



Developmental Characteristics For TWO-YEAR-OLDS

A child who is 24 to 36 months of age tends to develop skills rapidly. The following abilities will emerge as the child approaches age three.

COGNITIVE

Personal Curiosity/Autonomy

1. Shows curiosity and interest in surroundings
2. Imitates the actions of adults
3. Imitates play of other children
4. Finds own play area or activity
5. Enjoys looking at books
6. Begins to notice differences between safe and unsafe environments (2½ to 3)

Senses

1. Begins to develop senses of touch, smell, taste, and hearing
2. Begins to place large puzzle pieces in appropriate slots

Memory

1. Refers to self by name
2. Points to common object on command
3. Associates use with common objects
4. Stacks three rings by size
5. Knows that different activities go on at different times of the day (2½ to 3)
6. Understands the idea of waiting for someone else to go first (2½ to 3)

Creativity

1. Shows simple symbolic play (pretends block is a cup)
2. Acts out simple story (2½ to 3)



3. Draws a face (no arms or legs) (2½ to 3)

LANGUAGE

Sentence Structure

1. Describes what happened in two or three words
2. Verbalizes wants (“Want water”)
3. Repeats parts of songs, rhymes, and finger plays
4. Gives first and last names when asked (2½ to 3)
5. Uses short sentences to convey simple ideas (2½ to 3)

Listening

1. Listens to simple stories and songs
2. Follows simple directions
3. Places objects in, on, beside, or under
4. Identifies loud and soft

Labeling

1. Identifies own gender
2. Identifies boy or girl
3. Identifies self in mirror
4. Names common objects in pictures

Self

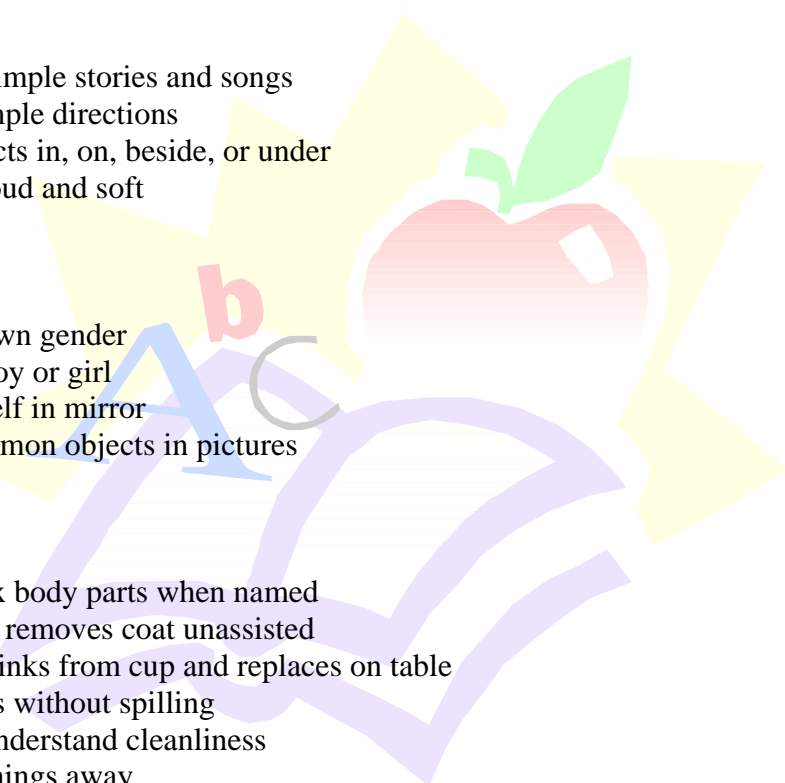
1. Points to six body parts when named
2. Puts on and removes coat unassisted
3. Lifts and drinks from cup and replaces on table
4. Spoon feeds without spilling
5. Begins to understand cleanliness
6. Helps put things away

Social Studies

1. Identifies self from a snapshot
2. Shows pleasure in dealing with people and things
3. Values own property and names personal belongings (2½ to 3)
4. Follows simple rules in a game run by an adult (2½ to 3)

MATH

Counting



1. Understands the concept of “one”
2. Counts two (repeats two digits)
3. Indicates awareness of more than two (2½ to 3)

Classifying

1. Groups things together by size (one category) (2½ to 3)

Size Differences

1. Points to big and little objects (2½ to 3)

Shapes

1. Differentiates circle and square (2½ to 3)

SCIENCE (2½ to 3)

Concepts

1. Knows the names of three animals
2. Can associate the words *grass*, *plants*, and *trees* with correct objects
3. Identifies rain, clouds, and sun
4. Begins to understand hard and soft
5. Begins to understand hot and cold
6. Begins to understand wet and dry
7. Matches two color samples

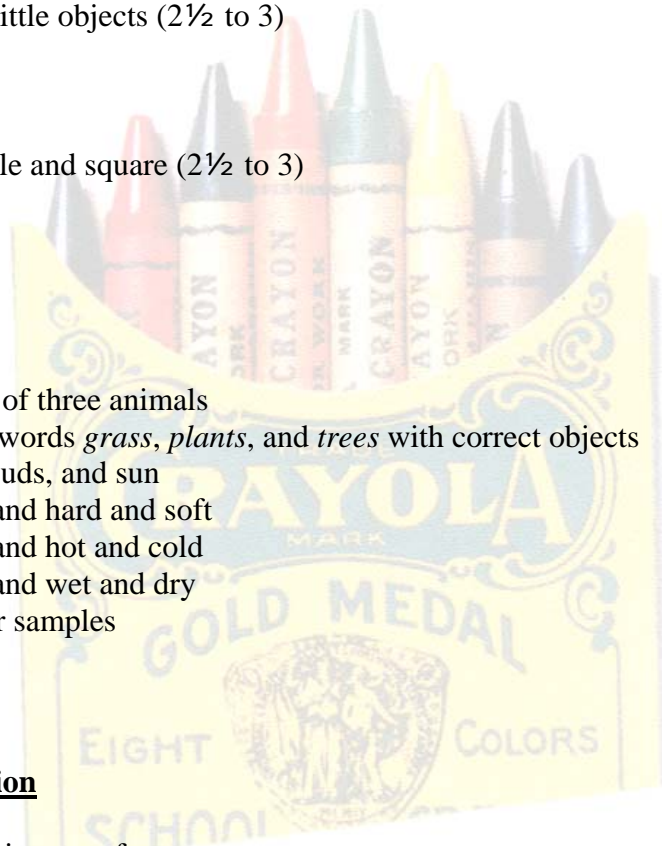
GROSS MOTOR

Arm-Eye Coordination

1. Throws a small object two feet
2. Catches a rolled ball and rolls it forward

Body Coordination

1. Jumps with two feet
2. Claps with music
3. Walks on tip toe
4. Walks upstairs alone (both feet on each step) (2½ to 3)
5. Walks downstairs alone (both feet on each step) (2½ to 3)
6. Hops on one foot (2½ to 3)



FINE MOTOR

Finger Strength and Dexterity

1. Fills and dumps containers with sand
2. Turns single pages (2½ to 3)

Eye-Hand Coordination

1. Applies glue and pastes collage pieces
2. Paints with a large brush
3. Tears paper
4. Strings five large beads
5. Colors with a large crayon
6. Rolls, pounds, and squeezes clay
7. Draws a horizontal line
8. Builds a six-block tower (2½ to 3)
9. Uses scissors with one hand to cut paper (2½ to 3)

