

THINKING AND LEARNING

From 7 to 9 months, your growing baby...

- attends to a toy for 2-3 minutes
- shows an interest in the sounds of objects
- touches/gestures to continue/restart an activity
- looks for family members/pets when he hears their names
- responds/reacts to facial expressions



Cognitive Development

card 21

Strategies to Share

- Observe what toys your baby attends to and plays with the most. Then select other toys with similar qualities for your baby. Model new ways for your child to play with toys and guide him through the new play.
- Bounce your baby on your knee; stop, and then pause to see if he gestures in any way to restart the bouncing. This gesture is your baby's way of communicating with you and helps him to learn that he can make things happen.
- When your baby reaches/works to get something that is just beyond his reach, you may need to help him by moving the toy a little closer. Let your baby enjoy the reward of obtaining the toy and do not move it farther away. This only teases and discourages your child and he may give up.
- Your baby learns that different objects make different sounds by banging, hitting, waving, shaking and squeezing. Help him learn how objects sound different when they are banged against different surfaces. Be creative in experimenting with sounds other than toys (spoons on pots and pans or a plastic container with a sealed lid with pennies inside).
- At this age your child may drop things just to see where they fall or how they sound when they fall. This is an important cognitive skill that teaches him about where fast moving objects go.
- You'll be surprised whom your child can recognize. Play a "game" at the dinner table by asking your child where someone seated at the table is and see if he can find that person by looking with his eyes.
- Teach your baby about emotions through your facial expressions. Pair a smile with the word *happy*, a frown with *sad*, etc., and observe if your baby imitates your facial expressions. Try this while facing your baby or playing in a mirror.