

Module 5: Atypical Development—Increasing Awareness
Atypical Development Brainstorm Handout (Milestone 3)

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Directions: Brainstorm three additional ways in which a child may perform the skill in an atypical manner.

Milestone 3: Builds 2-cube tower

Age: 12 months

Domain: Fine Motor

Administration: Place 10 cubes on a flat surface (e.g., table). Stack four cubes in a tower. Move the remaining cubes closer to the child. Tell him to build a tower like yours.

Pass: The item is passed if the child builds a tower of at least two cubes.

Atypical: The item is considered atypical if the child consistently uses one hand to the exclusion of the other; although hand preference may emerge as early as 11 months, a child should not totally exclude use of the other hand. The item may also be considered atypical if:

1. _____

2. _____

3. _____