

The Arkansas Early Learning Standards Correlated to the TeachSmart® Learning System by Hatch®

Developmental Learning Strand 1 – Social/Emotional

Social / Emotional Development enhances self concept and promotes acceptance

Arkansas Early Learning Standard	TeachSmart® Learning System Activities
Benchmark 1.1 – Demonstrates ability to make choices	All Activities
Benchmark 1.2 – Demonstrates independence in personal care	Daily Questions, Daily Routines
Benchmark 1.3 – Demonstrates ability to play independently.	
Benchmark 1.4 – Shows curiosity and desire to learn.	All Activities
Benchmark 1.5 – Enjoys experimenting and problem solving with ideas as well as with concrete materials	All Activities
Benchmark 1.6 – Demonstrates confidence in growing abilities..	All Activities
Benchmark 1.7 – Demonstrates willingness to try new things.	All Activities
Benchmark 1.8 – Uses planning in approaching a task or activity.	All Activities
Benchmark 1.9 – Shows persistence in approaching tasks.	All Activities
Benchmark 1.10 – Demonstrates trust in adults.	
Benchmark 1.11 – Shows ability to separate from parent.	
Benchmark 1.12 – Demonstrates interest and participates in classroom activities.	Daily Routines, Daily Questions, Free Play
Benchmark 1.13 – Participates in routine activities easily.	Daily Routines
Benchmark 1.14 – Seeks out adults and children.	Teacher Lesson Plans.
Benchmark 1.15 – Understands and respects differences.	Daily Questions
Benchmark 1.16 – Helps others in need.	
Benchmark 1.17 – Stands up for rights.	
Benchmark 1.18 – Shares; respects the rights of others.	
Benchmark 1.19 – Works cooperatively with others on completing a task.	All Activities
Benchmark 1.20 – Uses compromise and discussion to resolve conflicts.	All Activities
Benchmark 1.21 – Becomes involved in solving social problems (conflicts)	

Developmental Learning Strand 2 – Creative/Aesthetic

Creative/Aesthetic learning enhances self expression through awareness and sensitivity to the arts.

Arkansas Early Learning Standard	TeachSmart® Learning System Activities
Benchmark 2.1 – Shows creativity and imagination in play with materials and props.	I Can Pretend, I Can Tell a Story, Free Play
Benchmark 2.2 – Participates in dramatic play themes that become more involved and complex.	I Can Pretend, I Can Tell a Story



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Developmental Learning Strand 2 – Creative/Aesthetic

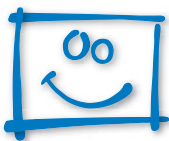
Creative/Aesthetic learning enhances self expression through awareness and sensitivity to the arts.

Arkansas Early Learning Standard	TeachSmart® Learning System Activities
Benchmark 2.3 – Assumes various roles in dramatic play situations.	
Benchmark 2.4 – Participates freely in music activities.	
Benchmark 2.5 – Enjoys singing games, dramatizing songs and moving to music.	
Benchmark 2.6 – Expresses through movement what is felt and heard in various musical tempos and styles. (Same information as Benchmark 2.5)	
Benchmark 2.7 – Experiments with a variety of musical instruments and sound sources.	
Benchmark 2.8 – Identifies the source of a variety of sounds.	
Benchmark 2.9 – Moves in time to the beat.	
Benchmark 2.10 – Explores and manipulates art media.	
Benchmark 2.11 – Creates drawings and paintings that gradually become more detailed and realistic.	Free Play
Benchmark 2.12 – Preplans art project and then works with care.	
Benchmark 2.13 – Recognizes and responds to beauty in the environment.	

Developmental Learning Strand 3 – Cognitive/Intellectual Learning

Cognitive/Intellectual learning enhances communication problem solving, making choices, exploring experimenting, and questioning.

Arkansas Early Learning Standard	TeachSmart® Learning System Activities
Benchmark 3.1 – Shows enjoyment of books and stories and discussion of them.	Living Books
Benchmark 3.2 – Tells a story in sequence, following the pictures in a book.	I Can Tell A Story, I Can Pretend, Free Play
Benchmark 3.3 – Demonstrates knowledge of how to use a book.	Living Books
Benchmark 3.4 – Demonstrates visual discrimination skills and visual memory skills.	Concentration, Guess a Picture and Talk About It, I Can Find Letters, Puzzles and Games
Benchmark 3.5 – Understands that print conveys a message.	I Can Write My Name, I Can Unscramble My Name, Daily Routines (Attendance)



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Arkansas Early Learning Standard	TeachSmart® Learning System Activities
Benchmark 3.6 – Demonstrates an interest in using writing for a purpose.	I Can Write My Name, I Can Unpuzzle My Name, Free Play (Doodle), Daily Routines (Attendance), I Can Write Words
Benchmark 3.7 – Identifies letters and signs in the environment.	I Can Make a Letter Wall, I Can Write Words, What is a Letter? What is an Object?, I Spy a Letter, How Are We Alike, Where is My Mother? I Can Find Letters in Words
Benchmark 3.8 – Uses known letters or approximation of letters to represent written language.	I Can Hear Some Sounds, I Spy a Word That Starts With the Same Sound, I Can Write My Name, I Can Make a Letter Wall
Benchmark 3.9 – Identifies some letters and makes some letter-sound matches.	Living Books: Dr. Seuss, Where is My Mother, Compare/Contrast (Upper and Lowercase), I Can Hear Letter Sounds, I Spy a Word that Starts with Same Consonant Sounds, I Can Write My Name, I Can Unpuzzle My Name
Benchmark 3.10 – Classifies objects by physical features such as shape or color.	I Can Sort
Benchmark 3.11 – Classifies objects conceptually (things that go together)	I Can Sort
Benchmark 3.12 – Recognizes patterns and can repeat them (patterning)	I Can Make a Pattern
Benchmark 3.13 – Demonstrates one-to-one correspondence.	I Can Count When I Move Objects, I Can Listen and Count, I Like to Count
Benchmark 3.14 – Demonstrates the ability to order and sequence.	I Can Listen and Count, I Like to Count
Benchmark 3.15 – Demonstrates an understanding of number (how many) and numeral (3 is a numeral) relationship (numeration)	I Know How to Add, I Can Subtract, I Can Solve a Math Story
Benchmark 3.16 – Demonstrates an understanding of addition and subtraction, using manipulatives.	Who's First? Who's Last?, I Can Tell a Story
Benchmark 3.17 – Shows understanding of different relationships of objects in space (spatial relations)	Daily Routines (Calendar)
Benchmark 3.18 – Shows an awareness of time concepts	
Benchmark 3.19 – Shows interest in exploring the environment.	
Benchmark 3.20 – Uses senses to learn about the characteristics of the environment and to collect data (scientific process: observing)	
Benchmark 3.21 – Uses words to describe the characteristics of objects (scientific process: communicating)	
Benchmark 3.22 – Makes comparisons (scientific process: comparing)	Compare/Contrast (Living/Nonliving, Hot/Cold)
Benchmark 3.23 – Shows awareness of cause-effect relationships	



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Arkansas Early Learning Standard	TeachSmart® Learning System Activities
Benchmark 3.24 – Finds more than one solution to a problem	
Benchmark 3.25 – Applies information or experience to a new context (scientific process: applying)	
Benchmark 3.26 – Identifies self as a boy or girl	
Benchmark 3.27 – Identifies self as a member of a specific family and cultural group.	
Benchmark 3.28 – Shows pride in heritage and background.	
Benchmark 3.29 – Shows awareness of the roles people play in society.	Daily Routines (Classroom Helpers, Daily Questions)
Benchmark 3.30 – Functions as a member of the classroom community.	Daily Routines (Gimme Five, Attendance, Classroom Helpers)
Benchmark 3.31 – Shows awareness of safe behavior.	Teacher Lesson Plans
Benchmark 3.32 – Cares for the environment.	

Developmental Learning Strand 4 – Physical Development

Arkansas Early Learning Standard	TeachSmart® Learning System Activities
Benchmark 4.1- Identifies body parts and understands their functions.	
Benchmark 4.2 – Demonstrates health and personal care habits.	Daily Questions
Benchmark 4.3 – Tries new foods before deciding whether he/she likes them.	Compare/Contrast (Healthy & Unhealthy Foods, Free Play)
Benchmark 4.4 – Recognized different types of food.	
Benchmark 4.5 – Shows awareness that some foods are better for your body than others.	Compare/Contrast (Healthy & Unhealthy Foods)
Benchmark 4.6 – Coordinates eye and hand movements to complete tasks.	All Activities
Benchmark 4.7 – Uses small muscles for self-help skills.	



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Developmental Learning Strand 4 – Physical Development

Arkansas Early Learning Standard	TeachSmart® Learning System Activities
Benchmark 4.8 – Uses writing and drawing tools with control and intention.	All Activities
Benchmark 4.9 – Freely participates in gross motor activities.	All Activities
Benchmark 4.10 – Throws, kicks, bounces, and catches.	
Benchmark 4.11- Runs, jumps, hops, and skips.	
Benchmark 4.12 – Shows balance and coordination.	
Benchmark 4.13 – Climbs up and down equipment.	

Developmental/Content Area: Creative Development (CD)

Arkansas Early Learning Standard	TeachSmart® Learning System Activities
Benchmark 5.1 – Demonstrates phonological awareness (hearing and recognizing the sounds of language)	How Many Words Do You Hear? I Can Make New Words, I Can Break Words Apart, I Can Rhyme, I Can Hear the First Sound in Words, I Can Hear Sounds to Make Words
Benchmark 5.2 – Uses effective oral communication skills: speaking in complete sentences, speaking with appropriate grammar.	Guess the Picture and Talk About It, I Can Tell a Story, I Can Pretend
Benchmark 5.3 – Expands vocabulary.	Guess the Picture and Talk About It, Compare and Contrast, Daily Questions, I Can Tell A Story)
Benchmark 5.4 – Recognizes and identifies by name most common objects and pictures.	Concentration, I Can Make a Letter Wall, Compare/Contrast, Where Do People Live? I Can Make a Map, Questions of the Day, Charts, I Can Tell a Story, Free Play
Benchmark 5.5 – Participates in songs, finger plays, rhyming activities, and games.	I Can Rhyme, I Can Tell a Story
Benchmark 5.6 – Uses words to communicate ideas and feeling.	
Benchmark 5.7 – Engages in two-way conversation with children and adults.	
Benchmark 5.8 – Participates in group discussions.	All Activities
Benchmark 5.9 – Uses language to problem solve.	
Benchmark 5.10 – Follows directions in sequence.	All Activities (with audio support via ear icon on board)



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