Early Childhood ISTAR-KR Glossary of Terms -

The terms and definitions below are found in the early childhood assessment matrices. -

1. **AB Pattern:** two alternating attributes, e.g. red, blue, red, blue
2. **Advocate:** to speak up for an idea or wants
3. **Assist:** to help with a task
4. - **Associate:** to link or connect one thing to another
5. **Apply(ies) (ication):** to bring past knowledge to a new situation
6. **Attribute:** a characteristic of something, e.g. color, shape, size
7. **Auditory:** related to hearing
8. **Auxiliary:** "will", "can", "do", "have" (helper verbs)
9. - **Blends sounds:** puts sounds together to say a word, c-a-t
10. **Challenging:** requiring effort
11. **Cite:** to identify a reference, source
12. **Classification:** a category
13. **Common sight words:** familiar, simple words, e.g. go, stop, cat, dog
14. **Compare:** identifying similarities between items
15. **Compromise:** settle differences by blending two different wants
16. **Concrete:** something that can be seen or felt
17. **Conjunctions:** "and", "but", "so", "only", "if" (joining verbs)
18. **Context:** the surrounding parts or setting
19. **Cooperate:** to work together for a common purpose
20. **Create:** develop something new
21. **Cue:** assist or prompt with sound, verbal, gestural suggestion
22. **Demonstrate:** to show
23. **Differentiate:** recognize a difference
24. **Direct comparison:** viewing two items side by side
25. **Discriminate:** to know the difference between two things
26. **Distinguish:** define, separate
27. **Emulate:** to imitate, copy, mimic
28. **Engage:** participate, involve self
29. **Experiment:** to try, test
30. **Explore(s):** investigate
31. **Fluency:** using language smoothly and effortlessly
32. **Follows:** act in accordance with; to imitate
33. **Function:** what an item is used for, e.g. things to eat, things to read

34. **Gesture(s):** to use facial or body language to emphasize something
35. **Grammar:** system of rules that define the structure of language
36. **Generate:** create, produce
37. **Gradients:** change in quantity or dimension
38. **Incorporate:** to include something as part of something larger
39. **Indicate:** give a response
40. **Interpersonal:** connected by relationships between people
41. **Label:** assign name to a picture
42. **Lateral(ly):** sideways movement
43. **Model**: something done as an example
44. **Modify**: to adjust or make a change
45. **Olfactory:** related to smell
46. **Oral Motor:** movement of and within the mouth
47. **Order(s):** to arrange a group of items in line or list from first to last, e.g. size, numerical, alphabetical
48. **Pattern:** repeated arrangement of attributes
49. **Phoneme:** speech sound
50. **Phonemic Awareness:** the understanding that words are made up of separate units of sound that are blended together to pronounce a word
51. **Poses:** to ask
52. **Predict:** based on given information, child identifies what happens next, or what is the outcome
53. **Produce:** express, compose, create
54. **Purses lips:** brings lips together in a pucker
55. **Recognize:** to take notice
56. **Redirect(ion):** to change one's direction, attention, focus
57. **Referencing:** using words or sentences from a story heard
58. **Regulate:** adjust, manage
59. **Relate(s):** to establish a connection; to associate with
60. **Respect:** regard, honor
61. **Respond:** react
62. **Retell:** a reader or listener accounts for what happened in a story
63. **Rotary:** circular motion
64. **Routine:** occurs regularly
65. **Sensory input:** stimulating information received through the senses: vision, hearing, touch, taste, smell
66. **Sequence:** when things follow in a logical order
67. **Set:** a collection of objects

68. **Share:** to have or use something at the same time as someone else; to divide food or things and give part of it to someone else; if two or more people share an activity, they each do some of it; to tell someone else about your thoughts, feelings, ideas
69. **Strategy:** action steps to complete a task
70. **Symbol:** something visible that by association represents something else, e.g. restaurant logo
71. **Sweeps:** moves from side to side
72. **Tactile:** to touch
73. **Track(s):** follow something with senses
74. **Trial and Error:** to try a solution until one works to solve a problem
75. **Visual motor perception:** hands and eyes word together to manipulate something