

COG 8: Cause and Effect

Child demonstrates an increasing ability to observe, anticipate, and reason about the relationship between cause and effect

Mark the latest developmental level the child has mastered:

Responding		Exploring		Building			Integrating
Earlier <input type="radio"/>	Later <input type="radio"/>	Earlier <input type="radio"/>	Later <input type="radio"/>	Earlier <input type="radio"/>	Middle <input type="radio"/>	Later <input type="radio"/>	Earlier <input type="radio"/>
<p>Responds or shows anticipatory excitement to people, objects, or actions</p> <p>Possible Examples</p> <ul style="list-style-type: none"> • Widens eyes or opens mouth when a bottle or breast is presented. • Quiets in response to an adult's voice. • Orients to a music toy nearby. 	<p>Repeats actions that have effects</p> <ul style="list-style-type: none"> • Shakes a rattle, pauses, then shakes it again. • Kicks repeatedly at a mobile to make it move. • Vocalizes, gains a familiar adult's attention, and vocalizes again. 	<p>Tries out different behaviors to cause effects</p> <ul style="list-style-type: none"> • Pulls an adult's hand to child's face to continue a game of peek-a-boo. • Makes a game of pushing different objects off a table, watching or listening as they fall. • Presses different buttons on a toy and notices what happens. 	<p>Searches for possible causes of actions, events, or behaviors</p> <ul style="list-style-type: none"> • Tries to turn a doorknob after watching an adult open and close the door. • Looks up in the sky and points when hearing a loud noise from a plane flying overhead. • Pushes on different parts of a toy to try to make music turn on again. 	<p>Acts on objects to cause a specific result</p> <ul style="list-style-type: none"> • Pours water into a water wheel to make it spin. • Puts a toy car in a tube and watches it roll out the other end when the tube is tilted. • Pulls or directs an adult to pull a tab in an interactive book. 	<p>Acts in ways that take into account an anticipated result</p> <ul style="list-style-type: none"> • Puts hands over ears before someone pops a balloon or makes another type of loud noise. • Requests a hat before going outside on a bright day. • Yells out when observing a toy about to fall from a shelf. • Gets rocks to hold paper down during an outdoor art activity on a windy day. 	<p>Offers possible explanations for why certain actions or behaviors result in specific effects</p> <ul style="list-style-type: none"> • Communicates, "The ice melted and made water because it's hot in the sun." • Points to wilted leaves on a plant and communicates that the plant needs water. • Communicates that the lettuce in the garden is all gone and that maybe a rabbit ate it. • Uses communication device to describe how a plant grows from a seed. 	<p>Shows understanding that variations in actions or degrees of actions with the same objects or materials cause different results</p> <ul style="list-style-type: none"> • Communicates, "If I kick the ball harder, it will go really far!" during outdoor play. • Enlarges the base of a block tower by replacing small blocks with large blocks after the tower keeps falling over. • Communicates to a peer about how to feed the fish: "We have to give it a little bit of food every day. If we give it too much, it will get sick."

- Child is emerging to the next developmental level
- Unable to rate this measure due to extended absence

