

## Cognitive and Fine Motor Sequences influencing Infant Play

	Fine Motor	Play and adaptive	Cognitive
1		<b>Eye contact</b>	<b>Imitation</b> of tongue protrusion, and gape face possible
2		<b>Fixing and following Reciprocal cooing and smiling</b>	<b>Reciprocal cooing</b>
3	Hand awareness begins <b>Circuitous swiping</b>		
4	<b>Reach and grasp</b> Hands to midline	<b>Reaching to grasp</b>	Awareness of hands as tool
5	Reach and grasp unilateral emerging	Waving toys moves to shaking	
6	Once sitting is established, hands are free for bimanual play.	<b>Banging Shaking and Mouthing Cause and effect play</b>	<b>Imitation:</b> of movement such as banging <b>Cause and effect awareness</b>
7	<b>Transfers one stage Assisted release</b>	<b>Bimanual play:</b> Transfer, hold and explore, bang together	Imitation of consonant sounds
8	Grasp becomes more radial Voluntary release: wrist flexed		
9	<b>Controlled vol. release</b>	Letting go (release) for fun! <b>Container play</b> exploration of 3 dimensions	Imitation of gesture eg clapping, waving
10	<b>Crude pincer</b>		
11	Refinement of pincer and isolation of index.		Pointing to objects
12	<b>Fitting, nesting stacking</b> Free controlled release	<b>Early imitative play</b> Brrm cars, cuddle or kiss dolly, "talk" on phone, brush hair, wipe floor with cloth.	Imitation of single action daily events: e.g. brushing hair, talk on telephone



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