

6 Month Checklist



The majority of children will achieve these milestones by the time they turn 6 months. All children will develop at different rates. Some children develop slower than others, but will catch up with time. Other children, however, may have an underlying problem that causes their delayed development, and they may not catch up. It is important for these children to get as much treatment and early intervention as possible. So if you are concerned about any aspect of your child's development please complete this development milestone form as accurately as possible, and you will be able to discuss it with your GP at your child's next visit. **Please circle correct answer.**

AN AVERAGE 6 month CHILD CAN....	SIGNS OF POSSIBLE PROBLEMS INCLUDE -Red Flag for referral.
Gross Motor	
Lift head and chest off the ground when lying on their tummy.	Cannot Lift head and shoulders when lying on their tummy.
Roll over side to side.	Cannot roll over.
Sit with support and a straight back	Floppy back when held in sitting
Bear weight on legs, stand with support	Any difference between left and right sides of body (in strength, movement or muscle tone).
Fine Motor	
Reach for objects with each arm and hand,	Obvious difference between use of right and left arms.
Hold objects with whole hand.	
Transfer an object in each hand.	Persistent fisting of hands (cannot release objects)
Talking and understanding	
Make four or more distinct sounds (vowels and consonants)	Not much variety in sounds being made.
Laugh in response to something	Limited social use of sound (not responsive, no turn-taking, no laughter)
Search for sound by turning head	Not interested in sound or able to turn to sound with head and eyes.
SOCIAL	
Enjoy and respond to play	Shows no preference to mother or other people
Anticipate touch being lifted	Doesn't look at people directly in the eye.
Turn head to people	No responsive smiling or laughing
Drink from a cup (with adult holding it)	Negative or over reaction to touch
Resist toys being taken away.	