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N.B.: WARNING! WARNING! WARNING! Remember these are approximate milestones and are culled from a variety of screening instruments. Individual experiences (or lack thereof) can drastically effect the validity of these age-norms.

## 12 MONTHS

### DEVELOPMENTAL CHECK LIST

#### Social / Emotional

Gives objects on request.

Imitates hand and face gestures such as waving 'bye-bye', clapping hands, closing eyes.

Helps with dressing by putting arms out for sleeves and feet for shoes.

Seeks and finds hidden toys easily.

Is affectionate toward familiar people.

#### Motor (Fine)

Holds spoon but needs help with its use.

Puts blocks in and out of a small box.

Uses pincer grasp (thumb and index finger) to pick up small objects or pieces of food.

Points with index finger toward desired objects.

Uses both hands freely but may demonstrate a preference for one.

#### Motor (Gross)

Pulls to standing position and lets self down by holding on to furniture.

May stand alone for a few seconds.

Sits well for an indefinite period of time.

May creep on all 4's.

May walk independently.

## Communication

Imitates adult's playful sound making.

Recognizes own name and turns to speaker when hearing it.

Follows simple directions: 'Give it to Mommy,' "Come to Daddy," 'Clap hands.'

Babbles a lot with rhythm and variations in pitch.

## Vision

Recognizes familiar people at a distance of 20 feet or more. Watches intently small toys that are pulled across the floor at a distance of 10 feet away.

## 18 MONTHS

### DEVELOPMENTAL CHECK LIST

#### Social / Emotional

Raises and holds cup with 2 hands

Drinks from a cup without spilling.

Removes shoes, socks, cap.

Imitates familiar actions such as sweeping floor, dusting, reading a book.

Amuses self, but prefers to be near an adult.

Alternates between independence and dependence on caregiver.

#### Motor (Fine)

Scribbles with a crayon on paper.

Can build a tower with 3 blocks after a demonstration.

Picks up very small objects and food immediately on sight. Explores objects more frequently with hands than mouth.

#### Motor (Gross)

Pushes and pulls large objects.

Walks but with feet slightly apart

Can do 2 things at once--carry a large object and walk with it. Climbs into a large chair, rotates body, and sits in it.

May creep backward when going down stairs.

#### Communication

Speaks 6 to 20 recognizable words.

Likes nursery rhymes and joins in.

Echoes the last word spoken to him/her. "Talks" to self while playing.

Enjoys picture books.

May point to 2 or 3 parts (eyes, nose, hair, shoes) on doll or self.

#### Vision

Fixes eyes on and recovers a rolling ball 10 feet away.

Points to distant objects out of doors.

#### 24 MONTHS

#### DEVELOPMENTAL CHECK LIST

#### Social/ Emotional

Uses a spoon to feed self.

Chews food well.

Raises and drinks from cup, then replaces it on table.

Is very possessive about toys--no sharing.

Plays beside but not with other children.

Clings to caregiver when tired or afraid.

Goes into tantrums when frustrated but can be distracted readily. Demands a lot of caregiver's attention.

#### Motor (Fine)

Removes wrapper from a cupcake or candy bar.

Builds a tower of 6 blocks.

Imitates a vertical line with a crayon on paper.

Turns pages in a book one at a time. Picks up tiny objects as small as a crumb.

## Motor (Gross)

Runs on whole foot, but can stop, start and run around obstacles easily.

Climbs stairs holding onto the railing (walks 2 feet to each step). Pulls wheeled toy by string forward and backward.

Throws a small ball.

Walks into a large ball when intending to kick it.

## Communication

Engages in simple pretend play.

Uses 50 or more recognizable words.

Puts together 2 or more words to formulate a sentence.

Asks "What's that?" constantly.

Joins in nursery rhymes and songs.

Refers to self by name.

Points to and repeats the names of body parts such as eyes, nose, hair, feet, mouth.

Understands simple commands and conversation.

## Vision

Names familiar miniature toys at a distance of 10 feet away. Enjoys picture books, pointing to details on command.

## 36 MONTHS

### DEVELOPMENTAL CHECK LIST

#### Social/ Emotional

Eats with spoon and fork.

Washes hands but needs supervision for drying.

Dry during the day and often through the night.

Plays with other children in and outdoors.

Is affectionate toward younger children.

Likes to help adults with chores.

Pulls pants up and down but can't button yet.

Cooperates generally.

Shares toys.

Motor (Fine)

Builds a tower of 9 blocks.

Copies a bridge made with 3 blocks.

Copies a circle with crayon on paper.

Draws figure of a man which appears as a head with 1 or 2 features. Paints with large, brush and paint.

Closes fist and wiggles thumb (right or left).

Motor (Gross)

Alternates feet when walking up stairs. (Comes down with 2 feet to each step).

Rides tricycle.

Walks on tiptoes.

Stands on one foot momentarily when shown.

Jumps from bottom step of stairs.

Communication

Gives full name sex, age when asked.

Asks questions 'who,' "what," "where?"

Enjoys listening to stories and wants favorite ones repeated over and over.

Recites nursery rhymes.

Uses plurals.

Uses large vocabulary but speech may contain mis-articulations. Engages in a simple conversation

Talks about past experiences.

Uses pronouns "I, me, you" correctly.

Eager to talk about self and experiences with some stuttering not uncommon.

Vision

Matches 2 to 3 primary colors (usually red and yellow).

48 MONTHS

## DEVELOPMENTAL CHECK LIST

Social/Emotional

Eats well with fork and spoon

Dresses and undresses self except for laces, back buttons and some snaps.

Prefers companionship of other children to adults.

Understands taking turns.

Motor (Fine)

Threads small beads if the needle is threaded first.

Builds a tower of ten or more blocks.

Holds and uses a crayon or pencil with good control .

Copies an "O" (circle). "+" (plus) and "V."

Draws a house.

Motor (Gross)

Can bend and touch toes without bending knees.

Likes a variety of ball play.

Runs on toes.

Climbs, slides, swings actively.

Walks skillfully on narrow line or cracks in sidewalk.

Can stand on one foot (either foot) for eight seconds.

Can hop forward (each foot) two yards.

Communication

Tells connected stories of recent experiences.

Can give name, address and age (may show on fingers).

Asks questions constantly--"why?," "what?," "how?," "when?." Knows several nursery rhymes and can repeat or sing them correctly. Counts by memory up to twenty.

Enjoys jokes.

Listens to and enjoys stories.

Speaks grammatically and exhibits only a few sound substitutions (r-l-w-y group, p-th-f-s group or k-t group)

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60 MONTHS

DEVELOPMENTAL CHECK LIST

Social / Emotional

Dresses and undresses independently.

Uses knife and fork competently.

Washes and dries hands and face well.

Selects own playmates.

Is protective toward younger children and animals.

Comprehends rules of games and the concept of fair play.

Demonstrates a sense of humor.

Understands the necessity for tidiness, but requires frequent reminders.

Experiences fears involving self--dogs, falling, physical dangers. Picks nose, bites nails.

Sucks thumb only before falling asleep or when fatigued.

Speech and language

Speaks fluently except for a few mispronunciations (s, v, f, th). Gives full name, age, birthday, address.

Defines concrete words by their function.

Asks meaning of abstract words and unfamiliar words and uses them subsequently.

Loves to recite and chant jingles and rhymes.

Enjoys being read to or told stories, and acts them out alone later.

### Visual-Motor Skills

Threads a large needle independently and sews real stitches. Copies circle, square, cross and capital letters VTBOXLYUCA. Draws a house with these features: outline, door, windows, chimney and roof.

Draws a person with these features: head, arms, legs, trunk. Draws a variety of other items and names them before producing. Uses brush, crayons and pencil with control.

Crayons and colors forms within the lines.

Matches 10 colors.

Names at least 4 primary colors.

Copies block patterns containing 10 blocks.

### Motor Development

Can walk a narrow line without stepping off.

Climbs, swings, runs skillfully.

Moves rhythmically to music.

Stands on one foot (either foot) with arms folded across chest to a count of 10 seconds.

Hops 2-3 yards forward on each foot.

Enjoys ball play and understands rules, positions and scoring. Bends and touches toes without bending knees.

Grips strongly with each hand.

Can run lightly on toes.