

Developmental Characteristics For ONE-YEAR-OLDS

A child who is 12 to 24 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. Plays independently of other children occasionally interacting with them
- **4.** Enjoys playing simple musical instruments
- **5.** Enjoys looking at books
- **6.** Plays alone for short periods of time
- **7.** Pushes away something not wanted
- **8.** Moves object aside in order to reach another desired object
- **9.** Pulls strings to obtain object attached to it

<u>Senses</u>

- 1. Feels difference in temperature, taste, smell
- 2. Begins to place large puzzle pieces in appropriate slots

Memory

- 1. Refers to self by name
- 2. Points to get desired object
- **3.** Matches pictures to real things
- **4.** When hidden object is moved from one place to another, child searches in the new place
- **5.** Can identify requested item from selection of 3 familiar toys
- **6.** Enjoys doing same thing over and over



Creativity

- 1. Stays on a large paper while scribbling
- 2. Enjoys messy play, such as finger painting

LANGUAGE

Sentence Structure

- 1. Copies a few simple sounds or actions
- 2. Uses some words correctly, such as "mama", "oh oh", or" no"
- **3.** Uses 1-2 word sentences
- **4.** Repeats parts of songs, rhymes, and finger plays
- **5.** Copies 2-4 words adults say
- **6.** Responds to simple instructions such as no, stop, or come here
- 7. Uses words to make wants known
- **8.** Talks or babbles to other children while playing near them

Listening

- 1. Listens to a short story
- 2. Understands many words and simple directions
- **3.** Enjoys nursery rhymes, songs, and finger plays
- 4. Enjoys listening to music and dancing

Labeling

- 1. Identifies self in mirror
- 2. Hugs and kisses people they like
- 3. Turns familiar pictures right side up
- **4.** Points at or names familiar things

Self

- 1. Points to one-four body parts when named
- 2. Assists in dressing and undressing
- 3. Drinks from a cup without help, spilling occasionally
- **4.** Holds a spoon and dips into food
- **5.** Begins to feed self
- **6.** Removes at least one piece of clothing, such as a sock
- 7. Uses his or her own name
- **8.** Chews food well
- **9.** Washes and dries hands with help
- 10. Feels frustrated easily
- 11. Shows many emotions

Social Studies

- 1. Recognizes self in photograph
- **2.** Tries to comfort others
- **3.** Plays simple pretend games

MATH

Counting

- 1. Understands the concept of "one"
- **2.** Counts two (repeats two digits)

Classifying

- **1.** Matches same toys
- 2. Matches pictures to real things

Shapes

1. Interested in putting correct shapes in shape sorter with assistance

SCIENCE (1½ to 2)

Concepts

- 1. Matches sound to animals
- 2. Enjoys water and sand play
- **3.** Interested in colors
- **4.** Explores without putting things in mouth
- 5. Begins to understand wet and dry

GROSS MOTOR

Arm-Eye Coordination

- **1.** Rolls a ball
- **2.** Throws a ball
- 3. Plays "catch" with an adult by rolling a ball back and forth
- **4.** Hands a toy to a friend
- 5. Reaches for a ball that rolls out of sight

Body Coordination

- 1. Pulls self to standing position
- 2. Walks while hands are held or holding onto furniture
- 3. Walks forward without support, may fall occasionally
- **4.** Walks backward
- 5. Pushes, pulls, or carries toy while walking
- **6.** Jumps in place with both feet
- 7. Enjoys moving to music
- **8.** Tries to kick a ball with one foot
- 9. Walks up and down stairs with assistance
- 10. Rides a small riding toy without pedals (1½ to 2)
- 11. Walks on a wide balance board (1½ to 2)
- 12. Begin to balance on one foot (1½ to 2)
- 13. Begin to run ($\frac{11}{2}$ to 2)

FINE MOTOR

Finger Strength and Dexterity

- 1. Picks up a one inch block
- 2. Puts small objects through a slot into a container
- 3. Grasps raisin or other tiny object with thumb and forefinger
- 4. Turns pages of a book, maybe several at a time
- 5. Puts a 1-3 piece puzzle or form board together
- **6.** Tries to copy folding
- 7. Unwraps packages or peels a banana, once started

Eye-Hand Coordination

- 1. Zip and unzip easy zippers
- 2. Enjoys using play dough, paint, paper
- 3. Strings large beads
- **4.** Passes object from one hand to another
- 5. Bangs two blocks together, one in each hand
- **6.** Colors with a large crayon
- 7. Stacks a tower of two-four blocks
- **8.** Fits a 2-4 inch ring onto peg
- 9. Puts up to six large round pegs into a peg board