

The Infant Activity Cards are divided by type of activity: Cause-and-Effect Play, Gross Motor Play, One-on-One Time, Pretend Play, Sensory Play, Songs and Finger Plays, and Tummy Time. Each card outlines suggestions on how to intentionally support each of the five Core Skills during the activity. This crosswalk demonstrates the Virginia Early Learning and Development Standards (ELDS) that each activity could support, depending on how an educator chooses to implement the activity. For example, when engaging in Cause-and-Effect Play an educator who focuses on supporting Communicate skills by encouraging infants' communication through imitating their sounds, noises, and words would be supporting the ELDS standard for Communication. An educator who focuses on a different Core Skill during Cause-and-Effect Play would be supporting a different ELDS standard.

**Infant ELDS
at-a-Glance
Activity Cards**

		Approaches to Play and Learning				Social and Emotional Development			Communication, Language, and Literacy Development			Health and Physical Development				Cognitive Development		
		APL1. Curiosity and Initiative	APL2. Creativity and Imagination	APL3. Executive Functions and Cognitive Self-Regulation	APL4. Behavioral Self-Regulation	SED1. Positive Self-Concept	SED2. Emotional Competence	SED 3. Interacting with Others	CLLD1. Communication	CLLD2. Foundations of Reading	CLLD3. Foundations of Writing	HPD1. Using Senses	HPD2. Gross Motor	HPD3. Fine Motor	HPD4. Physical Health and Self-Care	CD1. Science	CD2. Social Science	CD3. Mathematics
Activity Cards	Cause-and-Effect Play	◆	◆	◆	◆		◆	◆	◆		◆		◆		◆	◆	◆	◆
	Gross Motor Play	◆	◆	◆	◆			◆			◆	◆			◆			◆
	One-on-One Time	◆	◆	◆		◆	◆	◆	◆	◆		◆	◆	◆	◆		◆	◆
	Pretend Play (Older infants)	◆	◆	◆			◆	◆	◆		◆		◆	◆		◆		◆
	Sensory Play	◆	◆	◆				◆			◆		◆		◆		◆	◆
	Songs & Finger Plays	◆	◆	◆	◆	◆	◆	◆	◆	◆			◆				◆	◆
	Tummy Time (Younger infants)	◆	◆	◆	◆	◆		◆			◆	◆	◆		◆	◆		◆