

Normal Behavioral Development

Elham Shirazi MD
Board of General Psychiatry
Board of Child & Adolescent Psychiatry



1 Month Motor & Sensory Behavior

- Tonic neck reflex
- Hands fisted
- Can hold head erect for a few seconds
- Visual fixation



1 Month Adaptive Behavior

- Follows moving objects to the midline
- Shows no interest & drops objects

1 Month Personal & Social Behavior

- Regards face & diminishes activity
- Responds to speech
- Smiles preferentially to mother



1 Month Cognitive Development

“Sensorimotor stage”

- Uses inborn motor & sensory reflexes (sucking, grasping, looking,...)
- To interact & accommodate to the external world



1 Month Cognitive Development

Sensorimotor stage

- Reflective
- Egocentric
- Can learn to associate stroking with sucking



2-4 Month Cognitive Development

Sensorimotor stage

- Primary circular stage
- Coordinates activities of own body & 5 senses (e.g. sucking thumb)



2-4 Month Cognitive Development

Sensorimotor stage

- Reality remains subjective
- Does not seek stimuli outside its visual field
- Displays curiosity



4 Months Motor & Sensory Behavior

- Symmetrical Postures
- Holds head balanced
- Head lifted 90 when prone
- Visual accommodation



4 Months Adaptive Behavior

- Follows a slowly moving object well
- Arms activate on sight of dangling object

4 Months Personal & social Behavior

- Spontaneous social smile
- Aware of strange situations



4-8 Month Cognitive Development

Sensorimotor stage

- Secondary circular stage
- Beginning of intentional behavior
- Seek out new stimuli in the environment



4-8 Month Cognitive Development

Sensorimotor stage

- Starts to anticipate consequences of own behavior
- Starts to act purposefully to change the environment
- Can learn to suck to produce certain visual displays or music
- Looks for objects partially hidden



7 Months Motor & Sensory Behavior

- Sits steadily, leaning forward on hands
- Bounces actively when placed in standing position



7 Months Adaptive Behavior

- One hand approach & grasping of toys
- Bangs & shakes rattle
- Transfers toys

7 Months Personal & Social Behavior

- Takes feet to mouth
- Pats mirror image
- Starts to imitate mother's sounds & actions



8-12 Months Cognitive Development

Sensorimotor stage

- Secondary circulation coordinated
- Shows preliminary signs of object permanence
- Has a vague concept that objects exist apart from itself



8-12 Months Cognitive Development

Sensorimotor stage

- Can play with parents by looking for partially hidden objects (peekaboo)
- Can remember for 1-mo periods
- Imitates novel behavior



10 Months Motor & sensory Behavior

- Sits alone with good coordination
- Creeps
- Pulls self to standing position
- Points with index finger



10 Months Adaptive Behavior

- Matches two object at midline
- Attempts to imitate scribble

10 Months Personal & Social Behavior

- Separation anxiety
- Responds to social play
- Feeds self cracker & holds own bottle



1 Year Motor & Sensory Behavior

■ Walks with one hand held

■ Stands alone briefly

1 Year Adaptive Behavior

■ Seeks novelty

1 Year Personal & Social Behavior

■ Cooperates in dressing



15 Months Motor & Sensory Behavior

- Toddles

- Creeps up stairs

15 Months Personal & Social Behavior

- Points or vocalizes wants

- Throws objects in play or refusal



12-18 Months Cognitive Development

Sensorimotor stage

- Tertiary circular stage
- Seeks out new experiences
- Produce novel behaviors
- Explores properties & drops objects
- Memory improves



18 Months Motor & Sensory Behavior

- Coordinated walking
- Hurls ball
- Walks up stairs with one hand held

18 Months Adaptive Behavior

- Builds a tower of 3-4 cubes
- Scribbles & imitates a writing stroke



18 Months Personal & Social Behavior

- Feeds self in part
- Spills
- Pulls toy on string
- Carries & hugs a special toy
- Imitates some behavioral patterns with slight delay



18-24 Months Cognitive Development

Sensorimotor stage

- Symbolic thought (symbolization)
- Uses symbolic representations of events & objects
(*e.g. able to create a visual image of a “ball” or a mental symbol of the word “ball” to stand for the real object*)
- Make-Believe play
- Body parts used as objects



18-24 Months Cognitive Development







Sensorimotor stage

- Attains object permanence
- Memory of objects
- Remembers hidden objects
- Shows signs of reasoning (e.g. uses one toy to reach for & get another)
- Can stack one object within another



18-24 Months Cognitive Development

Sensorimotor stage

-  Drops objects over crib
-  Knows animal sounds
-  Names objects
-  Knows body parts
-  Knows familiar pictures
-  Can understand causes not visible



2 Years Motor & Sensory Behavior

- Runs well
- Kicks large ball
- Goes up & down stairs alone
- Fine motor skills increase



2 Years Adaptive Behavior

- Builds a tower of 6-7 cubes
- Aligns cubes, imitating train
- Imitates vertical & circular strokes
- Develop original behaviors



2 Years Personal & Social Behavior

- Puts on simple garment
- Domestic mimicry
- Refers to self by name
- Says “No” to mother
- Separation anxiety diminishes
- Organized demonstrations of love & protest
- Parallel play



Sensorimotor Stage (Birth to 2 years)

- Critical achievement of this period is the development of “object permanence” (schema of permanent object)
- Child’s ability to understand that objects have an existence independent of the child’s involvement with them



Sensorimotor Stage (Birth to 2 years)

- In this stage infants begin to learn through sensory observation
- Infant's spatial, visual, & tactile world expand during this period



Sensorimotor Stage (Birth to 2 years)

- Children interact actively with the environment & use previously learned behavior patterns
(e.g. *shake a new toy like the rattle they have already learned to use*)

