

**DOMAIN 3: SOCIAL AND EMOTIONAL DEVELOPMENT****SUB-DOMAIN: SOCIAL DEVELOPMENT****INTERACTIONS WITH PEERS****GOAL 29: CHILDREN DEMONSTRATE POSITIVE NEGOTIATION SKILLS.**

Age Range	Developmental Growth	Child Indicators	Caregiver Strategies
<p><b>16 to 38 Months</b></p>	<p>Engages with caregivers and peers to solve problems or communicate solutions.</p>	<ul style="list-style-type: none"> <li>▪ Brings toys or objects to others as a gesture of play.</li> <li>▪ Spontaneously gives hugs to others.</li> <li>▪ Uses give and take to play brief social games such as rolling the ball, chasing, or playing "Ring Around the Rosie."</li> <li>▪ Responds with intent and a physical or verbal reaction when someone takes away an object (e.g. says "No," cries, yells, pushes, or grabs an item).</li> <li>▪ Practices taking turns with activities and objects with adults (e.g. gives an object to an adult, then immediately takes it back).</li> <li>▪ Seeks adult help to take turns with others, including giving up and keeping toys and objects.</li> <li>▪ Follows simple two to three part directions.</li> <li>▪ Tests limits.</li> <li>▪ Asserts ownership by saying "mine."</li> <li>▪ With assistance, pays attention to when solving conflicts with other children, including eye contact, staying in proximity to other children when conflicts arise, and using simple words and phrases to solve the conflict.</li> <li>▪ Indicates preferences and intentions by responding to yes/no questions (e.g. "Are you done with that?" "Are you still using it?" "Can Javier use it now?" "Do you want to keep it?").</li> </ul>	<ul style="list-style-type: none"> <li>▪ Provide opportunities for child to play in simple social games such as "Follow the Leader," rolling the ball, dramatic play, pushing and riding in a wagon, or simple chase episodes.</li> <li>▪ Model, show, and talk with child about rules, limits, and options and explain how they help people get along and keep people safe.</li> <li>▪ Explain that you are near the child to keep them safe ("I am here to keep you safe." "I am here to make sure you do not get hurt." "I am here to help you play with your friends.").</li> <li>▪ Model ways to communicate to solve problems or conflicts and provide child with words to use (e.g. "Tell him he can have it when you're done. You can say, 'May I have that when you're done?'").</li> <li>▪ Help children assert their needs and wants without using aggressive behaviors (biting, pulling hair, pinching) and explain how these actions hurt others (e.g. "It's not O.K. to bite, but you can tell Johnny that you are angry.").</li> <li>▪ Demonstrate and explain positive effects of taking turns (e.g. "Wow, look at Emma! When you gave her a turn on the swing, she was so happy because she didn't have to wait anymore.").</li> <li>▪ Build problem solving skills by engaging children in conversations to make decisions and find solutions (e.g. "What can we do? You both want the ball?").</li> </ul>