

Connecticut Connecticut Early Learning and Development Standards (CT ELDS)

# Creative Arts

**Early learning experiences will support children to engage in and enjoy the arts.**

**1 Music**

- 1 React to music by turning to a sound source, cooing in response, wiggling or moving, soothing themselves, etc. [CA.6.1](#)
- 2 Show interest in singing, moving and dancing, using their body [CA.12.1](#)
- 3 Move body (e.g., nod head, bounce, wiggle, rock) in response to qualities of music whether melody, volume, or rhythm is same or different (fast/ slow; low/high; calm/jazzy) [CA.12.2](#)
- 4 Use musical sounds to aid in communication prior to the advent of language (e.g., babbles in a sing- song manner) [CA.12.3](#)
- 5 Use instruments to explore rhythm and melody [CA.18.1](#)
- 6 Respond to music by joining in on one or two words in a song or moving physically upon hearing a familiar melody or rhythm (e.g., hand gestures) [CA.18.2](#)
- 7 Imitate parts of songs with words and/ or gestures [CA.18.3](#)
- 8 React to changes in music by joining in with more extended segments of familiar music using voice, physical gestures and/or instruments [CA.24.1](#)
- 9 Initiate words to songs and song gestures (e.g., naming animals in a song or patting, nodding) [CA.24.2](#)
- 10 Repeat words to songs, song gestures and/or sounds (itches) [CA.24.3](#)
- 11 Show response to qualities of different music with variations in physical movement (e.g., children walk, bounce, slide, rock, sway in response to qualities of rhythm) [CA.36.1](#)
- 12 Respond with voice, body and/ or instruments to longer segments/or patterns of music [CA.36.2](#)
- 13 Repeat parts of simple songs [CA.36.3](#)
- 14 Adapt to changes in the basic qualities of music and move in more organized ways to same/ different qualities of music [CA.48.1](#)
- 15 Imitate or spontaneously sing an entire verse of song [CA.48.2](#)
- 16 Initiate new musical activities with voices or instruments (e.g., apply words, initiate their own listening and movement experiences with some adult assistance) [CA.48.3](#)
- 17 Spontaneously sing songs and/or participate in songs with gestures [CA.48.4](#)
- 18 Initiate new musical activities with voices/ instruments (e.g., apply new words, add instruments to familiar song) [CA.60.1](#)
- 19 Invent own music (through humming, singing, creating rhythms, etc.) [CA.60.2](#)
- 20 Play with familiar rhythms and patterns in a novel way e.g., explore, and initiate pitch (high/ low), rhythm (patterns), and dynamics (loud/soft) [CA.60.3](#)
- 21 Create music using their voices and/or a variety of instruments and materials [CA.60.4](#)

---

## 2 Visual Arts

- 1 React to stimulation in the environment. This can include drawing, sculptures or painting. Response may be slight such as a glance or stopping an activity [CA.6.2](#)
- 2 Respond and explore through sensory experiences such as water play, texture-books or toys and jumbo crayons [CA.12.4](#)
- 3 Experiment with a variety of media, including painting with a paint brush, finger painting, scribbling, gluing and taping, age appropriate art software [CA.18.4](#)
- 4 Use a wide variety of art materials and media (e.g., clay, dough, wet sand) for purposeful sensory exploration [CA.24.4](#)
- 5 Experiment with strokes and lines using brushes, crayons, markers, etc. [CA.24.5](#)
- 6 Create art in a variety of media with some control and own purpose [CA.36.4](#)
- 7 Use different materials and techniques to make art creations that reflect thoughts, feelings, experiences, knowledge [CA.48.5](#)
- 8 Use a variety of tools and materials to represent ideas through the visual arts [CA.60.5](#)

---

## 3 Drama

- 1 Imitate simple aspects of a role using realistic props and sounds [CA.24.6](#)
- 2 Engage in simple pretend play activities [CA.36.5](#)
- 3 Act out simple scenarios, taking on a familiar role for brief periods during dramatic play [CA.48.6](#)
- 4 Assume elaborate roles in dramatic play (e.g., may play multiple roles or may stay in character for extended periods of time) [CA.60.6](#)
- 5 Use materials and props in unique ways and are creative in finding and using materials as props desired for dramatic play [CA.60.7](#)

---

#### 4 Dance

- 1 Respond to music with full body movements [CA.12.5](#)
- 2 Show increasing body awareness through gross motor movement (e.g., walking, bouncing, swaying, rocking, climbing) and bilateral movement (patting), show directional awareness in movements, and use non-locomotor movements (simple finger plays) [CA.18.5](#)
- 3 Demonstrate developing ability to balance, awareness of body (e.g., name body parts, move distinct body parts) [CA.24.7](#)
- 4 Move creatively while listening to music (e.g., stamp feet, wave arms, sway). [CA.24.8](#)
- 5 Demonstrate directional and spatial awareness involving time (fast/slow), space (high, middle, low), or energy (hard/soft) (e.g., moving like a turtle, jumping like a frog, floating like a feather, etc.) [CA.36.6](#)
- 6 Demonstrate increasingly complex dance concepts while learning to move their body in place and through space (e.g., jumping from one place to another, combining several movements like hopping, turning, stamping feet) [CA.48.7](#)
- 7 Use multiple dance concepts as a way to communicate meaning, ideas and feelings (e.g., use movement to represent leaves falling off trees – sway arms, wiggle fingers, stretch, fall to ground) [CA.60.8](#)