

# Read 20's Guide for Kindergarten Skills

Child's Name\_\_\_\_\_

Childcare Provider\_\_\_\_\_ School for Kindergarten\_\_\_\_\_

Childcare Provider's Address\_\_\_\_\_

**Children having many of these skills do well in Kindergarten. Remember that most children may do better in one area than other areas. Children are not expected to have every skill prior to Kindergarten. This Guide is to be used with four (4) year olds during the year prior to entering Kindergarten.**

## Gross Motor Domain/Skills (Physical)

- Stands on one foot
- Walks steadily in a straight line for 8 feet
- Touches toes with right hand to left foot and left hand to right foot while maintaining balance

## Fine Motor Domain/Skills (Physical)

- Holds pencil correctly (not in a fist)
- Traces line from left to right without lifting pencil
- Writes first name with capital first letter and small case letters appropriately
- Cuts/snips with scissors while holding paper in other hand

## Cognitive Domain/Skills (Thinking)

- Recognizes differences between letters and numbers
- Identifies some capital and small case letters from own name
- Knows some letter sounds (example: g, a, t, c)
- Can rhyme 2 words (example: hat/cat)
- Names some colors (example: red, blue, green, etc.)
- Identifies numbers 0 through 10
- Can tell first and last name (not nicknames)
- Identifies some shapes (example: circle, square, etc.)

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## Read 20's Guide for Kindergarten Skills

- Counts from 1 to 20
- Makes groups of items 0 to 5
- Asks for stories to be read aloud
- Pretends to write (name, grocery list, story, etc.)
- Looks at books on his/her own

### Language Domain/Skills (Speaking and Understanding)

- Identifies 10 pictured objects that are common words (example: car, hat, etc.)
- Makes comparisons (ex. Hot/cold)
- Can repeat a sentence
- Tells initial sounds of words (example: "d" for dog)
- Retells part of a story
- Tells part of a story from pictures/labels pictures
- Able to follow 1 step direction
- Able to follow 2 step directions
- Able to follow 3 step directions

### Social/Emotional Domain/Skills (Behavior)

- Understands taking turns (example: within a game)
- Can take turns talking (example: in a conversation)
- Communicates his/her needs, wants, and thoughts verbally
- Retells a simple story
- Holds attention throughout a story
- Takes care of his/her own needs including toileting, zipping, buttoning, etc.
- Sits still for short time period (example: 4-5 minutes)
- Maintains energy without a nap for a full day (**NOTE: Kindergarten classes do not take nap**)