

DOMAIN 1: APPROACHES TO LEARNING AND COGNITIVE DEVELOPMENT**SUB-DOMAIN: COGNITION AND COGNITIVE PROCESSES****IMITATION****GOAL 10: CHILDREN IMITATE BEHAVIORS THAT THEY HAVE OBSERVED.**

Age Range	Developmental Growth	Child Indicators	Caregiver Strategies
36 to 60 Months	Use imitation as a foundation for symbolic and constructive play.	<ul style="list-style-type: none"> ▪ Imitates sequences of action (songs with gestures, movement games). ▪ Observes and replicates use of common everyday tools in a functional way (e.g. sweeps up spilled sand with a small broom and dust pan, sets a table in dramatic play, and then puts dishes onto it). ▪ Uses phrases or plays out plots from favorite books or movies. ▪ Sings and gestures to songs with both actions and words (e.g. Wheels on the Bus, folk songs with gestures). ▪ Constructs play themes based on routines and activities from their daily lives (e.g. makes a fire truck from big block to represent the one they saw on a field trip, attending to the details the firefighter showed). 	<ul style="list-style-type: none"> ▪ Encourage child to participate in everyday tasks (stirring, pouring, and wiping up). ▪ Use action songs with sequences of motions (use a slow pace as children first learn to do both words and actions). ▪ Post picture cards to help child see actions they can imitate. ▪ Offer puppets and stages where children can create plays and themes. ▪ Teach children to observe others as they play, and then help them enter into that play. ▪ In child care, be certain there are ample props so that children can practice play without undue waiting or pressure to hurry. ▪ Provide music and props that children can access independently for creating their own dancing and marching schemes.