

Developmental Milestones: Play & Pragmatics

Age	PLAY	PRAGMATICS
RANGE		
1 – 1 ½ years	 Solitary or onlooker play; self play Continual walking activities Begins running-stiff and awkward Scribbles spontaneously with crayon Can remove mittens, socks, hat; unzips zipper Puts objects in and out of containers Can figure out ways of overcoming some obstacles (opening doors, reaching high) Imitates many things (sweeping, combing hair-self use) Pulls toys; carries or hugs doll, teddy bear Very rapid shifts in attention Rapid shifts with gross motor movements 	 Brings objects to show an adult Requests objects by pointing and vocalizing or possibly using a word approximation Solicits another's attention vocally, physically, and/or possibly with gestures Gesturally requests action/assistance (many may give back wind-up toy for activation) Says "bye" and possibly a few other conventional ritual words such as "hi," "thank you," and "please" Protests by saying "no" shaking head, moving away, frowning, or pushing objects away Comments on objects/actions by directing listeners' attention to it with a point and/or vocalization or word approximation Answers simple "wh" questions with a vocal response (may be unintelligible) Acknowledges speech of another person by giving eye contact, vocally responding or repeating a word said Teases, warns, scolds using gesture plus a vocalization or a word approximation
1 ¹ / ₂ - 2 years	 Parallel play – plays near others but not with them Talks to self as he/she plays Little social give and take – little interest in what others say and do, but hugs, pushes, pulls, snatches, grabs, defends rights by pulling hair and kicking Does not ask for help Procrastinates Transports blocks on a truck rather than just building Relates to an object or another person- washes, feeds, combs doll in addition to self Likes to play with flexible material such as clay-pots, pinches, and fingers Strings beads Less rapid shifts in attention 	 Uses gestures with words to get needs met Uses single words or short phrases to express the intentions listed at 1 – 1 ½ year level Names/labels objects Says "what's that?" to elicit attention Begins using single words and some two-word phrases to command (move), indicate possession (mine), express problems ("Ouch") Vocal with verbal turn-taking
2 – 3 years	 Parallel play predominates Arranges doll furniture into meaningful groups and uses figures to act out simple themes from own experiences Aligns three or more cubes to make a train; pushes train Builds a tower of six or seven blocks Imitates drawing of a vertical line 	 Begins using and displaying basic emotions: happy sad, mad Uses and understands at least 50 words Uses at least two words together consistently, (without imitating or repeating) Enjoys being next to children of the same age

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	 Sequences related actions such as preparing food for doll, feeding it, wiping mouth Begins pretend play with more than one action 	
3 – 3 ¹ / ₂ years	 Builds a bridge from a model Cooperative play begins Organizes doll furniture accurately and begins to use in genuinely imaginative ways Draws two or more strokes for a cross- on imitation Begins to share Reenacts experienced events such as birthday parties, baking cookies Uses one object to represent another (stick = phone or fence) Pretends to play different characters 	 Engages in longer dialogues Assumes the role of another person in play Uses more filters to acknowledge partner's message (uh-huh, yea, ok) Begins code switching (using simpler language) when talking to very young children Uses more elliptical resources Requests permission Begins using language for fantasies, jokes, teasing Makes conversational repairs when listener has not understood Talks about interests and feelings for past and future Corrects others Primitive narratives emerge: events follow from central core/ use of interference in stories
3 ½ – 4 years	 Increase in dramatization of play Complicated ideas, but unable to carry out in detail; no carryover from day to day Prefers to play in a group of two or three children; chooses companion of own sex Suggests turns, but often bossy in directing others Often silly in play and may do things wrong purposefully Puts toys away Likes to dress up Draws human with two parts; adds three parts to incomplete human Builds structures/buildings with blocks Assumes the role of another person in play (becomes a teacher, animal, parent) 	 Listens attentively to conversational partner of age appropriate material Makes relevant comments on familiar stories or events Enjoys riddles, jokes and funny stories with "guessing"
4 – 5 years	 Likes cutting out and pasting Likes working projects - may carry over from day-to-day Definite interests in finishing what he/she starts Plays in groups of two to five; friendships become stronger Spurred on by rivalry in activity, competition Interested in going on excursions Draws unmistakable human with body, arms, legs, feet, nose, and eyes Adds seven parts to incomplete human Copies a triangle 	 Uses prepositions, possessives and some past tense Changes tone of voice to adapt to listeners perspective Shows pride for accomplishments Boasts, exaggerates and blends truths Changes moods rapidly and unpredictably Relies on verbal rather than physical engagement Uses indirect requests Correctly uses terms such as this, that, here, there Uses twice as many effective utterances as three-year old to discuss emotions and feelings Narrative development characterized by unfocused chains of elaborate story telling



	Watches life simulation programs on TV; gains information from verbal contents	
5 – 6 years	 Copies drawing of diamond Copies drawing of rectangle with diagonals in middle Draws human with neck, fingers, clothes, and two dimensional legs Adds nine parts to incomplete human May start collections Able to play games by rules Builds things with blocks Plans many sequences of pretend events; uses props and language to develop a theme (going on a trip to outer space) Suggests imaginative and elaborate play ideas Plays cooperatively 	 Has vocabulary of over 1500 words Defines simple words by function Narrative development characterized by focused chains; stories have central character with logical sequence of events, but ending is unclear Gives threats and insults Issues promises May give praise Recognizes humor in simple jokes Takes turns and shares Participates in shared and group activities Shows affection and caring toward others Starts to get self-control over swings of emotions Has one-two focused friendships Likes entertaining people and making them laugh