A.EL.PK2.  A.EL.PK3.  A.EL.PK4.  agination a  A.PL.PK1.  A.PL.PK2.	periods of time.  Persist in tasks and re-engage in an activity after an interruption.  Express satisfaction when accomplishing a task and achieving a goal.  Continue with a task or activity even when it is challenging or frustrating.  Ind engage in different types of play.  Use imagination in social and pretend play.  Give and follow directions from peers during social play.
-	Demonstrate im	A.EL.PK2.  A.EL.PK3.  A.EL.PK4.  agination a  A.PL.PK1. A.PL.PK2.  A.PL.PK3.	periods of time.  Persist in tasks and re-engage in an activity after an interruption.  Express satisfaction when accomplishing a task and achieving a goal.  Continue with a task or activity even when it is challenging or frustrating.  Ind engage in different types of play.  Use imagination in social and pretend play.  Give and follow directions from peers during social play.  Communicate in a variety of ways when playing with others.
-	Demonstrate im	A.EL.PK2.  A.EL.PK3.  A.EL.PK4.  A.EL.PK4.  A.PL.PK1.  A.PL.PK2.  A.PL.PK3.  A.PL.PK4.	periods of time.  Persist in tasks and re-engage in an activity after an interruption.  Express satisfaction when accomplishing a task and achieving a goal.  Continue with a task or activity even when it is challenging or frustrating.  Index engage in different types of play.  Use imagination in social and pretend play.  Give and follow directions from peers during social play.  Communicate in a variety of ways when playing with others.  Use what was learned in other disciplines in pretend play.  Use imagination with materials to create stories and works of art.  Act out or create a new role based on life experiences, including
-	Demonstrate im	A.EL.PK2.  A.EL.PK3.  A.EL.PK4.  Agination a  A.PL.PK1.  A.PL.PK2.  A.PL.PK3.  A.PL.PK3.  A.PL.PK5.	periods of time.  Persist in tasks and re-engage in an activity after an interruption.  Express satisfaction when accomplishing a task and achieving a goal.  Continue with a task or activity even when it is challenging or frustrating.  Ind engage in different types of play.  Use imagination in social and pretend play.  Give and follow directions from peers during social play.  Communicate in a variety of ways when playing with others.  Use what was learned in other disciplines in pretend play.  Use imagination with materials to create stories and works of art.

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Sub-domain	Standard	Code	Indicator	
Individual Development and Cultural Identity	Demonstrate a basic awareness of self as an individual, within the context of a group and community.			
		SS.ID.PK1	Identify and describe characteristics of self that are unique from others.	
		SS.ID.PK2.	Identify self as a member of a family.	
		SS.ID.PK3.	Share information about their family practices, customs, and culture.	
		SS.ID.PK4.	Identify and describe family traditions and daily rituals that are important to their family.	
Civic Ideas and	Demonstrate a	basic unde	erstanding of roles, rights, and responsibilities in their	
Practices	classroom and	home.		
		SS.CI.PK1.	Identify self as member of a classroom or community.	
		SS.CI.PK2.	Identify classroom teachers and peers by name.	
		SS.CI.PK3.	Recognize and resolve conflicts with peers in an age appropriate manner.	
		SS.CI.PK4.	Identify and describe the roles of different community helpers.	
		SS.CI.PK5.	Show awareness of and follow group routines and rules.	
		SS.CI.PK6.	Participate in group decision making.	
		SS.CI.PK7.	Work together to complete simple tasks with peers.	
Geography, Humans and the Environment	Demonstrate k	knowledge	of the relationship between people and places.	
		SS.GH.PK1.	Recite their home address and their family's main phone number.	
		SS.GH.PK2.	Use spatial words to identify direction and location.	
		SS.GH.PK3.	Identify and describe their classroom, home, or community.	
		SS.GH.PK4.	Identify differences and similarities between home and school.	
		SS.GH.PK5.	Recognize that peers live in different places within the community.	
		SS.GH.PK6.	Recognize and identify some geographic tools and resources.	
		SS.GH.PK7.	Identify and describe environmental and geographical features of the area where they live.	
		SS.GH.PK8.	Participate in taking care of the world around them.	
Time, Continuity, and	Demonstrate t	he ability t	o differentiate between the concepts of past, present	
Change	and future, and	d recognize	that people and things change over time.	
		SS.TC.PK1.	Describe a sequence of events.	
		SS.TC.PK2.	Recognize a change in a sequence of events.	
		SS.TC.PK3.	Recognize changes that take place over time.	
		SS.TC.PK4.	Describe events that happened in the immediate past or are	
			planned for the near future.	
Economic Systems	Demonstrate a		ss of basic economic concepts.	
		SS.ES.PK1.	Recognize that resources can be limited.	
		SS.ES.PK2.	Recognize differences between wants and needs.	
		SS.ES.PK3.	Decide between at least two choices involving resources in the	
			classroom or at home.	

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Sub-domain	Standard	Code	Indicator
		SS.ES.PK4.	Recognize that people use money to buy things they want and
		33.E3.I K4.	need.



Sub-Domain	Standard	Code	Indicator		
Health	Demonstra	te knowledge	e and skills that contribute to a healthy lifestyle.		
		HSP.HE. PK1.	Practice personal hygene.		
		HSP.HE. PK2.	Practice self-care.		
		HSP.HE. PK3.	Practice basic disease prevention skills.		
			Engage in moderate to vigerous physical activities and play		
		HSP.HE. PK4.	on a daily basis.		
		HSP.HE. PK5.	Identify the basic need for air, water, and food.		
			Name a variety of foods that help the body grow strong		
		HSP.HE. PK6.			
			Communicate about different types of foods within the		
		HSP.HE. PK7.	five good groups.		
			Communicate about the importance of eating a variety of		
		HSP.HE. PK8.	foods to grow strong and healthy.		
		HSP.HE. PK9.	Communicate feelings of hunger and fullness.		
Safety	Demonstra	te knowledge	e of personal safety practices.		
		HSP.SA. PK1.	Describe and follow basic safety rules.		
		HSP.SA. PK2.	Seek adult assistance when injured or ill.		
			Identify, avoid, and alert adults of potential safety hazards		
		HSP.SA. PK3.	or danger.		
		HSP.SA. PK4.	Recognize community health and safety helpers.		
Physical					
(large motor)	Demonstrate	large motor sk	ills and different types of movement.		
		HSP.LM. PK1.	Use large muscles with control, strength and coordination.		
			Perform activities that combine and coordinate large		
		HSP.LM. PK2.	muscle movements.		
		HSP.LM. PK3.	Maintain balance when sitting, standing or moving.		
			Exhibit strength and stamina to participate in a variety of		
		HSP.LM. PK4.	large motor activities.		
			Use perceptual information to guide movements around		
		HSP.LM. PK5.	objects and other people.		
Physical	Demonstra	te strength a	nd coordination of small motor skills to use tools		
(fine motor)	and comple	te tasks.			
			Use hand muscles with strength and control to manipulate		
		HSP.FM. PK1.	tools and other items.		
			Use a pincer grasp to hold and manipulate tools for		
		HSP.FM. PK2.	writing, drawing, and painting.		
			Exhibit eye-hand coordination when manipulating small		
		HSP.FM. PK3.			

Sub-Domain	Standard	Code	Indicator			
Receptive Communication	Demonstrate the abil	Demonstrate the ability to attend to and understand communication from others.				
		L.RC.PK1.	Use verbal and non-verbal signals to acknowledge the communication from others.			
		L.RC.PK2.	Show ongoing connection to a conversation, group discussion, or presentation.			
		L.RC.PK3.	Shows an ability to recall multiple step directions in the correct order.			
		L.RC.PK4.	Show understanding of books read aloud, stories or explanations on a topic.			
		L.RC.PK5.	Listen with increasing attention span to gain new vocabulary.			
		L.RC.PK6.	Understand a variety of sentence types.			
Expressive Communication	Demonstrate the abil	ity to express the	emselves, verbally or non-verbally.			
		L.EC.PK1.	Communicate with clarity, ease, and accuracy.			
		L.EC.PK2.	Expresses self in increasingly long, detailed, and sophisticated ways.			
		L.EC.PK3.	Speak in complete sentences using at least three words.			
		L.EC.PK4.	Initiate and maintain multi-turn conversations with others, using different strategies to keep th converseration going.			
		L.EC.PK5.	Follow conversational rules when engaged in a conversation.			
		L.EC.PK6.	Share ideas and information from personal and group experiences			
		L.EC.PK7.	Communicate to express needs and clarify a word or statement when misunderstood.			
Vocabulary	Use a variety of vocal	bulary words duri	ing play and other activities.			
		L.V.PK1.	Use vocabulary words with increasing specificty and variety to describe feelings, experiences, observations and ideas.			
		L.V.PK2.	Use context to form guesses about the meaning of unknown words.			
		L.V.PK3.	Use a wide variety of words for many purposes.			
		L.V.PK4.	Group words or objects that go together based on a category that describes how they are related.			
		L.V.PK5.	Identify common opposite words.			
		L.V.PK6.	Distinguish between words that have similar meaning.			
		L.V.PK7.	Discuss and use new vocabulary words learned from stories, books and other early literacy activities.			

Sub-Domain	Standard	Code	Indicator
Early Literacy:	Demontrate knowledge o	of the alphabet	and how letters are used in the reading
Alphabet Knowledge	process.		
,			
		LAK DK1	Identify the names and sounds of letters in own
		L.AK.PK1.	name.
		L.AK.PK2.	Identify uppercase and lowercase letters.
		L.AK.PK3.	Name most letters and can produce the letter
		L.AK.FKS.	sound for several letters.
Early Literacy: Print and Book Awareness	Demonstrate knowledge	of how print a	nd books are read.
		L.PB.PK1.	Recognize that print carries a message and information.
		L.PB.PK2.	Recognize environmental print and symbols.
		L.PB.PK3.	Indicate that groups of letters form a word.
		L.PB.PK4.	Identify book parts and features, such as the front, back, title, and author and/or illustrator.

	6. 1.1		
Sub-Domain	Standard	Code	Indicator
Early Literacy: Comprehension	Demonstrate knowledg activities.	e gained from st	ories, books and other early literacy
		L.C.PK1.	Ask questions or make comments related to the details of a story.
		L.C.PK2.	Re-tell a story, putting at least two events in the appropriate sequence.
		L.C.PK3.	Predict what will happen next in a story.
		L.C.PK4.	Recall information and answer questions related to an event, text, or pictures related to self and the world around them.
		L.C.PK5.	Use pictures to gain meaning and follow a simple pictorial direction.
Early Literacy: Writing	Demonstrate the use of	written letters a	and symbols to communicate.
		L.W.PK.1.	Draw to express ideas, thoughts or interests.
		L.W.PK2.	Experiment with writing tools and materials for variety of purposes.
		L.W.PK3.	Copy and trace basic shapes.
		L.W.PK4.	Write for a variety of purposes using increasinly sophisicated marks
		L.W.PK5.	Use letter-like approximation to write name.
		L.W.PK6.	Recognize that names begin with a capital letter, including own name.
		L.W.PK7.	Share ideas, information from personal and group experiences, and opinions for class writing.
		L.W.PK8.	Dictate words, phrases or sentences to an adult who writes them down.
Early Literacy: Phonological Awareness	Demonstrate knowledg	e of sounds with	in spoken language.
		L.PA.PK1.	Identify words that rhyme.
		L.PA.PK2.	Identify beginning sounds of words.
		L.PA.PK3.	Identify two or more words that share the same initial sound.

Sub-Domain	Standard	Code	Indicator
Exploration,		•1•-	
Observation, and	Demonstrate the ability to use senses and tools to explore, make observations, and predictions.		
Hypotheses			
Trypotrieses		1	Uses smell, touch, sight, sound, and taste to make
		S.EO.PK1.	observations.
		S.EO.PK2.	Use tools to observe and describe objects, the environment, and processes.
		S.EO.PK3.	Use observations and information to notice patterns, identify categories, and make predictions.
		S.EO.PK4.	Makes predictions using prior knowledge and experience.
Investigation	Demonstrate the ab	ility to use	information gathered in different ways to
Investigation	carry out investigation	ons.	
		S.SI.PK1.	Ask questions that can be answered through an investigation.
		S.SI.PK2.	Describe the steps and materials needed for an
		5.5I.PKZ.	investigation or experiment.
		S.SI.PK3.	Gather information through observations to see what
		5.51.1 K5.	happens during an investigation.
			Compare objects, materials, and phenomena by
		S.SI.PK4.	observing their characteristics and sorting by
			similarities or differences.
Analysis and Conclusio	Demonstrate the ab	ility to des	cribe, analyze, and draw conclusions about
Alialysis allu Coliciusio	the outcome of an ir	nvestigatio	n.
		S.AC.PK1.	Analyze observations from an investigation to draw a conclusion.
		S.AC.PK2.	Describe possible cause and effect relationships from observation or prior knowledge.
		S.AC.PK3.	
		S.AC.PK4.	Use a variety of methods to describe the outcome or conclusion from an experiment.
	Demonstrate the ab	ility to con	nmunicate about observations, investigations,
Communication	and outcomes.	·	
			Describe observations and conclusions or
		S.SC.PK1.	explanations from an investigation or science related
	J.5C.1 K1.		activities.
		6 60 5116	Use scientific content words during scientific inquiry
		S.SC.PK2.	and investigation.
		C CC DV2	Use adjectives and labels to describe objects,
		S.SC.PK3.	materials, organisms, events, and processes.

	IS SC PK4	Use pictures, diagrams or 3-D models to represent objects, materials, organisms, events, and processes.
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Sub-domains	Standard	Code	Indicator	
Appreciation for different forms	Demonstrate appre	ciation for a	and knowledge of different types of artisitic	
of artistic expression	expression, creation and experience.			
		C.Ap.PK1.	Indicate interest or preferences in creative art forms.	
		C.Ap.PK2.	Express pleasure in different forms of art.	
		C.Ap.PK3.	Show respect for the creative work of others.	
			Use vocabulary specific to the art form to express thoughts	
		C.Ap.PK4.	about artistic creations.	
			Describe, comment on, and ask questions about visual art,	
		C.Ap.PK5.	music, dance, drama, or other art forms.	
	Choose to participa	te and expr	ess themselves through a variety of creative and	
Self-expression through art	artistic experiences	•		
			Make different musical tones, rhythms, and rhymes using	
		C.SE.PK1.	voice, body, or instrument.	
			Recognize and select a variety of simple songs, fingerplays,	
		C.SE.PK2.	musical games, and musical activities alone and with others	
			Select and recognize a variety of songs from diverse	
		C.SE.PK3.	cultures.	
		C.SE.PK4.	Identify and play a variety of musical instruments.	
			Take familiar songs and improvise to change the words,	
		C.SE.PK5.	feelings, sound of voice, or dynamics.	
			Move to the beat and rhythm of music to create or	
		C.SE.PK6.	participate in dance activities.	
		C.SE.PK7.	Express self creatively through movement	
			Plan and act out scenes based on books, stories, songs,	
	\	C.SE.PK8.	everyday life, and imagination, alone and with peers.	
		C.JL.F KO.	Use dress-up clothes or costumes and other props in	
		C.SE.PK9.	dramatic play.	
		C.SE.I RS.	dramatic play.	
			Assume the role of a familiar person or thing and talk in the	
		C.SE.PK10.	language/tone appropriate for that person or thing.	
			Plan and create visual artwork that expresses or represents	
			experiences, ideas, feelings, and fantasy using various	
		C.SE.PK11.	media without a model.	
Cross-disciplinary Artistic				
Expression	Use creative arts as	part of oth	er learning activities	
			Participate in music, activities that include mathematics,	
		C.CD.PK.1.	science, and early literacy knowledge.	
		C.CD.PK.2.	Participate in creative arts activities from different cultures.	
			Combine aspects of music, movement, visual arts, and/or	
		C.CD.PK.3.	dramatic play together in creative expression activities.	
			Use visual arts activities as a means to express feelings,	
			thoughts, knowledge and skills in content areas such as	
		C.CD.PK.4.	language arts, science, and math.	

Sub-Domain	Standard	Code	Indicator
Number &			
Quantity	Demonstra	ate knowleds	ge of numbers, numerals, and quantity.
,		M.NQ.PK1.	Accurately count from 1 to 20.
		M.NQ.PK2.	Accurately count backward from 10 to 1.
		M.NQ.PK3.	Give the next number in a series up to 20.
		M.NQ.PK4.	Recognize errors in others' counting and self-correct own
		W.NQ.1 K4.	counting errors.
		M.NQ.PK5.	Identify and use numbers related to order or position
			from first to tenth.
		M.NQ.PK6.	Use one to one correspondence by counting objects up
			to 10.
		M.NQ.PK7.	Counts and answers "How many?" questions for a group
			of up to 10 objects.  Instantly recognize and name the number of objects in a
		M.NQ.PK8.	set up to 5.
			Recognize and name the number of objects in collections
		M.NQ.PK9.	up to 10 and verify by counting.
			Compare two or more sets of up to ten objects and
		M.NQ.PK10.	accurately identify which sets are equal in number of
			objects and which have more or fewer objects.
		M.NQ.PK11.	Recognize and read numerals 0-10.
		M.NQ.PK12.	Match the number of objects in a set to the correct
		WiitQii Kizi	numeral 1-6.
		M.NQ.PK13.	Write or draw to represent some of the numerals 0-10.
Patterns &	Demonstrate	the ability to an	nalyze and create patterns and early mathematical problem
Operations	solving skills.	the ability to all	ian, to and ordere participation and carry mannermandar production
•			
		M.PO.PK1.	Sort objects by attributes such as size, shape, and color.
		M.PO.PK2.	Recognize, replicate, and extend simple patterns.
		M.PO.PK3.	Create own simple pattern and identify the unit of
		IVI.FU.FKS.	repetition.
			Represent addition as putting together and subtraction
		M.PO.PK4.	as taking away, in different ways such as with fingers,
			objects, and drawings.
			Solve simple addition and subtraction problems, (where
		M.PO.PK5.	the answer is 10 or less), using objects to represent the
		<u> </u>	problem.
Measurement	Demonstra	ate the abilit	y to measure and compare by size and volume.
		M.Me.PK1.	Compare or order up to five objects based on their
		IVI.IVIE.FKI.	measurable attributes, such as height or weight.

example.

objects.

M.GS.PK6.

Use language related to directionality and the position of

**Draft Revisions: Mathematics**