

DOMAIN 1: APPROACHES TO LEARNING AND COGNITIVE DEVELOPMENT			
SUB-DOMAIN: COGNITION AND COGNITIVE PROCESSES			
REPRESENTATIONAL THOUGHT AND PLAY			
GOAL 16: CHILDREN REPRESENT EXPERIENCES AND THOUGHT THROUGH SYMBOLIC REPRESENTATION INCLUDING PLAY, MOVEMENT, ARTS, NUMERACY, AND LITERACY.			
Age Range	Developmental Growth	Child Indicators	Caregiver Strategies
6 to 18 Months	Engages in pre-symbolic play. (See Goal 14, Exploratory Play)	<ul style="list-style-type: none"> <li>▪ Scribbles using very light pressure on the page.</li> <li>▪ Experiments with new uses for familiar objects.</li> <li>▪ Provides simple sounds or words for objects, insects, people, and animals (e.g. child makes a sound similar to a moo if asked what the cow says).</li> <li>▪ Looks for interesting or desired objects when they are removed from view.</li> <li>▪ Reacts to mental images of objects or events (e.g. claps hands when told that a favorite person is coming to visit).</li> </ul>	<ul style="list-style-type: none"> <li>▪ Engage in simple reciprocal games with sounds and gestures.</li> <li>▪ Ask “can you find” or “show me” questions when looking at books.</li> <li>▪ Play “where is your nose,” “where is your foot” games. Then, looking at pictures, ask the child to point to and say body parts of own body and photographs.</li> <li>▪ When a child uses symbolic play (e.g. holding brush like a phone), comment by also pretending to use a phone.</li> <li>▪ Provide painting and drawing materials and time for sensory exploration, with adult supervision.</li> <li>▪ Use vocabulary that indicates quantity and number concepts as you carry out daily routines with a child (e.g. one cheerio, two cheerios; one leg in your pants and now two legs in your pants; you have more peas than rice).</li> <li>▪ Learn and use gestural signs with babies and toddlers. Simple signs for more and all done are easy to do and to use.</li> </ul>