

# COR Advantage®

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Aligned With

### Office of Special Education Programs Outcomes

Outcome 1: Positive social-emotional skills	Outcome 2: Acquisition and use of knowledge and skills	Outcome 3: Use of appropriate behavior
<p><b><i>Social and Emotional Development</i></b>            D. Emotions            E. Building Relationships with Adults            F. Building Relationships with Other Children            G. Community            H. Conflict Resolution</p>	<p><b><i>Approaches to Learning</i></b>            C. Reflection</p> <p><b><i>Language, Literacy and Communication</i></b>            L. Speaking            M. Listening and Comprehension            N. Phonological Awareness            O. Alphabetic Knowledge            P. Reading            Q. Book Enjoyment and Knowledge            R. Writing</p> <p><b><i>Mathematics</i></b>            S. Numbering and Counting            T. Geometry: Shapes &amp; Spatial Awareness            U. Measurement            V. Patterns            W. Data Analysis</p> <p><b><i>Creative Arts</i></b>            AA. Pretend Play            X. Art</p> <p><b><i>Science and Technology</i></b>            BB. Observing and Classifying            CC. Experimenting, Predicting and Drawing Conclusions            DD. Natural and Physical World</p> <p><b><i>Social Studies</i></b>            FF. Knowledge of Self and Others            GG. Geography            HH. History</p>	<p><b><i>Approaches to Learning</i></b>            A. Initiative and Planning            B. Problem Solving with Materials</p> <p><b><i>Physical Development and Health</i></b>            I. Gross-Motor Skills*            J. Fine-Motor Skills            K. Personal Care and Healthy Behavior</p> <p><b><i>Science and Technology</i></b>            EE. Tools and Technology</p>

\* Precursor skills for functional behaviors. These skills may not be appropriate or expected for some children, including those with sensory, motor or other impairments.

Note: Items that are not a precursor to, or component of, any of the three outcomes, and therefore not included in the crosswalk:

*Creative Arts: Y. Music, Z. Movement*

*English Language Learning: II. Listening to and Understanding English, JJ. Speaking English*