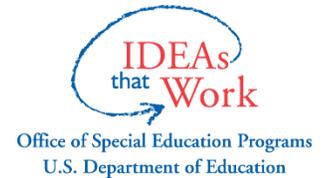


COR Advantage: Crosswalk to The Three Child Outcomes

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Project Officer: Julia Martin Eile



COR Advantage Profile

- **Publisher:** [Kaymbu](#)
- **Cost:** Negotiable
- **Age Range:** Birth to kindergarten
- **Purpose:** Compatible with any developmentally- appropriate curriculum, COR Advantage allows teachers to view children's development through play and naturally occurring activities. COR Advantage is aligned with state standards in every state, as well as the Head Start Early Learning Outcomes Framework, Common Core Standards for Kindergarten, and more.
- **Skill Areas Included:**
 - 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

Three Child Outcomes and COR Advantage Items

Outcome 1: Positive Social-Emotional Skills (including social relationships)

Social and Emotional Development needs

- D. Emotions
- E. Building Relationships with Adults
- F. Building Relationships with Other Children
- G. Community
- H. Conflict Resolution

Outcome 2: Acquisition and Use of Knowledge and Skills

Approaches to Learning

- C. Reflection

Language, Literacy and Communication

- L. Speaking
- M. Listening and Comprehension
- N. Phonological Awareness
- O. Alphabetic Knowledge
- P. Reading
- Q. Book Enjoyment and Knowledge
- R. Writing

Mathematics

- S. Numbering and Counting
- T. Geometry: Shapes & Spatial Awareness
- U. Measurement
- V. Patterns
- W. Data Analysis

Creative Arts

- AA. Pretend Play
- X. Art

Science and Technology

- BB. Observing and Classifying
- CC. Experimenting, Predicting and Drawing

Conclusions

- DD. Natural and Physical World

Social Studies

- FF. Knowledge of Self and Others
- GG. Geography
- HH. History

Outcome 3: Use of Appropriate Behaviors to Meet Needs

Approaches to Learning

- A. Initiative and Planning
- B. Problem Solving with Materials
- Physical Development and Health
- I. Gross-Motor Skills (Precursor skills for functional behaviors that may not be appropriate or expected for some children, including those with sensory, motor or other impairments)
- J. Fine-Motor Skills
- K. Personal Care and Healthy Behavior

Science and Technology

- EE. Tools and Technology

Not Precursor to or Component of the Three Child Outcomes

Creative Arts

- X. Art
- Y. Music
- Z. Movement

English Language Learning

- II. Listening to and Understanding English
- JJ. Speaking English