NCC Pediatrics Continuity Clinic Curriculum:
Development III

Overall Goal:
Understand the proper use of developmental surveillance in the pediatric office, to include developmental screening, school readiness, & use of community resources.

Overall Objectives:
- Devo I: Typical Development
- Devo II: Atypical Development
- **Devo III: "K.I.D.S. Game"**
- Devo IV: Psycho-educational Testing
- Devo V: Developmental Interventions & Services

Pre-Meeting Preparation:
- Review "Evidence-Informed Milestones for Developmental Surveillance Tools" (*Pediatrics, 2022*)
- Visit CDC Developmental Milestones Webinar *(Leadership Project, Columbia U.)*

Conference Agenda
- KIDS GAME
  - **Rules:** See pages 2 & 3. *Work as a continuity group.*
  - **Prizes:** Record your team's score on the white-board. Each member of the winning team will receive a **$10 gift-card to William III**.

Extra-Credit:
- Parent Resources:
  - Zero to Three: website, with links to 9 age-based parent handouts
  - CDC Milestones 2 Months
  - CDC Milestones 4 Months
  - CDC Milestones 6 Months
  - CDC Milestones 9 Months
  - CDC Milestones 12 Months
  - CDC Milestones 15 Months
  - CDC Milestones 18 Months
  - CDC Milestones 24 Months
  - CDC Milestones 30 Months
  - CDC Milestones 3 Years
  - CDC Milestones 4 Years
  - CDC Milestones 5 Years

Knowledge in Developmental Stages

K.I.D.S.

GAME RULES

OBJECT: The object of the game is to create developmentally appropriate K.I.D.S. by assigning the 142 game pieces to the correct age K.I.D.S. figure cards within the allotted time.

TIME: Each player or team of players competes against time. Maximum time allotment is 20 minutes.

GAME SET-UP: Place the 8 small K.I.D.S. figure cards in chronologic order (6 mo, 12 mo, etc.) horizontally across the playing surface or table opposite the player or tea, (See diagram 'K.I.D.S. Game in Progress' on reverse). Thoroughly mix the deck of 142 game pieces (color coded developmental task cards). Pile the game pieces face up on the table.

THE GAME: Begin time allotment. Assign each game piece to one of the K.I.D.S. figures in order to "build 8 developmental snapshots.: Note: If game pieces are positioned beneath the K.I.D.S. figures so that <u>all</u> pieces are visible, review of game piece assignment (how the K.I.D.S. are developing) and reassignment of pieces to different age K.I.D.S. during the game, as well as scoring at the end of the game, are easier.

SCORING: Use the large K.I.D.S. figure cards corresponding in age to the small K.I.D.S. figure cards to score the game. Score 1 point for each <u>correctly</u> assigned game piece. Maximum score possible is 142. Correct assignment is based on the following references. If there is a wide normal developmental range for acquisition of the milestone, the correct answer is the age at which 50-90% of normally developing children acquire the milestone.
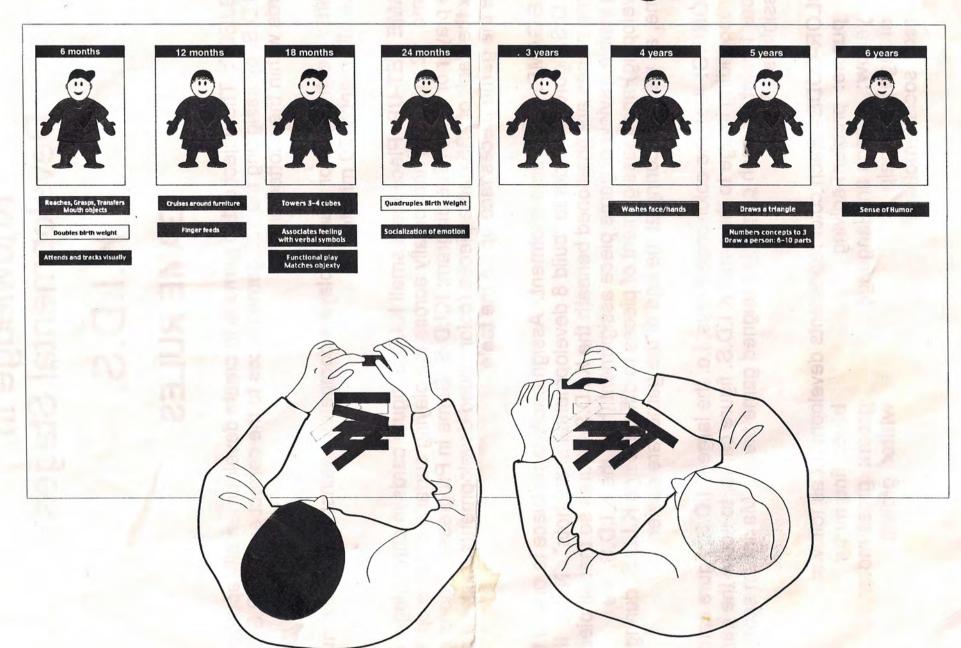
- Harriet Lane Handbook, 19th Ed.
- Speech Sound Development: http://www.speech-therapy-information-and-resources.com/downloads/speech-sound-development-chart.pdf
- Johnson and Blasco, Infant Growth & Development, Pediatrics in Review 18(7)224, Jul 1997
- Colson and Dworkin, Toddler Development, Pediatrics in Review 18(8)255, Aug 1997
- http://www.kidsdevelopment.co.uk/ "Intellectual Development in Children (3-12 yrs)", "Handedness in Children", and "Erikson's Theory of Psychosocial Development."

COLOR-CODE: Each color represents development as follows:

Purple: problem-solving	**Blue**: fine motor	**Red**: social-emotional
Yellow: speech and language	**Green**: gross motor	**Orange**: self-help
White: growth		

K.I.D.S. Game in Progress

6 months	12 months	18 months	24 months	3 years	4 years	5 years	6 years

Reaches, Grasps, Transfers Mouth objects

Cruises around furniture

Towers 3-4 cubes

Quadruples Birth Weight

Washes face/hands

Draws a triangle

Sense of Humor

Doubles birth weight

Finger feeds

Associates feeling with verbal symbols

Socialization of emotion

Numbers concepts to 3
Draw a person: 6-10 parts

Attends and tracks visually

Functional play
Matches objexty

Developmental Test Strategy:
Questions regarding upper range of normal

Age / be able/ 4 actions question-answers combo
Plan A: If you know the action items in the answer
- Age actions, match age of action with age in question

Plan B: If you *do not* know the action items in the answer
- *Disregard* age in question, GROUP actions according to AREA of DEVELOPMENT, select the *earliest milestone.*

Age equivalent/ be able/ 4 actions question-answers combo
Plan A: If you know the action items in the answer
- Age actions, match age of action with age in question

Plan B: If you *do not* know the action items in the answer
- *Disregard* age in question, GROUP actions according to AREA of DEVELOPMENT, select the *earliest milestone.*

Age/ except/ 4 actions question-answers combo
Plan A: If you know the action items in the answer
- Age actions, select the action the patient *cannot* do at the age stated in the question.

Plan B: If you *do not* know the action items in the answer
- *Disregard* age in question, GROUP actions according to AREA of DEVELOPMENT, select the *latest* milestone.

4 actions/ at least be/ age (x) question-answers combo
Plan A: If you know the action items in the answer
- Age actions in question, select the *highest* number, and then match it with age (number) in the answer.

Plan B: If you *do not* know the action items in the answer
- Age actions in question, select the *latest* milestone, age the selected milestones, match it with the number in the answer.