

The Young Children's Program provides an environment designed to help each child

- **Grow in independence and self-sufficiency (GOAL 1)**
- **Develop enthusiasm and skills for learning (GOAL 2)**

Adapted from APPROACHES TO LEARNING,  
Milestones of Child Development, VA Early Childhood Development Alignment Project, 2007

**Persistence**

	36-48 mo	Grow in ability to persist and complete tasks, activities, projects, and experiences	
	36-48 mo	Increase persistence in activities despite frustration or disappointment	
	48 mo+	Recognize and solve problems independently	
	48 mo+	Set goals, develop plans, and complete tasks	
	48 mo+	Show growing capacity to maintain concentration over time	

**Initiative and Curiosity**

	36-48 mo	Develop increased ability to make independent choices	
	36-48 mo	Find and use materials to follow through on an idea	
	36-48 mo	Initiate play with others	
	48 mo+	Offer to help with chores	
	48 mo+	Invent projects and work on them with little assistance	
	48 mo+	Grow in eagerness to learn about and discuss a growing range of topics, ideas, and tasks	

**Creativity and Inventiveness**

	36-48 mo	Imitate action observed in another situation	
	36-48 mo	Approach tasks experimentally, adapting as the activity evolves	
	36-48 mo	Use imagination to create original thoughts, ideas, or products	
	48 mo+	Approach tasks and activities with increased flexibility, imagination, and inventiveness	
	48 mo+	Use creativity and inventiveness to complete projects or tasks	
	48 mo+	Make changes to a familiar story	
	48 mo+	Represent reality in a variety of ways	

**Reasoning and Problem-Solving**

	36-48 mo	Demonstrate beginning understanding of cause and effect, especially of own actions	
	36-48 mo	Seek assistance from an adult or another child to solve problems	
	36-48 mo	Explain reasons why simple events occur	
	48 mo+	Develop increasing abilities to classify, compare and contrast objects, events, and experiences	
	48 mo+	Recognize and solve problems	
	48 mo+	Create a strategy based on one event and extend it to a new one	
	48 mo+	Demonstrate understanding of what others are thinking, their intentions, or motivations	
	48 mo+	Demonstrate long-term memory	
	48 mo+	Work with others to find a solution	