



# COMMUNICATION MILESTONES

6-12 months

## 6 - 9 months

### Summary Skills:

- \* Share attention with an adult for 10-30 seconds with or without a toy
- \* Use simple gestures
- \* Stop making sounds to "listen"
- \* Imitating sounds
- \* Differentiation of vowel sounds
- \* Respond to a sound not visible
- \* Vocalize in response to games (Peek a Boo)

### Red Flags

- ▶ Limited gestural use
- ▶ Lack of imitation of gestures or sounds
- ▶ Lack of vision directed toward objects or people being referenced
- ▶ Lack of smiling or differentiated affect

### Functional Play and Toy Ideas

Playing at this level should include games with simple patterns like peek-a-boo or songs with rhythm and gestures (itsy bitsy spider). You should be pointing and using gestures to direct their vision to toys or items you are naming in their environment. Wait time for their "turn" whether it is visual contact, a smile, a gesture or a vocalization is very important. Teach them that they have an effect on their environment as a communicator.

### Skills Checklist

- Begins showing interest in objects, reaching, pointing and using gestures
- Uses lips and tongue to make differing sounds: b, p, m, t, d, k, g
- Baby duplicates sounds (da, da, da)
- Baby starting to show more awareness of "strangers" and checks in with familiar adults before interacting
- Speech and gesture games are being played
- Baby starts to "sing" with parents/caregivers
- Baby vocalizes or raises voice to get attention or protest
- Interests in objects/toys in their environment increases significantly
- Reaches, points, uses things gesturally, i.e. putting phone to ear

### Coming Soon

- ▶ First words & sound combinations
- ▶ Answers questions with gestures
- ▶ Playing early games
- ▶ Increased interest in books

## 9 - 12 months

### Summary Skills:

- \* Starting to hear first words and combining vowels and consonants (like "ba")
- \* Attempts to name objects or toys
- \* Participates in songs and rhymes
- \* Uses appropriate gestures for wants and needs
- \* Plays early games

### Red Flags

- ▶ Lacking imitation of words
- ▶ Limited verbal expression
- ▶ Limited engagement in games and songs
- ▶ Reduced interest in books
- ▶ Reduced gestural communication

### Functional Play and Toy Ideas

Playing at this level should include simple games that include rhymes, books and songs. Music and rhythm is especially engaging. Encourage wait time and imitation of words. Continue to encourage visual engagement with people and concepts via pointing and use of your own eye gaze.

### Skills Checklist

- First words have meaning (mama, dada, bye, go, no)
- Uses different "functions" of language like protest, greet, request
- Baby will "call" to caregivers and return their call as well
- Baby will attempt to communicate for longer periods of time (one minute or longer)
- Baby will imitate new words
- Baby can answer simple WH questions with pointing or vocalization
- Responds to "show me" with objects and a few basic body parts
- Demonstrates understanding of "more" and "all done"

### Coming Soon

- ▶ Conversational jargon
- ▶ Baby says words not from imitation and not heard before
- ▶ Variety of gestures
- ▶ Variety of syllables

**Family Tree Therapies**