

## DOMAIN 3: SOCIAL AND EMOTIONAL DEVELOPMENT

### SUB-DOMAIN: SOCIAL DEVELOPMENT

#### PRAGMATIC BEHAVIOR

#### GOAL 33: CHILDREN DEVELOP A SENSE OF HUMOR.

Age Range	Developmental Growth	Child Indicators	Caregiver Strategies
<p><b>36 to 60 Months</b></p>	<p>Uses novel language, sounds, and meanings to initiate interaction with adults and peers. Uses physical humor for social purposes.</p>	<ul style="list-style-type: none"> <li>▪ Laughs with others.</li> <li>▪ Mimics others actions and expressions, sometimes impersonating favorite amusing characters.</li> <li>▪ Uses slapstick, physical humor.</li> <li>▪ Laughs for the delight of laughing.</li> <li>▪ Uses body function humor.</li> <li>▪ Makes absurd, sometimes rude noises.</li> <li>▪ Makes up sounds and rhymes without meaning.</li> <li>▪ Combines nonsense syllables and real words.</li> <li>▪ Uses distortions of familiar attributes/concepts (e.g. man's head/dog's body, outsized changes in size, shape).</li> <li>▪ Laughs at and tells simple verbal jokes/riddles, although may not be able to replicate format or to tell the joke accurately.</li> <li>▪ Shows concrete thinking when posing questions and answers in attempts to tell riddles, but typically misapplies the humorous intent of the riddle, offering a true answer to the question rather than a joke; pre-riddle stage.</li> <li>▪ Laughs at gender reversals and incongruous actions (e.g. a cow on skates, a cat in a costume).</li> </ul>	<ul style="list-style-type: none"> <li>▪ Expect jokes and group silliness and respond with smiles. Intervene if the silliness becomes physically hazardous to the children.</li> <li>▪ Monitor intensity of experiences, reading children's cues for when the child is overstimulated.</li> <li>▪ Use humor to help children learn acceptable behavior (e.g. when child says, "No, I won't," try humorously singing, "No, no, no-no-n-no-no. No, no. no-no-n-no-no. Yes, yes, yes-yes and yes-yes!").</li> <li>▪ Read amusing books and sing funny songs that include absurdities, taking turns with the child to make up verses or create absurd stories.</li> <li>▪ Use humor as a tool for language development. Offer children opportunities to use reversals of ideas and knowledge that result in absurdities (e.g. child knows the names and sounds that animals make, then make up songs and stories where sounds are combined and altered (e.g. Cows say, "cock-a-moodle-do").</li> <li>▪ Clarify social humor between children.</li> <li>▪ Use joint attention, social referencing, and reciprocation with child when humor is tentative.</li> <li>▪ Clarify and support joking/humor between peers.</li> <li>▪ Understand cultural norms for humor for children in a group.</li> </ul>