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Developmentally Appropriate Programming for Babies & Toddlers

An Infopeople Webinar
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Presented by
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Hello!

I'm Brooke from La Crosse.

And I'm Amy from Skokie.

On Our Agenda Today

- Developmentally Appropriate Programming for 0-23 months

- Great Programming for Babies & Infants

- Developmentally Appropriate Programming for 24-35 months

- Great Programming for Toddlers

- Great Resources

- Time for Questions

Developmentally Appropriate Programming for Children 0-23 Months

Let's Talk Developmental Milestones

	Physical/Motor Development	Socioemotional Development	Cognitive Development	Language & Communication
0-11 months				
12-23 months				

Let's Talk Developmental Milestones

	Physical/Motor Development	Socioemotional Development	Cognitive Development	Language & Communication
0-11 months	- Eyes follow across the midline - Supported sitting to sitting to standing			
12-23 months	- Walks - Handedness - Throws & kicks - Pats objects - Ascends stairs in childlike way			

Let's Talk Developmental Milestones

	Physical/Motor Development	Socioemotional Development	Cognitive Development	Language & Communication
0-11 months	- Eyes follow across the midline - Supported sitting to sitting to standing	- Smiles at familiar faces - Enjoys social games (peek-a-boo)		
12-23 months	- Walks - Handedness - Throws & kicks - Pats objects - Ascends stairs in childlike way	- Separation anxiety - Parallel play or engaging as onlooker		

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	Physical/Motor Development	Socioemotional Development	Cognitive Development	Language & Communication
0-11 months	- Eyes follow across the midline - Supported sitting to sitting to standing	- Smiles at familiar faces - Enjoys social games (peek-a-boo)	- Awareness based on sensation & movement - Puts objects in mouth	
12-23 months	- Walks - Handedness - Throws & kicks - Pats objects - Ascends stairs in childlike way	- Separation anxiety - Parallel play or engaging as onlooker	- Object permanence	

Let's Talk Developmental Milestones

	Physical/Motor Development	Socioemotional Development	Cognitive Development	Language & Communication
0-11 months	- Eyes follow across the midline - Supported sitting to sitting to standing	- Smiles at familiar faces - Enjoys social games (peek-a-boo)	- Awareness based on sensation & movement - Puts objects in mouth	- Babbles ~6mo - Responds to repeated stimuli ("How big is baby? So big!")
12-23 months	- Walks - Handedness - Throws & kicks - Pats objects - Ascends stairs in childlike way	- Separation anxiety - Parallel play or engaging as onlooker	- Object permanence	- Uses 10 words

Optimal Program Space

- Activity low to the ground
- Items of sensory interest are within view and easy grasp
- Child-sized
- Structures can support child's weight
- Board books accessible
- Space for solitary play & interaction
- Out-of-bounds areas inaccessible

*this info is on your handout

Optimal Program Format

- Length relatively short (30 minutes max, 10-20 minutes better)

- Opportunities for movement

- Clear & consistent opening rituals, including waving "goodbye"

- Smaller program size for better engagement

- Caregivers present at all times & interacting

*this info is on your handout

Optimal Program Content

- Include singing/music
- Include opportunities for one-on-one book sharing
- Include opportunities for play with developmentally appropriate toys
- Narrate/explain all program activities
- Model modifications for action rhymes & movement songs

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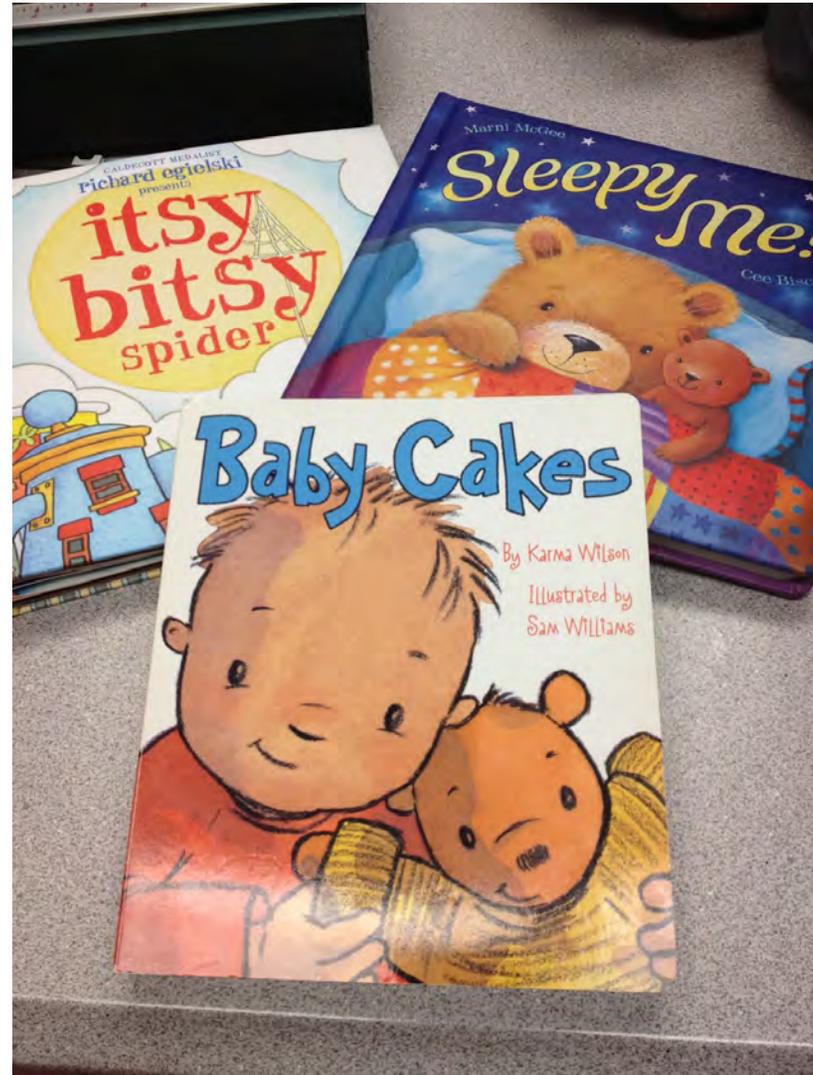
Optimal Program Staffing

- Have a consistent program leader

- Leader actively encourages caregiver participation

- Leader responds positively to movement, vocalizations from children

- Leader will ideally have training specific to serving this age children

*this info is on your handout

Great Programming for Babies & Infants

POLL:
How long is your typical program for babies/infants?

Optimal Baby/Infant Storytime Format

- Short books

- Repeated songs

- Play opportunities

- Caregiver engagement

- Restricted space

Programming for Babies/Infants Beyond Storytime

- Paint in a bag

- Bubble wrap wall

- Ribbon crawl
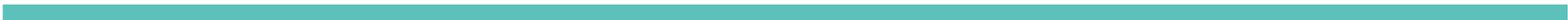
Programming for Babies/Infants Beyond Storytime

- Music

- Eyebrows

- Sensory board

Programming for Babies/Infants Beyond Storytime

- Ball pit

- Scarf pull

- Water play

Optimal Parent/Caregiver Messages

- Singing slows down langauge. This allows children to build vocabulary and identify that language is made of parts.

- Every time you read the same book, your child is learning new things. Repetition is key!

- When your baby babbles, talk back to him! It's his way of communicating with you and you are increasing his conversational skills and vocabulary.

- Narrate your day to your child. This increases her vocabulary and the knowledge of the world around her.

Developmentally Appropriate Programming for Children 24-35 Months

Let's Talk Developmental Milestones

	Physical/Motor Development	Socioemotional Development	Cognitive Development	Language & Communication
24-35 months				

Let's Talk Developmental Milestones

	Physical/Motor Development	Socioemotional Development	Cognitive Development	Language & Communication
24-35 months	- Scribbles with crayons - Can aim & throw an object - Can turn doorknobs, screwtops - Walks backward - Can descend stairs in childlike way			

Let's Talk Developmental Milestones

	Physical/Motor Development	Socioemotional Development	Cognitive Development	Language & Communication
24-35 months	- Scribbles with crayons - Can aim & throw an object - Can turn doorknobs, screwtops - Walks backward - Can descend stairs in childlike way	- Self-centered & selfish - Mimics observed mannerisms - Uses "no" frequently		

Let's Talk Developmental Milestones

	Physical/Motor Development	Socioemotional Development	Cognitive Development	Language & Communication
24-35 months	- Scribbles with crayons - Can aim & throw an object - Can turn doorknobs, screwtops - Walks backward - Can descend stairs in childlike way	- Self-centered & selfish - Mimics observed mannerisms - Uses "no" frequently	- Concrete use of objects - Understands & uses some symbols - Uses transition objects (e.g., security blanket)	

Let's Talk Developmental Milestones

	Physical/Motor Development	Socioemotional Development	Cognitive Development	Language & Communication
24-35 months	- Scribbles with crayons - Can aim & throw an object - Can turn doorknobs, screwtops - Walks backward - Can descend stairs in childlike way	- Self-centered & selfish - Mimics observed mannerisms - Uses "no" frequently	- Concrete use of objects - Understands & uses some symbols - Uses transition objects (e.g., security blanket)	- Uses 250 words - Uses pronouns - Uses two-word sentences - Caregivers can better understand communication

Optimal Program Space

- Includes room for gross motor play

- Child-sized props/furniture

- Objects accessible throughout the program

- Space is organized for discrete activities

- Picture books reflecting diversity are available

- Play materials can easily be moved and secured

*this info is on your handout

Optimal Program Format

- Opening ritual sharing names, with children stating their own names

- Encourage participation regardless of ability

- Ensure time for children to complete activities

- Children choose between limited options

- Children help clean up

- Smaller program size for better engagement

*this info is on your handout

POLL:
What activities do you regularly include in your two-year-old programs?

Optimal Program Content

- Reading is frequent & in close adult contact

- Singing, fingerplays, action rhymes taught & repeated

- Activities described aloud with appropriate vocab

- Process art/crafts

- Opportunities for pretend play

- Follow-the-leader activities

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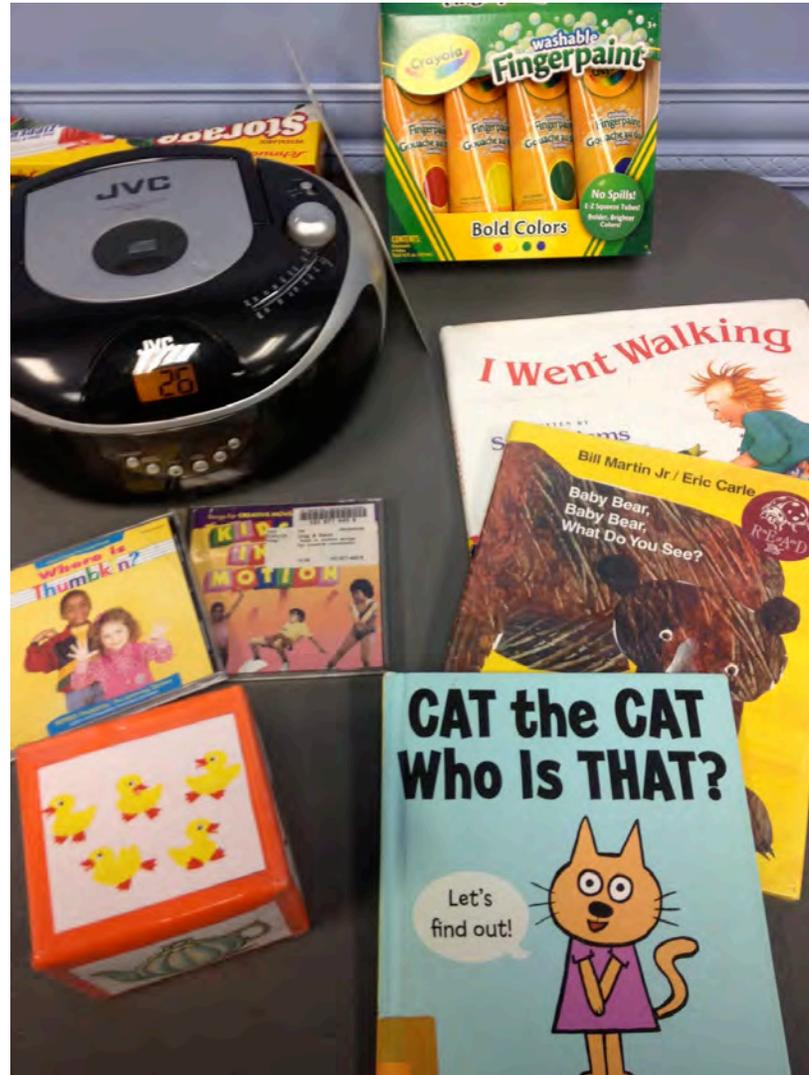
Optimal
Program Staffing

- 1-2 program leaders

- Leader confirms vocalizations &/or asks for clarification

- Model & narrate appropriate behaviors

- Engage children in play

- Engage caregivers to get to know children

- Leader will ideally have training specific to serving this age children

*this info is on your handout

Great Programming for Toddlers

Optimal Toddler Storytime Format

- Short books with action

- Introducing key concepts

  - Letters, numbers, colors, shapes

- Consistent songs and rhymes

- Nametags

- Opportunities for play

- Lots of talking!

Programming for Toddlers Beyond Storytime

- Drive in movie

- Parachute play

Programming for Toddlers Beyond Storytime

STEAM

Programming for Toddlers Beyond Storytime

STEAM

Programming for Toddlers Beyond Storytime

STEAM

Optimal Parent/Caregiver Messages

- Is your child not enjoying a book? Stop reading it! It's better to have 5 minutes of good reading time, rather than 5 minutes of forcing a child to finish a book.

- A child who can identify shapes has an easier time with letter recognition.

- Freeze songs are a great way to start practicing self control and bodily awareness.

- One way to encourage a love of reading in your child is to let them see you reading.

Great Resources for Serving Babies & Toddlers

Policy & Research Groups

- Zero to Three

- Erikson Institute

- American Academy of Pediatrics

- Centers for Disease Control & Prevention

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Professional Resources

- Association for Library Service to Children

- Colorado Libraries for Early Literacy

- Every Child Ready to Read, 2nd Edition

- National Association for the Education of Young Children

- Supercharged Storytimes

- Your state library

*this info is on your handout

Blogs

- Jbrary - Lindsey Krabbenhoft & Dana Horrocks

- Mel's Desk - Melissa Depper

- Miss Meg's Storytime- Meg Scheibel

- Reading with Red - Brooke Newberry

- Read, Sing, Play - Kendra Jones

- Storytime Katie - Katie Salo

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What are your questions?

Thank you!

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