Continue building skills with the ASQ Play activities to support your child in play and daily routines. Begin with activities your child knows and add new ones when your child is ready to learn more.

**Activities Tips**

**Communication**
Your baby will play more with different sounds like "la-la" and "da-da." Copy the sounds your baby makes. Add a new one and see if your baby tries it too. Enjoy your baby’s early attempts at talking.

**Gross Motor**
Put toys on a sofa or study table so that your baby can practice standing while playing with toys.

**Personal Social**
New Places and People are good experiences for your baby, but these can be frightening. Let your baby watch and listen and move at her own speed. Go slowly. Your baby will tell you when she is ready for more.

**Fine Motor**
Tape a large piece of drawing paper to a table. Show your baby how to scribble with a magnetic drawing board or large nontoxic crayons. Take turns making marks on the paper. It’s also fun to paint with water.

**Problem Solving**
Make a simple puzzle for your baby by putting blocks or Ping-Pong balls inside a muffin pan or egg carton.
Continue building skills with the ASQ Play activities to support your child in play and daily routines. Begin with activities your child knows and add new ones when your child is ready to learn more.

**Activities Tips**

**Communication**
Action is an important part of a child's life. Play a game with a ball where you give directions and your child does the actions, such as roll the ball. Kick, throw, push, bounce and catch are other good actions. take turns giving the directions.

**Gross Motor**
Play “follow the leader”. Jump, walk on tiptoes, walk backward and walk slow or fast with big steps and little steps.

**Personal Social**
Children at this age love to pretend and really enjoy it when you can pretend with them. Pretend you are different animals, like a dog or cat. Make animal sounds and actions. Let your child be the pet owner who pets and feeds you.

**Problem Solving**
Collect little and big things. Show and describe (big/ little) the objects. Ask your child to give you a big ball, then all of the big balls. Do the same for little. Another big/ little game is making yourself big by stretching your arms up high and making yourself little by squatting down.

**Fine Motor**
"Dress up" clothes over extra practice for putting on and taking off shirts, pants, shoes and socks. Toddlers can fasten big Problem Solving zippers and buttons.
Continue building skills with the ASQ Play activities to support your child in play and daily routines. Begin with activities your child knows and add new ones when your child is ready to learn more.

**Activities Tips**

**Communication**
Tell or read a familiar story and pause frequently to leave out a word, ask your child to "Fill it in." For example, Little Red Riding Hood said, "Grandmother, what big ____ you have."

**Gross Motor**
Show your child how to hit a balloon. See how long your child can keep the balloon in the air or how many times he can hit it back to you. This activity helps develop large body and eye-hand coordination. Always carefully supervise when playing with balloons.

**Personal Social**
Ask your child to help out around the house with:
- wiping the table
- watering plants
- setting the table
- cooking
- laundry

**Problem Solving**
Give a cup to your child. Use bits of cereal or fruit and place one in your child's cup and one in your cup. Take turns. Dump out your child's cup and help count the pieces. This is good practice for early math skills.

**Fine Motor**
Trace around simple objects with your child. Use cups of different sizes, blocks, or your child's and your hands. Using felt tip markers or crayons of different colors makes it even more fun.
Continue building skills with the ASQ Play activities to support your child in play and daily routines. Begin with activities your child knows and add new ones when your child is ready to learn more.

**Activities Tips**

**Communication**
Play the "who, what, and where" game. Ask your child who works in a school, what is in a school, and where is the school. Expand on your child's answers by asking more questions. Ask about other topics, like the library, bus stop, or post office.

**Personal Social**
Encourage your child's sharing skills by making a play corner in your home. Include only two children to start and have a few of the same type of toys available so that the children don't have to share all of the time. Puppets or blocks are good because they encourage playing together. If needed, use an egg or oven timer with a bell to allow the children equal time with the toys.

**Problem Solving**
Talk about different numbers. Read stories that have 3 in them. Encourage your child to count to 8 using similar objects. Talk about being 4 years old. After your child gets the idea, move up to the numbers 9, 10 and so forth as long as your child is interested.

**Gross Motor**
Listen and dance to music with your child. You can stop the music for a moment and play the "freeze" game, where everyone "freezes" or stands perfectly still, until you start the music again. Try to "freeze" in unusual positions for fun.

**Fine Motor**
Write and mail a letter to a friend or relative. Provide your child with paper crayons or pencil and an envelope. Let your child draw, scribble, or write; or he can tell you what to write down. When your child is finished, let him fold the letter to it in the envelope, like and seal. You can write the address on the front, be sure to let him decorate the envelope as well. After he has put the stamp on, help mail the letter.
Continue building skills with the ASQ Play activities to support your child in play and daily routines. Begin with activities your child knows and add new ones when your child is ready to learn more.

**Activities Tips**

**Communication**
Play "20 Questions". Think of an animal. Let your child ask 20 yes/no questions about the animal until she guesses what animal it is. Now let your child choose an animal and you ask the 20 questions. You can also use other categories such as food, toys and people.

**Gross Motor**
Play simple ball games such as kickball. Use a large ball, and slowly roll it forward to your child. See if your child can kick the ball and run to first base.

**Personal Social**
Encourage dramatic play. Help your child act out his favorite nursery rhyme, cartoon, or story. Use large, old clothes for costumes.

**Age 5**

**Problem Solving**
Play the "guess what will happen" game to encourage your child’s problem-solving and thinking skills. For ex: "what do you think will happen if I turn on the hot and cold water at the same time?" or "What would happen if I stacked the blocks to the top of the ceiling?"

**Fine Motor**
Practice writing first names of friends, toys and relatives. Your child may need to trace the letters of these names at first. Be sure to write in large print letters.