

NAME:..... DOB: ___/___/___ Date: ___/___/___

Child Development Milestones – 12 Months

The majority of children will achieve the milestones on the left by the time they turn 12 months. All children develop at different rates. Some children are slower than others, but catch up in time. Other children, however, may have an underlying problem that causes their development to be delayed. Some may not catch up. It is important for these children to get as much early intervention (treatment) as possible. If you are concerned about any aspect of your child's health or development (examples in column on right), please discuss this with the Nurse and Doctor. It is better to have your concerns checked than to 'wait and see'. Please place a ✓ in the boxes that represents your child.

Fine Motor

- | | |
|---|--|
| <input type="checkbox"/> Puts toys or objects into containers | <input type="checkbox"/> Unable to use index finger in isolation |
| <input type="checkbox"/> Points to objects and pictures in books and holes in toys | <input type="checkbox"/> Unable to use thumb and index finger to pick up objects |
| <input type="checkbox"/> Picks up small objects (sultanas) between index finger and thumb | |
| <input type="checkbox"/> Tries to feed themselves with spoon (still very messy) | |

Gross Motor

- | | |
|--|--|
| <input type="checkbox"/> Crawls everywhere | <input type="checkbox"/> Unable to stand whilst holding on to something |
| <input type="checkbox"/> Pulls up on furniture to stand | <input type="checkbox"/> No crawling or bottom shuffling |
| <input type="checkbox"/> Walks around furniture with flat feet | <input type="checkbox"/> Any differences between right and left sides of body (in strength, movement or muscle tone) |
| <input type="checkbox"/> Climbs onto objects | |

Language / Feeding

- | | |
|--|--|
| <input type="checkbox"/> Imitates facial expressions | <input type="checkbox"/> No single words |
| <input type="checkbox"/> Indicates rejection of attention, objects by non-verbal and verbal cues e.g., crying while pushing something away or shaking their head | <input type="checkbox"/> No babble phrases that 'sound' like normal language |
| <input type="checkbox"/> Follows simple motor instructions with visual cues e.g., wave 'bye bye' | <input type="checkbox"/> No interest in language, communication |
| <input type="checkbox"/> Uses one or more words with meaning e.g., ball, keys | <input type="checkbox"/> No recognition of individual words |

Social / Emotional

- | | |
|--|---|
| <input type="checkbox"/> Waves bye-bye on request | <input type="checkbox"/> Prefers to play alone |
| <input type="checkbox"/> Likes to be within sight and hearing of familiar adult | <input type="checkbox"/> No response to affection by caregivers |
| <input type="checkbox"/> Shows two or more recognisable emotions e.g., fear, pleasure, distress | <input type="checkbox"/> No difference in responses to strangers and familiar people |
| <input type="checkbox"/> Seeking contact with regular caregivers and is concerned when caregiver departs | <input type="checkbox"/> Lack of awareness of social behaviours such as waving or noticing someone enter the room |
| <input type="checkbox"/> Smiles or vocalises to make social contact | |

Intellectual / Cognitive

- | | |
|---|--|
| <input type="checkbox"/> Actively explores world | <input type="checkbox"/> Forgets objects or loses interest as soon as they are out of view |
| <input type="checkbox"/> Copies actions | |
| <input type="checkbox"/> Finds hidden objects in game (block under cup) | |