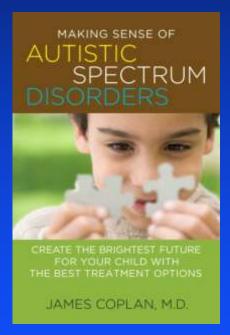
Normal Development: How (and what) Children Learn

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Disclosures

• Dr. Coplan is author of Making Sense of Autistic Spectrum Disorders: Create the brightest future for your child with the best treatment options (Bantam-Dell, 2010), and receives royalties on its sale



This presentation will include a discussion of off-label drug use

Child Development

- The study of the change in brain function with time
- Areas of function
 - -Motor
 - Cognitive
 - -Sensory
 - Behavioral

Goals of Developmental Pediatrics:

- Optimize developmental outcome
 - Functional Diagnosis
 - Etiologic Diagnosis
 - Associated Medical Conditions
 - Formulation of Therapy Program
 - Prognosis / Iterative re-evaluation
- Optimize Family Function

Definitions

- "Developmental Period"
 - Conception to age 5 yrs
 - Period of maximal brain growth
 - Brain weight
 - Birth ~ 500 gm
 - $-1 yr \sim 1000 gm$
 - $-5 \text{ yr} \sim 1500 \text{ gm}, 90\% \text{ of adult}$
- But some aspects of development continue until mid-adulthood

Developmental Models

- Piaget: Stages of Development
- Gesell: Domains of Development
- Behaviorism (Watson, Thorndike, Skinner): Rejects the developmental model

Behaviorism

- All behavior is the result of prior experience (conditioning)
- A useful technique to shape behavior, but ignores (or denies the existence of) developmental processes:
- "We build in at an early age everything that is later to appear...there is nothing from within to develop."*

- Described 4 stages:
 - Sensorimotor
 - Pre-Operational
 - Concrete Operations
 - Formal Operations
- Within each stage, child interacts with the environment according to specific "schemas," and takes in the world via specific cognitive structures

- Transition from one stage to the next:
 - Emphasizes child's interaction with the environment
 - Interacts with environment using current schemas
 - Accommodation & Assimilation lead to modification of schemas
 - (How do you get to Carnegie Hall?)

- Described 4 stages:
 - Sensorimotor (0-24 mo)
 - "Children experience the world through movement and the senses"
 - Acquisition of certain basic cognitive skills:
 - Existence of self
 - Existence of others / Social reciprocity
 - Object permanence
 - Causality (simple)

Sensorimotor Schemas

- Banging & Mouthing objects (7-9 m)
- Cause & Effect:
 - Parent bounces child on knee, then stops:
 Child tries to "re-activate" parent by bouncing (9 mo)
 - "Busy box" toys: 14 mo +
- Social Interaction
 - Peek-a-boo, patty-cake, etc: 9 mo

- Described 4 stages:
 - Pre-operational (24-48 mo)
 - Child begins to grasp more complex relationships, but sensory perceptions or temporal sequence still dominate, distorting child's perceptions:
 - Why is the moon following the car?
 - How do the deer know to cross where the "Deer Crossing" sign is?
 - Umbrellas cause rain!

- Described 4 stages:
 - Concrete Operations (4-10 yr)
 - Physical logic:
 - Rule-based behavior, ex:
 - Rule-based games (Uno, Candyland, etc)
 - Arithmetic
 - Irreversibility of death
 - However: Child engages in "unicausality":
 - Ex: All disease is caused by "germs"
 - Social logic: Able to "de-center" and take the other person's point of view

- Described 4 stages:
 - Formal Operations (10+)
 - Abstract Logic
 - Existential questions
 - What are good and evil?
 - What is the meaning of life?
 - Multicausality:
 - Some diseases are due to germs, but other diseases are from other causes, and not all germs cause disease

Piaget's Stages:

- Very powerful as a descriptive tool
- Limited data on age criteria
- Adults with DD (Inhelder):
 - Mild MR [ID]: Concrete Operations
 - Moderate MR [ID]: Pre-Operational
 - Severe-Profound MR [ID]: Sensorimotor

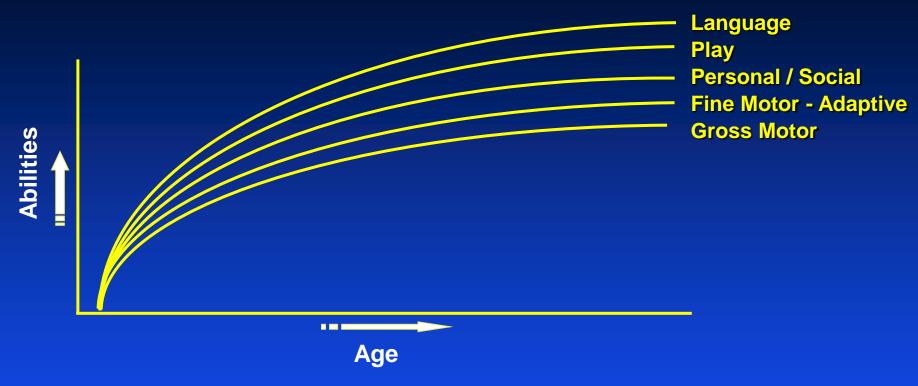


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Arnold Gesell (1880-1961)

- Career path: Psychology, Child
 Development, Medicine, Children with
 Disabilities
- Child Study Center (Yale)
- Stressed interactional basis for child development
- Identified distinct streams of development

Streams of Development

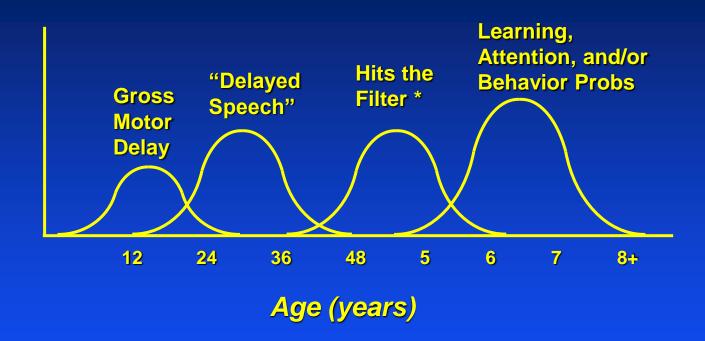


Each stream of development must be assessed separately. A child's development may be normal, delayed, or atypical in one area, independently of his/her performance in the other areas.

Parental Concerns: 4 Waves

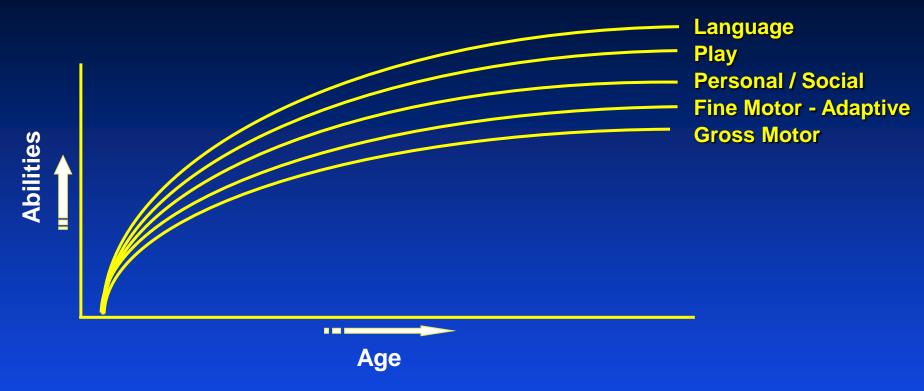
- Wave 1: 9-18 mo: Gross Motor Delay
- Wave 2: 24-36 mo: "Delayed Speech"
- Wave 3: 4 to 6 yrs: Hits the filter (Pre-K, K, 1st Grade)
- Wave 4: > 6 yrs: Poor School Performance, with or without "Behavior Problems"

Four Waves



* Not doing well in Nursery School or Pre-K Failed school readiness testing Not progressing in KG

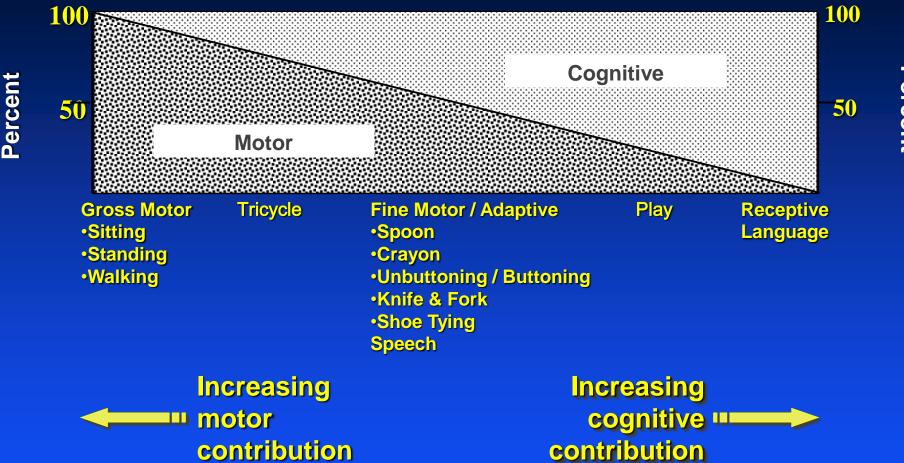
Streams of Development



Each stream of development must be assessed separately. A child's development may be normal, delayed, or atypical in one area, independently of his/her performance in the other areas....*Not entirely true!!*

Percent

Relative contribution of Motor and Cognitive ability to different streams of development



Motor Development

Motor Development

- Cephalocaudad ("head to tail") progression
 - Oromotor
 - Oculomotor
 - Fine Motor
 - -Gross Motor
 - Sphincter control

Oromotor

- Suck & swallow (in utero)
- Independent swallow (6 mo)
- "Smacking" (9 mo)
- Chewing (12 mo)
- Abnormalities
 - Excess drooling
 - Prolonged feedings
 - Choking or Coughing on feeds
 - Nasal escape of liquids

Oculomotor

- Conjugate gaze in all fields by 6 mo
- Intermittent esotropia normal <6 mo
- Blind eyes → Turn
- Turned eyes → Blind
 - Strabismus Loss of stereopsis
 - − " Amblyopia

Fine Motor / Adaptive

- Midline hand play (3 mo)
- Reach / Grasp / Transfer (5-7 mo)
- Pincer (9-10)
- Index finger exploration (9-10)
- Tool Use (12-14)
 - Spoon
 - Crayon
- Hand preference (>12-18)

Gross Motor

- Righting
 - Head control (2-4 m)
 - Sitting (6-9 m)
 - Hands & Knees (9 m)
 - Standing (10-12 m)
- Walking (12 +)
- Stairs (18-24 m)
- Riding toys ("Flintstone") 24 mo
- Tricycle (36 m)

Cerebral Palsy

Cerebral Palsy

- Abnormality of movement, tone, and/or posture
- Due to static CNS abnormality
- Arising during the developmental period (conception to age 5 yrs)

"Cerebral Palsy"

- Not limited to the cerebrum. May include any upper motor neuronal pathways:
 - -Basal Ganglia
 - -Cerebellum
- Not a palsy (not weak)

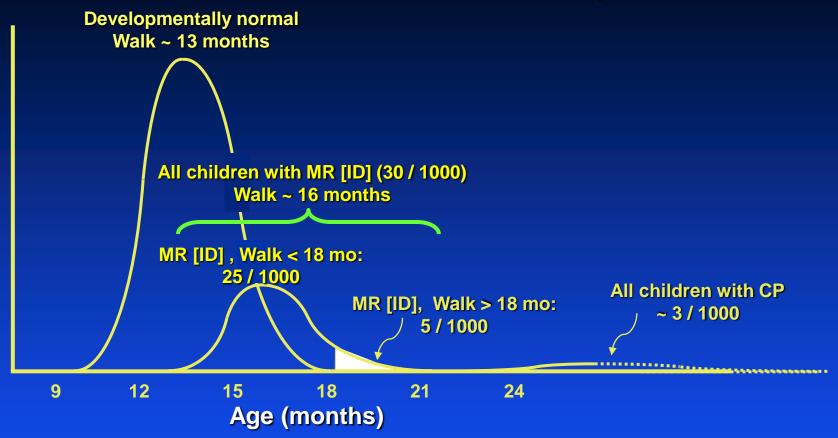
Cerebral Palsy - PE

- Hyper- or hypotonicity
- Hyperreflexia
- Persistent primitive reflexes
 - Asymmetric Tonic Neck Reflex (ATNR)
 - Tonic Labyrinthine (TL)
- Athetiod movements

Cerebral Palsy - 3 Pearls

- Usually not due to birth injury
- Most children with CP do not have MR [ID]
- The most common cause of gross motor delay is *not* CP, but MR [ID] (even though most children with MR [ID] have normal gross motor milestones).

MR, CP, and Gross Motor Delay



The most common cause of GMD is MR [ID], even though most children with MR [ID] walk within normal limits for age.



Cognitive Development

General Intelligence

- Language
- Problem Solving
- Adaptive Skills
- Play

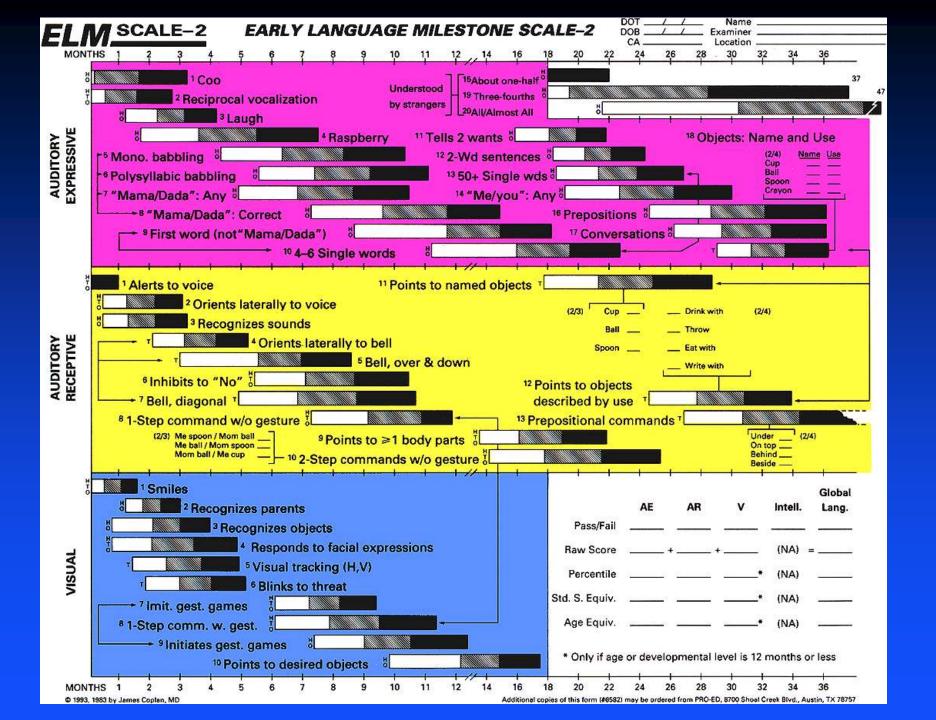
Definitions - Language

- A symbol system for the storage or exchange of information
 - Spoken / Written languages
 - American Sign Language
 - Braille
 - Morse Code
 - Binary (computer) code
- Speech is only one element of language
 - A child may have normal *language* with impaired or absent speech
 - Deafness, Dysarthria

Definitions

- Components of auditory expressive language
 - Semantics (word meaning)
 - Pragmatics (social function of language)
 - Syntax (structure: word order, e.g.)
 - Prosody (inflection)
 - Fluency (rate, rhythm)
 - Intelligibility (clarity)
 - Voice (hoarse? "breathy"?)

Language Acquisition



Auditory Expressive

- Content
- Intelligibility

Aud. Expressive: Content

- Prelinguistic utterances
 - Lack symbolic meaning
- Single words
- 2-word phrases
- Telegraphic speech
- Sentences

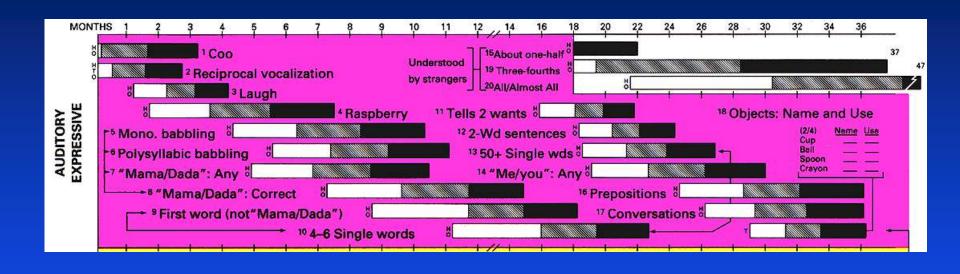
Pre-linguistic utterances

- Cooing
 - open vowels
- Monosyllabic babbling
 - ma, ba, da, ga
- Polysyllabic babbling
 - lalala, nanana, mamama, dadada, etc

Pre-linguistic utterances

- Birth to ~ 9 mo: Universal
 - Regardless of language of rearing
 - Regardless of ability to hear
- After 9 mo:
 - Hearing infants: emulate language of rearing
 - Deaf infants: Loss of babbling

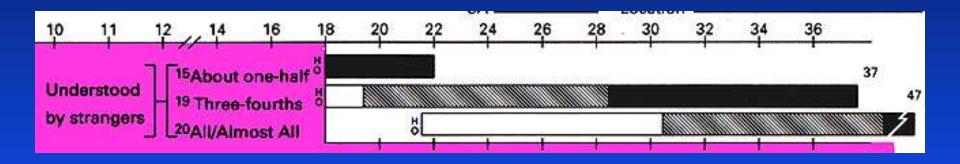
Auditory Expressive



Intelligibility (Clarity)

- % of child's speech understandable by strangers (even if mispronounced)
- Rule of 4's:
 - Age in Yrs / 4 = % intelligible
 - 1 yr: 1/4
 - 2 yr: 2/4
 - 3 yr: 3/4
 - 4 yr: 4/4

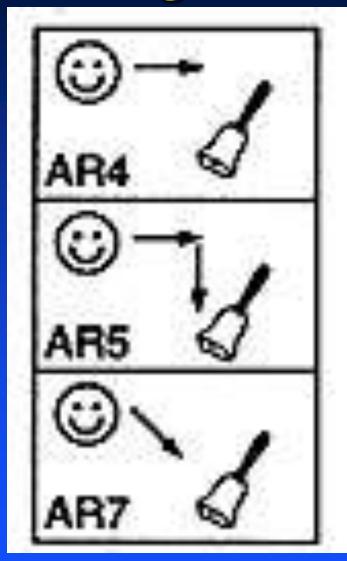
Auditory Expressive - Intelligibility



Auditory Receptive: Pre-Linguistic

- Alerting to sound (0-1 mo)
- Recognition of voice / sound (~ 3 mo)
- Orienting to sound (5-9 mo)
- Recognizes own name (9 mo)
- Follows commands
 - Understands "No" (9 mo)
 - 1-step commands with gesture: (9 mo)
 - 1-step commands w/o gesture (12 mo)
 - 2-step commands (24 mo)
 - etc.

Orienting to sound



Auditory Receptive: Linguistic

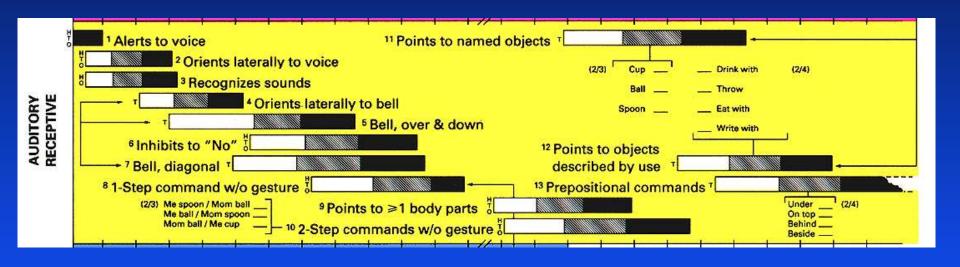
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 - etc.



Auditory Receptive: Linguistic

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 - etc.

Auditory Receptive



Visual Language

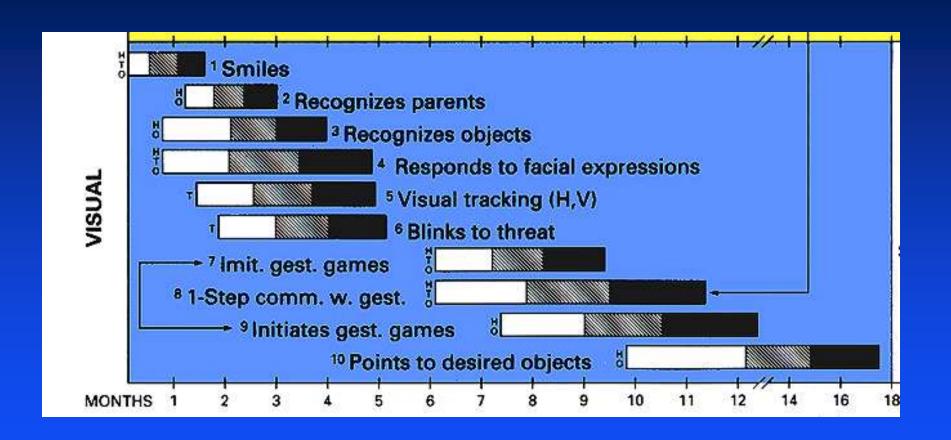
- Pre-Linguistic
 - Eye contact
 - Social smile
 - Visual recognition
 - Gesture games

Points to desired objects



Babbling in the manual mode: Evidence for the ontogeny of language. Petitto LA and Marantette PF. Science 251; 1493-1496, 1991

Visual



A simple mnemonic

As easy as 1-2-3-4

Age	Auditory Expressive		Auditory	Visual
	Content	Intelligibility	Receptive	v isuai
1 yr	1 single word	1/4	1-step commands	Index finger pointing
2 yr	2-wd phrases	2/4	2-step commands	
30 mo	3-5 wd phrases			
3 yr	Sentences	3/4	3-step commands	
4 yr		4/4		



"Now that we've got this wrapped up, I'd like to get into math."

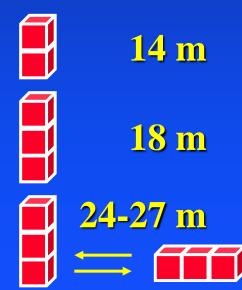
Problem Solving

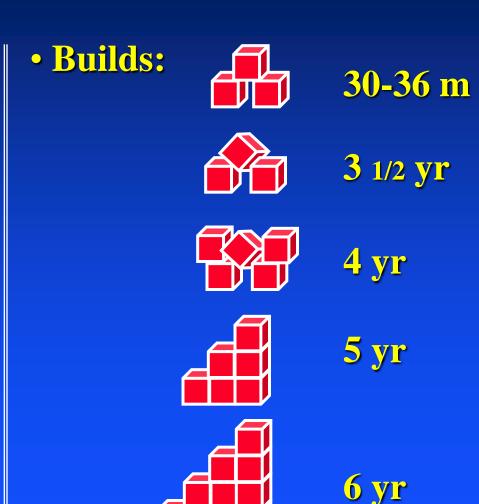
- Object permanence
- Tool Use
- Cause and effect
- Progressively more complex visualspatial tasks

Problem-Solving

1" Cubes

- Takes one: 6 m
- Transfers: 7 m
- Bangs two: 9 m
- Takes three: 10-12 m
- Copies





Problem-Solving

Crayon

- Mouths: < 9 m
- Makes marks 10-12 m
- Scribbles p demo: 14 m
- Scribbles spont: 16 m
- Alternates from stroke to scribble: 22 m

• Draws:

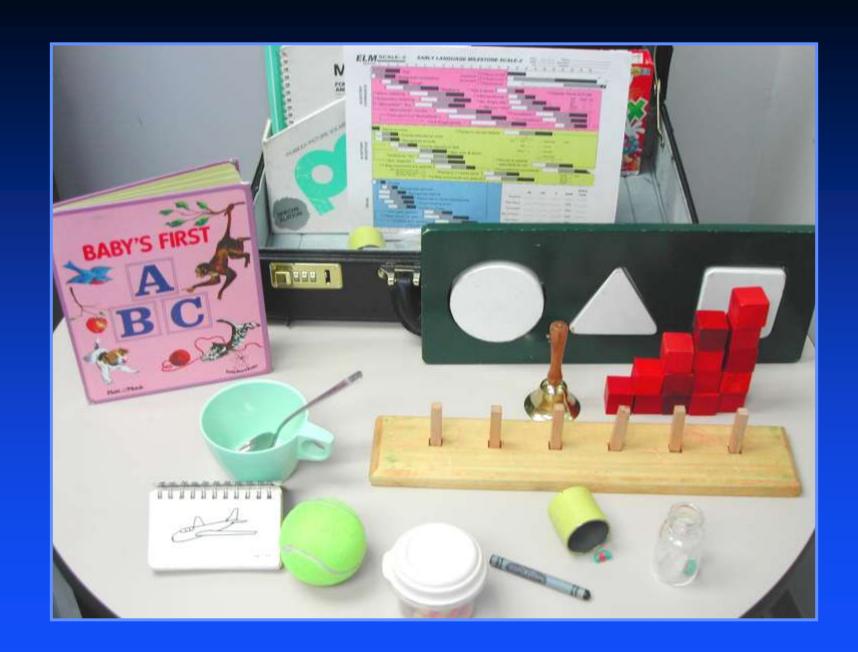












Adaptive Skills

Self-feeding

- Finger-feeding (7 m)
- Cup (no lid; 9-10 m)
- Spoon (tool use; 12 m)

Self-dressing

- Unbuttoning, buttoning (33-36 m)
- Zippers, Snaps (48 m)
- Tie shoes (5 y)

Self-grooming

Play – The Missing Milestone

Sensorimotor

- Midline hand play (3 mo)
- Banging & Mouthing (7 9 mo)
- Casting (12 mo)
- Tools (crayon) ~ 14 mo
- Cause & Effect (14 to 16 mo & up)

Pre-Operational

- Imitative Play (24 mo)
- Imaginative Play (36 mo)

Play (cont.)

- Rule-based play
 - Concrete Operations
 - 1 to 1 correspondence, Unicausality:
 - UNO, Old Maid, Memory, etc
 - Simple cause and effect (checkers)
 - Formal Operations
 - Multicausality, probability, teamwork
 - Bridge
 - Poker
 - Chess



Cognitive Delay (Mental Retardation / Intellectual Disability)

Definition

- Significantly sub-average general intellectual function
- Delayed adaptive skills
- Arising during the developmental period

Definition (2)

- Significantly sub-average general intellectual function:
 - 2 or more SD below mean on a standardized test of intelligence
 - Language
 - Problem-Solving
 - Mean = 100; SD = 15 or 16

Definition (3)

- Mild MR: -2 to -3 SD (69 55)
- Moderate: -3 to -4 SD (54 40)
- Severe: -4 to -5 SD (39 25)
- Profound: > -5 SD

Predictive Value of Infant Developmental Testing

Prognosis

• "Contrary to the popular view, the younger the child, the more serious the prognostic significance of every degree of true retardation. Other things being equal, retardation, like a shadow, lengthens with the lapse of time."

Gesell and Amatruda's Developmental Diagnosis 3rd edition, p 141

Medical Evaluation

Why a medical evaluation?

- Specific etiology
 - Recurrence risk?
 - Associated medical needs?
 - Connect parents to other parents of children with same underlying medical condition
 - Peace of mind

Family Function

- The unit of treatment is the family
 - Parents
 - Siblings
 - Other supports
- Family mental health
 - Stages of grieving
 - "Chronic sorrow"
 - Adaptation
- Stress points in family life cycle

Medical

Educational

- Etiologic Dx
- Medical conditions
- Prognosis

- Functional Dx
- Formulate Therapy Program
- Family Function

Ongoing educational intervention

Thank you.