

Writing tips

6 to 12 months

- Hold toys within your baby's reach so that they can touch and feel as well as see them. Babies like toys that move and make noises.
- Sit with your baby on your knee when you're writing so they can watch you.
- Let your baby crawl on different surfaces, like grass, carpet, mud, gravel as well as smooth floors.
- Dip your hands in a bowl of warm water and let the drips fall back into the water or on to some coloured paper – let your baby join in.
- Use the bubbles in the bath to make patterns.
- Put finger paint or soft food on your baby's high chair tray and let them make marks and patterns in it.
- Sing and say action rhymes, encouraging your baby to join in with the actions, such as Round and round the garden.
- Read stories and look at books, point at things in the pictures and the words you're reading.



Did you know?

Babies need to spend time at floor level on their backs and their tummies, as well as on your knees and in your arms. This helps your baby gain control of the muscles in their hands, bodies and eyes. They need to learn to coordinate hand and eye movements.

This leaflet is from a series of five, each leaflet covers a different age range from birth to five years old. Children develop at their own rates and in their own ways. The ages are suggestions of typical ranges of development.

If you have any concerns about your child's development, speak to your GP, health visitor or someone at your local Sure Start Children's Centre.

You can find all the leaflets and more advice about child development on the Surrey Family Information Service webpages

www.surreycc.gov.uk/earlylearning



"What I like"

- Reaching out to touch things that interest me.
- Joining in with action songs and finger rhymes.
- Moving around – rolling and crawling.
- Feeling different textures, like water, sand, bubbles and my food.

"What I can do"

- Reach out for toys with two hands.
- Begin to pick up and hold things.
- Sit up, roll and crawl.
- Begin to move my fingers purposefully.



SURREY