

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
<p>6 to 18 Months</p>	<p>Initiates, sustains, and replicates interactions and expressions of familiar people.</p>	<ul style="list-style-type: none"> ▪ Repeats actions in functional play (e.g. pours and dumps water in bathtub play; bangs a toy on a surface; picks up objects and drops them). ▪ Waves bye-bye. ▪ Plays imitation games (clapping and marching, jumping to music). ▪ Imitates whole body actions. ▪ Observes others as they sing or recite finger plays, and may attempt one or two of the actions or words in the song. ▪ Prefers objects frequently used by caregiver (keys, cell phone). ▪ Offers objects to others, often taking the object back. ▪ Imitates actions from daily routines of the family or early childhood program (e.g. rocks a baby doll, puts on a hat, attempts to feed the caregiver). 	<ul style="list-style-type: none"> ▪ Provide scripts and cues, especially during routines. ▪ Provide time, action, and physical support. ▪ Give verbal and physical cues for action (e.g. stretch arms overhead, saying “So BIG.”). ▪ Play games with imitation and actions (e.g. “Hop like a ___” and “Hokey Pokey”). ▪ Plan times for music and activities that offer repetition such as marching, clapping, and drumming. Provide safe common objects for play (bowl and spoon, cardboard boxes, clean laundry, cups and small pitchers, dolls, and blankets). ▪ Make plenty of space available for children to replicate full body actions.