Cognitive Developmental Milestones: Infants

| 2 months | 4 months | 6 months | 9 months | 12 months | 15 months |
|---|--|---|---|---|---|
| Pays attention to faces Begins to follow things with eyes Looks at or watches a toy for short periods of time | Reacts to seeing breast or bottle when hungry Shows interest in their own hands Follows toy from side to side or up and down with eyes and sometimes by turning their head Waves arms at toys | Closes lips or pushes bottle or breast away when finished eating Brings things to mouth Shows curiosity about and reaches to get things of interest Begins to pass things from one hand to another | Engages in social games like peek-a-boo Tries to get a toy that is out of reach Bangs a toy on a table or the floor Holds a toy in each hand at the same time; may try to bang toys together | Explores things in different ways like shaking, banging, throwing Finds hidden things easily Puts things in a container, takes things out of a container Copies gestures like waving bye-bye Understands the word "no" and may pause briefly or stop Bangs two things together | Starts to use things correctly (like drinking from a cup, brushing hair) Stacks two or more blocks Looks at the right picture or thing when it is named Drops two small objects into a container one right after the other Scribbles on paper with a crayon after watching an adult |

Cognitive Developmental Milestones: Toddlers

| 18 months | 24 months | 30 months | 36 months |
|---|---|--|--|
| Knows what ordinary things are; for example, telephone, brush, spoon Points to get the attention of others Shows interest in copying simple chores like sweeping or wiping the table Can follow one-step verbal commands without any gestures; for example, sits when you say "sit down" Scribbles on own | Uses one hand to hold a container while the other hand removes the lid Plays with multiple toys at the same time Points to several body parts when asked to identify Uses knobs, buttons, and switches Builds towers of four or more blocks | Pretends objects are something else like a bowl as a hat. Uses simple problemsolving skills Follows two-step directions like, "Pick up your shoes and put them in the closet" Identifies one or more colors Describes a drawing, even if just a scribble Points to self in mirror when asked "where is (child's name) | Draws a line or circle once shown Identifies actions in picture books (eating, sleeping, playing) Strings items onto sting or shoelace Avoids touching hot objects after a warning Puts on loose clothing independently Screws and unscrews jar lids or turns door handles Builds towers of more than six blocks |