

5. To be able to create a 3D model

Pre-Milestones

- Moves hanging rattle or soft toy while moving arms or legs
- Shows interest in new experiences – for example, when shown a new toy
- Shows interest in small objects or the detail of a toy – for example, will gaze at small beads in a rattle
- Smiles with pleasure at recognisable playthings
- Shifts visual attention by looking from one object to another and back again
- Repeats actions that have an effect – for example, kicking or batting a mobile to create movement, shaking a rattle so it makes a sound again
- Plays with and explores objects by touching them, looking at them, bringing them to the mouth and listening to the sounds they make
- When sitting, can lean forward to pick up small toys
- Persistently and deliberately reaches out for toys
- Notices changes in groupings of objects, pictures and sounds - example they may look puzzled, unsettled or stop what they are doing
- Plays with objects, by banging, shaking, turning them around in their hands
- Looks towards the floor when object is dropped by other people and looks for objects they drop themselves
- Explores new objects in an orderly way to investigate cause and effect – for example can pull on a string to get the connected toy
- Knows there are different ways to play with different toys – for example, that a ball is for rolling or throwing and a car is for pushing
- Realises one object can act as a container for another – for example, puts smaller objects inside bigger ones and removes them again
- Shows interest in things that go together – for example, cup and saucer
- Experiments – for example, if two things don't fit together one way then tries another way
- Shows understanding that things exist, even when out of sight; will refer to, request or search for objects that are not currently in sight
- Begins to predict what happens next in predictable situations
- Enjoys playing with objects of different sizes that go together – for example, stacking cups