"The Logic & Reasoning domain describes children's ability to think through problems and apply strategies for solving them. Such strategies require the ability to make connections among events or ideas, such as cause and effect relationships and comparisons. Likewise, the ability to think abstractly, or symbolically, about their world allows children to better understand the world around them. Such critical thinking skills are essential to children's early learning and also to their ability to understand and adapt to a wide range of situations at home and in the community. " [1]

Logic & Reasoning: Ages 3-5		
Strand *Topic*	**Indicators** **Children may**	**Storytime Provider Strategies** **The storytime provider may**
Reasoning and Problem Soliving *The ability to recognize, understand, and analyze a problem and draw on knowledge or experience to seek solutions to a problem*	Ages (3-5) Seek multiple solutions to a question, task, or problem. Recognize cause and effect relationships. Classify, compare, and contrast objects, events, and experiences. Use past knowledge to build new knowledge. Identify problems and search for solutions by asking questions during collaborative explorations of the topic; begin to state facts about the topic.*	● When reading books about characters that solve problems. ● Discuss both the problem and how it was solved. ● Ask questions to inspire creative thinking (e.g. "How do you catch an elephant?) ● Encourage children to brainstorm/share solutions for problems encountered in a story. ● Provide opportunities for children to discuss possibilities with parent/caregiver. ● Articulate to parents/caregivers what you are modeling and the importance of these activities for cognitive development and school readiness.
Symbolic Representation *The use of symbols or objects to represent something else.*	Ages (3-5) Represent people, places, or things through drawings, movement, and three-dimensional objects. Engage in pretend play and act out roles. Begin to identify key features of reality versus fantasy in stories, pictures, and events.*	● Provide props and materials and invite the children to act out favorite parts of a story or book ● Encourage imagination by suggesting creative movements (e.g. move like a cat in the grass, fly like a bird, etc.) ● Encourage children to make up a new ending to a story. ● Provide opportunities for children to draw and explain what they have drawn. ● Encourage imaginative play during playtime. ● Articulate to parents/caregivers what you are modeling and the importance of these activities for cognitive development and school readiness

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[1] Colorado Early Learning & Development Guidelines pg. 128