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

KR Glossary, updated 8/30/2010
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 work together to manipulate something