

Summary Information: Highscope COR Advantage

Publisher	HighScope
Website for information	http://coradvantage.org/
Cost	Call for pricing at 800.587.5639, or e-mail CORteam@highscope.org
Age range	Birth through kindergarten
Purpose	COR Advantage supports teachers by providing a comprehensive assessment tool serving children from birth through kindergarten. Teachers can access a number of useful reports to create meaningful lesson plans that support children at every developmental level. Administrators can use the online system to access program-wide reports to guide program improvement plans and review child outcomes on an ongoing basis. It is aligned with Common Core Standards, the Head Start Child Development and Early Learning Framework, and other state standards
Skill areas included	<ul style="list-style-type: none"> • Approaches to Learning • Social and Emotional Development • Physical Development and Health • Language, Literacy, and Communication • Mathematics • Creative Arts • Science and Technology • Social Studies • English Language Learning

Note: Draft was developed by staff at HighScope and was then reviewed the Early Childhood Technical Assistance (ECTA) Center. Revisions were made based on preliminary feedback from users and the tool publisher and/or developers. The draft may be subject to further changes. We welcome your feedback to ectacenter@unc.edu.

COR Advantage 1.5 Crosswalk

Outcome 1: Positive social-emotional	Outcome 2: Acquisition and use	Outcome 3: Use of appropriate behavior to meet
<p><i>Social and Emotional Development</i></p> <ul style="list-style-type: none"> D. Emotions E. Building Relationships with Adults F. Building Relationships with Other Children G. Community H. Conflict Resolution 	<p><i>Approaches to Learning</i></p> <ul style="list-style-type: none"> C. Reflection <p><i>Language, Literacy and Communication</i></p> <ul style="list-style-type: none"> L. Speaking M. Listening and Comprehension N. Phonological Awareness O. Alphabetic Knowledge P. Reading Q. Book Enjoyment and Knowledge R. Writing <p><i>Mathematics</i></p> <ul style="list-style-type: none"> S. Numbering and Counting T. Geometry: Shapes & Spatial Awareness U. Measurement V. Patterns W. Data Analysis <p><i>Creative Arts</i></p> <ul style="list-style-type: none"> AA. Pretend Play X. Art <p><i>Science and Technology</i></p> <ul style="list-style-type: none"> BB. Observing and Classifying CC. Experimenting, Predicting and Drawing Conclusions DD. Natural and Physical World <p><i>Social Studies</i></p> <ul style="list-style-type: none"> FF. Knowledge of Self and Others GG. Geography HH. History 	<p><i>Approaches to Learning</i></p> <ul style="list-style-type: none"> A. Initiative and Planning B. Problem Solving with Materials <p><i>Physical Development and Health</i></p> <ul style="list-style-type: none"> I. Gross-Motor Skills* J. Fine-Motor Skills K. Personal Care and Healthy Behavior <p><i>Science and Technology</i></p> <ul style="list-style-type: none"> EE. Tools and Technology

* 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: X. Art, Y. Music, Z. Movement

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