

## Developmental Anchor Points For Youngest Patients

	<b>NB</b>	<b>4 weeks</b>	<b>6 weeks</b>	<b>8 weeks</b>	<b>28 weeks</b>	<b>1 year</b>	<b>2 years</b>
<b>1. Does the child make eye contact with the caregiver?</b>	Fixates on face	Holds gaze briefly  Follows 90 degrees	Holds gaze	Follows moving object/caregiver past midline, regards examiner's hand holding object, focused attention	Holds gaze. Prefers primary parent. Looks at speaker	Holds gaze. Prefers primary parent. Looks at speaker	Holds gaze. Prefers primary parent. Looks at speaker
<b>2. Are the child's actions purposeful?</b>	Moves head to side, dominated by primitive reflexes	Reaches (with some discoordination)	Reaches	Symmetric movements, will passively grasp handed object	Reaches with coordinated smooth movement	Reaches and manipulates objects, tries to change position, if mobile may try to get up	Reaches and manipulates objects, tries to change position, if mobile may try to get up and walk
<b>3. Is the child aware of his/her surroundings?</b>	Calm awake time	Awake alert time  Turns to primary caretaker's voice  May turn to smell of primary care taker	Increasing awake alert time Turns to primary caretaker's voice May turn to smell of primary care taker	Facial brightening or smile in response to nodding head, frown to bell, coos	Strongly prefers mother, then other familiars. Differentiates between novel and familiar objects	Prefers primary parent, then other familiars, upset when separated from preferred care takers. Comforted by familiar objects especially favorite blanket or stuffed animal	Prefers primary parent, then other familiars, upset when separated from preferred care takers. Comforted by familiar objects especially favorite blanket or stuffed animal
<b>4. Does the child communicate needs and wants?</b>	Cries when hungry or uncomfortable	Cries when hungry or uncomfortable	Cries when hungry or uncomfortable	Cries when hungry or uncomfortable	Vocalizes /indicates about needs, eg. hunger, discomfort, curiosity in objects, or surroundings	Uses single words, or signs	3-4 word sentences, or signs. May indicate toilet needs, calls self or me
<b>5. Is the child restless?</b>	No sustained awake alert state	No sustained calm state	No sustained calm state	No sustained calm state	No sustained calm state	No sustained calm state	No sustained calm state
<b>6. Is the child inconsolable?</b>	Not soothed by parental rocking, singing, feeding, comforting actions	Not soothed by parental rocking, singing, feeding, comforting actions	Not soothed by parental rocking, singing, feeding, comforting actions	Not soothed by parental rocking, singing, comforting actions	Not soothed by usual methods eg. singing, holding, talking	Not soothed by usual methods eg. singing, holding, talking, reading	Not soothed by usual methods eg. singing, holding, talking, reading (May tantrum, but can organize)
<b>7. Is the child underactive—very little movement while awake?</b>	Little if any flexed and then relaxed state with primitive reflexes  (Child should be sleeping comfortably most of the time)	Little if any reaching, kicking, grasping (still may be somewhat discoordinated)	Little if any reaching, kicking, grasping (may begin to be more coordinated)	Little if any purposive grasping, control of head and arm movements, such as pushing things that are noxious away	Little if any reaching, grasping, moving around in bed, pushing things away	Little if any play, efforts to sit up, pull up, and if mobile crawl or walk around	Little if any more elaborate play, efforts to sit up and move around, and if able to stand, walk, or jump
<b>8. Does it take the child a long time to respond to interactions?</b>	Not making sounds or reflexes active as expected (grasp, suck, moro)	Not making sounds or reflexes active as expected (grasp, suck, moro)	Not kicking or crying with noxious stimuli	Not cooing, smiling, or focusing gaze in response to interactions	Not babbling or smiling/laughing in social interactions (or even actively rejecting an interaction)	Not following simple directions. If verbal, not engaging in simple dialogue with words or jargon	Not following 1-2 step simple commands. If verbal, not engaging in more complex dialogue