



## Two Years Old

With the beginning of a new year, your child will be discovering and learning new skills, as well as refining past accomplishments. The following descriptives of the development of a two year old will give you an idea of what to look for during this year. The programs at Encompass Early Education and Care, Inc. provide growth, development and reinforcement of these behaviors, skills and concepts.

Each child is unique and develops at his/her own pace; however, the environment and the ability of each caretaker to incorporate these factors into daily experiences that are developmentally appropriate, challenging, fun, and nurturing are key to development. We are grateful to have the opportunity to celebrate this year and your child's accomplishments with you.



**Early Education and Care, Inc.**

### Mission Statement

Encompass Early Education and Care, Inc. is a not-for-profit organization providing education and care for children and support for families with a commitment to compassion, quality and advocacy.

### Physical Development

- leads with one foot walking up and down stairs
- jumping off low levels
- kicking a ball
- scribbling with crayon or marker
- imitating horizontal and vertical lines
- drawing a circle
- threading beads on a string

### Social/Emotional Development

- attempts to dress self
- awareness of others in group
- engages in parallel play
- beginning to cooperate with others
- awareness of emotions and feelings of self and others
- begins to show pride in projects
- explores everything
- sees self as powerful and creative
- aware of bodily needs

### Communication/Language Development

- begins to recite simple rhymes, songs, finger plays
- combines words to make sentences
- vocabulary of 200 words
- uses adjectives, adverbs
- identifies and defines use of familiar things (i.e., body parts, household items)
- begins to use plurals

### Thinking/Intellectual Development

- identifies familiar objects by touch
- classifies objects into two groups (large vs. small)
- begins to "pretend" play
- sorts things into categories—hard vs. soft
- labels familiar items (i.e., balls, coats, spoons, pans)
- uses names for self and others