Welcome to today’s Infopeople Webinar!

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Developmentally Appropriate Programming for Babies & Toddlers
An Infopeople Webinar
February 9, 2017
Presented by
Brooke Newberry & Amy Koester
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

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<thead>
<tr>
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<td>- Smiles at familiar faces - Enjoys social games (peek-a-boo)</td>
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<td>- Walks - Handedness - Throws &amp; kicks - Pats objects - Ascends stairs in childlike way</td>
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| **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 | - Separation anxiety  
  - Parallel play or engaging as onlooker | -  |
| **12-23 months**           | - Walks  
  - Handedness  
  - Throws & kicks  
  - Pats objects  
  - Ascends stairs in childlike way | -  |
  | - Object permanence | - |
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- 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

*this info is on your handout
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 language. 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

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- 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
## Let’s Talk Developmental Milestones

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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

*this info is on your handout
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

*this info is on your handout*
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

*this info is on your handout
What are your questions?
Thank you!

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