

## 7. To be able to play a board game

### Pre-Milestones

- Shows interest in new experiences – for example, when you show a new toy
- Shows interest in small objects or the detail of a toy – for example, will gaze at small beads in a rattle
- Reacts with sudden behaviour change when a face or object disappears suddenly from view
- Looks around a room with interest; visually scans environment for new and interesting objects and events
- Smiles with pleasure at recognisable playthings
- Shifts visual attention by looking from one object to another and back again
- Plays with and explores objects by touching them, looking at them, bringing them to the mouth and listening to the sounds they make
- 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
- Shows interest in toys and other things that incorporate technology
- Watches toy being hidden and tries to find it
- Shows excitement during turn-taking games such as peek-a-boo – for example, claps hands as their turn gets closer
- 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
- Realises one object can act as a container for another – for example, puts smaller objects inside bigger ones and removes them again