

BHUTAN CHILD DEVELOPMENTAL SCREENING TOOL: 10 WKS (2½ months)

Note for the screener: If the child is 'Preterm' ensure that age is corrected before screening

Developmental Domains	Milestones		C4CD Plus intervention	
PHYSICAL DEVELOPMENT	Moves hands and legs actively and equally on both sides.	Yes	No	<ol style="list-style-type: none"> 1. Massage and cuddle the baby often. 2. Play the game: "Baby Dance" (Session 10 – Playing games with our hands).
	Baby can hold head in line with body when held in a horizontal position, up in the air (ventral suspension).	Yes	No	<ol style="list-style-type: none"> 1. Lay your baby on his tummy when he is awake and put toys in front of him. 2. Lay your baby on his tummy and encourage your baby to lift his head by holding toys at eye level in front of him. <p>[Note: only do these under supervision].</p>
	When a toy/small object/finger is placed in baby's hand, s/he holds it briefly.	Yes	No	<ol style="list-style-type: none"> 1. Keep your baby's hands free and place colorful and soft toys/objects for your baby to hold. 2. To stimulate your baby's grasping reflex, try putting a toy or colourful object slightly out of his reach and encourage him to grab it.
COMMUNICATION/ LANGUAGE	Startled response to sound.	Yes	No	<ol style="list-style-type: none"> 1. Talk, read and sing to your baby as much as possible. While talking and reading use different intonation and lower and increase your voice. 2. Play the game: "Tap, Tap, Tap" (Session 1 – Playing games with cups).
	Makes cooing sounds.	Yes	No	<ol style="list-style-type: none"> 1. Act excited and smile when your baby makes sound. 2. Copy your baby's sounds.
PROBLEM SOLVING / COGNITION	Looks at object/face that is close by (8-10 inches).	Yes	No	<ol style="list-style-type: none"> 1. Hold bright colored toy above your baby's head and encourage to look at the toy. 2. Play the game: "Ku ku" (Session3 – Playing games with a cloth)
	When you move around, s/he follows you with his/her eyes.	Yes	No	<ol style="list-style-type: none"> 1. Begin by holding a simple toy (like a ball or set of baby keys) about nine inches away from your baby's eyes. Patiently wait for her eyes to locate the object in her vision. To capture her attention, you may need to shake the object. Then slowly move the object left to right and allow her to track the object. 2. Play the game: "Tap, Tap, Tap" (Session 1 – Playing games with cups).
PERSONAL – SOCIAL	Cries when s/he is hungry, wet, tired, wants to be held or when uncomfortable.	Yes	No	<ol style="list-style-type: none"> 1. Sometimes you might not know why your baby is crying. It is important to understand that your baby maybe crying for different reasons and know how to respond. The following tips might be helpful. <p>Why babies cry and how to respond: Hungry Baby. The most common reason babies cry is because they are hungry. They stop crying at the onset of feeding. By the end of the feeding, they are happy.</p> <p>Sleepy Baby. The second reason babies cry is they need sleep. They need their parent to put them in a comfortable position. They may be swaddled and laid on their back. Then they fuss a little and fall asleep.</p>

				<p>Fed Too Much. Some babies cry because of a bloated stomach from overfeeding. Unlike gas, too much milk can cause discomfort that lasts a short time.</p> <p>Caffeine. Caffeine is a stimulant that can cause increased crying and trouble falling asleep. Breastfeeding mothers need to limit their caffeine intake.</p> <p>Clothing. Being too hot or too cold can make a baby cry.</p> <p>Dirty Diaper. Stool is very irritating to the skin. If not cleaned off, it can cause pain and burning.</p> <p>Pain (Serious). Painful causes include an earache, mouth ulcers, or a raw diaper rash. An ulcer on tip of penis may also cause pain and crying. These babies cry a lot and are not happy when they are not crying. They need to see a doctor to make a diagnosis. Fever in this age group is serious until proven otherwise.</p> <p>Note: Lots of crying might make you feel frustrated, upset or overwhelmed. It's OK to take some time out until you feel calmer. Put your baby in a safe place, or ask someone else to hold him for a while. Try going to another room to breathe deeply, or call a family member or friend to talk things through. Never shake a baby. It can cause bleeding inside the brain and likely permanent brain damage.</p> <p>2. Pay attention to your baby's different cries so that you learn to know what s/he wants.</p>
	Begins to smile when you talk to him/her.	Yes	No	<p>1. Talk, sing and read to your baby.</p> <p>2. Act excited and smile when your baby makes sounds</p>

Results: <input type="checkbox"/> Development on track <input type="checkbox"/> Needs monitoring <input type="checkbox"/> Needs further assessment	Action: <input type="checkbox"/> C4CD Plus intervention <input type="checkbox"/> Rescreen in _____ weeks <input type="checkbox"/> Next well child clinic visit <input type="checkbox"/> Referral for further assessment
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Comments:

Screened by: _____

Date: / / 3 - Letter Health Facility Code: _____

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BHUTAN CHILD DEVELOPMENTAL SCREENING TOOL: 14 WKS (3½ months)

Note for the screener: If the child is 'Preterm' ensure that age is corrected before screening

Developmental Domain	Milestone	Yes	No	C4CD Plus interventions
PHYSICAL DEVELOPMENT	Raises head up off surface and supports self on forearms when lying on stomach.	Yes	No	<ol style="list-style-type: none"> Lay your baby on her tummy when she is awake and put toys near her. Encourage your baby to lift her head by holding toys at eye level in front of her. Caution: only do this under supervision.
	Stretches legs out when lying on stomach or back.	Yes	No	<ol style="list-style-type: none"> Play the game: "Baby Dance" (Session 10 – Playing games with our hands). Note: Do not keep your baby wrapped with blanket all the time. Ensure warm conditions.
	The infant pushes feet against a firm surface while held upright.	Yes	No	<ol style="list-style-type: none"> Hold your baby upright with her feet on the floor. Sing or talk to your baby as she is upright. Help your baby upright and let her bounce, this will help your baby get walking muscles ready.
	Opens and shuts hands (opens and makes fists).	Yes	No	<ol style="list-style-type: none"> Hold out different toys or objects and see if they will reach for them. Try to give them things that can be easily grasped. Press a lightweight toy or a rattle in her hand and let her grip it, explore it or shake it, and drop it when she loses interest.
COMMUNICATION/ LANGUAGE	Reacts in response to sound that is presented out of their line of vision.	Yes	No	<ol style="list-style-type: none"> Keep your baby on your lap and read to your baby with intonation. Try making a noise behind your child when he doesn't expect it and see if he responds. You can play a loud noise to see if he startles or play a quiet sound that represents something he loves to see if he looks around for it. For example, if your child loves a particular toy that makes noise, activate the toy behind your child's back when he can't see it.
	Makes sounds like cooing and gurgling.	Yes	No	<ol style="list-style-type: none"> Copy your baby's sounds. Act excited and smile when your baby makes sounds.
	Makes sounds to express that they are happy.	Yes	No	<ol style="list-style-type: none"> Play the game "Baby's story" (Session 11 - Playing games with books and pictures) Act excited and smile when your baby makes sounds.
PROBLEM SOLVING / COGNITION	When you move around s/he follows you with her/him eyes.	Yes	No	<ol style="list-style-type: none"> Hold a bright colored toy above your baby's head and move it around. Encourage him to look at the toy. Play the game: "Tap, Tap, Tap" (Session 1 – Playing games with cups). Hang bright colored toys/objects above your baby's bed/crib/cribble.
	When you dangle a toy/small object above your baby while lying on back, s/he tries to reach it.	Yes	No	<ol style="list-style-type: none"> Hold a toy or rattle above your baby's head and encourage her to reach for it. Hold a toy in front of her while she is sitting on your lap and let her try to reach for it.
PERSONAL - SOCIAL	Smiles when you talk to her/him.	Yes	No	<ol style="list-style-type: none"> Cuddle, talk, and play with your baby during feeding, dressing, and bathing. Act excited and smile when your baby makes sounds.

	Watches her/his hands.	Yes	No	<ol style="list-style-type: none"> 1. Touch your baby's hands and fingers. Touch also helps a baby learn where his fingers and hands are. The more touch, the greater the awareness. 2. Put age-appropriate toys or rattles in your baby's hand and help him to hold them. 3. Play the game: "Baby Dance" (Session 10 – Playing games with our hands). <p>[Note: Keep baby's hand free of mittens particularly indoors and when not too cold.]</p>
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BHUTAN CHILD DEVELOPMENTAL SCREENING TOOL (CDST 18w)

Screening Schedule: 18 weeks (4 ½ months)

Note for the screener: If the child is 'Preterm' ensure that age is corrected before screening

DEVELOPMENTAL DOMAIN	MILESTONES		C4CD PLUS INTERVENTION	
PHYSICAL DEVELOPMENT	In supported sitting, holds his/her head steadily.	Yes	No	<ol style="list-style-type: none"> 1. Cradle your baby's neck or head when you lift him, and slowly remove the support. Practice this several times a day. 2. Keep the baby in supported sitting position and hold a toy or rattle above your baby's head and encourage him to reach for it.
	When on tummy, holds head straight up, looking around and supports self on forearms or hands.	Yes	No	<ol style="list-style-type: none"> 1. Lay your baby on his tummy and put toys in front of him so that he can reach for them 2. Lay your baby on his tummy and hold a toy or rattle above your baby's head and encourage him to reach for it. <p>[Note: Only do these activities under supervision]</p>
	Flexes hips and knees towards chest (places hands on knees).	Yes	No	<ol style="list-style-type: none"> 1. Play the game: "Baby Dance" (Session 10 – Playing games with our hands) 2. Place the baby on his back, sing a song and gently move the baby's feet towards his chest. Repeat this several times.
	When standing with support, feet are mostly flat on surface.	Yes	No	<ol style="list-style-type: none"> 1. Kneel or sit on the floor in front of a strong low table or a low sofa/chair/bed/furniture. Put some favourite or interesting toys on the furniture. Sit your baby on your knee with his feet on the floor. Encourage him to reach forward and hold onto the furniture. Put your hands around his hips and help him to stand by moving his hips forwards as he straightens his legs. 2. Hold your baby upright with feet on the floor and sing or talk to your baby as he stands with support. <p>[Note: Keep baby barefoot as often as possible. Babies rely on "feel" to guide them, and by feeling the ground they can adjust their standing balance as needed.]</p>
	Brings hand to mouth.	Yes	No	<ol style="list-style-type: none"> 1. Play the game: "Baby Dance" (Session 10 – Playing games with our hands). 2. Press a lightweight toy or a rattle in her hand and let her grip it, help her to bring to her mouth. 3. Give baby soft toys or items that are easy for little fingers to grab and bring to their mouth for exploration. Remember baby can't open their hand to let go of a toy on their own yet so you may hear some fussing when they need your help.
	Reaches and grabs a toy/object using both hands at once.	Yes	No	<ol style="list-style-type: none"> 1. Hold a toy or rattle above your baby's head and encourage him to reach for it. 2. Give age-appropriate toys to play with, such as rattles or colorful pictures. 3. Put toys near your baby so that he can reach for them and help him to hold them.
	COMMUNICATION / LANGUAGE	Makes sound when seeing toy/object or people.	Yes	No

	Laughs aloud.	Yes	No	<ol style="list-style-type: none"> 1. Copy your baby's sounds. 2. Act excited, smile and laugh aloud when your baby makes sounds. 3. Talk, read, and sing to the baby as much as possible.
	Follows sounds with his/her eyes	Yes	No	<ol style="list-style-type: none"> 1. Play the game: "Tap, Tap, Tap" (Session 1 – Playing games with cups). 2. Hold a toy or rattle above your baby's head and encourage him to reach for it.
PROBLEM SOLVING / COGNITION	When a toy/object is placed in hand, child looks at it and puts in mouth.	Yes	No	<ol style="list-style-type: none"> 1. Put age-appropriate toys or rattles in your baby's hand and help him to hold them. 2. Press a lightweight toy or a rattle in her hand and let her grip it, help her to bring to her mouth. 3. Play the game: "Baby Dance" (Session 10 – Playing games with our hands).
	Recognizes familiar people and things.	Yes	No	<ol style="list-style-type: none"> 1. As your baby grows and learns to recognize more of her playthings, you can play "Ku ku" (Session 3 – Playing games with a cloth). hiding toys under a blanket or behind a pillow and watching baby's face light up as each toy is "found." 2. Snap photos of friends and family members in your grandbaby's life. Show the photos to your baby and name each person. Over time, your baby will begin to point, smile, and maybe reach for the people in the pictures.
PERSONAL - SOCIAL	Plays with own hands, fingers, or people.	Yes	No	<ol style="list-style-type: none"> 1. Touch your baby's hands and fingers. Touch also helps a baby learn where his fingers and hands are. The more touch, the greater the awareness. 2. Sing songs with your baby that have hand motions that go along with the lyrics. For example, songs and rhymes like "Bji chu chi", ". Your baby will start to copy your gestures. 3. Play the game: "Baby Dance" (Session 10 – Playing games with our hands).
	Smiles spontaneously at people.	Yes	No	<ol style="list-style-type: none"> 1. Hold and talk to your baby; smile and be cheerful while you do. 2. Act excited and smile when your baby makes sounds. 4. Play the game: "Ku ku" (Session 3 – Playing games with a cloth). Being rewarded with smiles and giggles makes the game of Kuku enjoyable. Babies will typically start to react with smiles during simple games.

Results: <input type="checkbox"/> Development on track <input type="checkbox"/> Needs monitoring <input type="checkbox"/> Needs further assessment	Action: <input type="checkbox"/> C4CD Plus intervention <input type="checkbox"/> Rescreen in _____ weeks <input type="checkbox"/> Next well child clinic visit <input type="checkbox"/> Referral for further assessment
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Comments:

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BHUTAN CHILD DEVELOPMENTAL SCREENING TOOL (CDST 6m)

Screening Schedule: 6 months

Note for the screener: If the child is 'Preterm' ensure that age is corrected before screening

DEVELOPMENTAL DOMAIN	MILESTONES	Yes	No	C4CD PLUS INTERVENTION
PHYSICAL DEVELOPMENT	Sits with support of her/his hand.	Yes	No	<ol style="list-style-type: none"> 1. Play the game: "Baby's story" (Session - Playing games with books and pictures). While doing this keep your baby on your lap so that both of you are facing the picture. 2. Spend more time holding your baby up to a sitting position and support her with pillows if the baby is not able to sit independently.
	Rolls from back to tummy, getting both arms out from under the body.	Yes	No	<ol style="list-style-type: none"> 1. Lay your baby on her back when she is awake and hold a toy or shake a rattle on both sides of your baby's head and encourage her to reach for it. Make sure you give her plenty of praise when she does roll over from her back to her tummy. [Note: Only do this under supervision.]
	During supported standing, the child is able to bear weight on the legs.	Yes	No	<ol style="list-style-type: none"> 1. Hold your baby upright with feet on the floor and sing or talk to your baby as she stands with support. 2. Gently encourage your baby to pull to standing position. While doing this praise her. 3. Sit on the floor and help your baby balance her feet on your thighs. Watch her bounce up and down with delight.
	Grabs a toy you offer and looks at it, waves it or chews on it.	Yes	No	<ol style="list-style-type: none"> 1. Offer toys which makes noise so that the baby enjoys shaking /mouthing /dropping them.
COMMUNICATION/ LANGUAGE	Babbles sounds "bababa", "mamama", "tatata".	Yes	No	<ol style="list-style-type: none"> 1. Begin a conversation with your baby. When your baby babbles, respond to her with a smile. Point to your baby's clothes and describe them. Explain to your baby what you are feeding her, or what she is surrounded by. Babies love this, as it encourages them to talk. 2. Talk about the pictures in storybooks to your baby every day. Praise her when she babbles. 3. Copy your baby's sounds and words. Repeat your baby's sounds and say simple words with those sounds. For example, if your baby says, "bah say "bottle" or "book". This example is contradictory to the statement "copy" if the baby says "bah" the adult should also be saying "Bah" instead of bottle and book.
	Stops babbling when another person talks.	Yes	No	<ol style="list-style-type: none"> 1. Have "conversations" and wait for a pause in your baby's babble to "answer." [Note: The give-and-take of these early discussions will set the stage for those first real words and conversations in the months to come]. 2. Ask your baby questions and respond enthusiastically to whatever answers you get.
	Looks in the direction of your voice.	Yes	No	<ol style="list-style-type: none"> 1. Call the name of your baby from time to time. Use her name frequently when you talk to her, and soon

				<p>she'll make the connection between herself and her name and turn to you when you call her. When Baby looks at you and smiles at the sound of her name, reward her with hugs and kisses.</p> <ol style="list-style-type: none"> 2. Make your baby sit with you while your husband hides behind an object like a sofa or curtain and says the baby's name. Your baby will recognize your husband's voice and her name and will look around curiously to determine the source of the sound. Encourage your baby and give clues by pointing in the direction of your husband. 3. Talk to your baby all day long. Tell him what you are doing, what you see.
PROBLEM SOLVING / COGNITION	Shows curiosity and tries to reach for objects at a distance.	Yes	No	<ol style="list-style-type: none"> 1. Place toys and other clean, safe things around for the baby to look, hold and touch. 2. Play the game: "Where did it go?" (Session 1 – Playing games with cups). 3. Play the game: "Knock it down" (Session 2 – Playing with household items). 4. Play the game: "Discover objects" (Session 2 – Playing games with household items).
	Plays by banging a toy/object up and down on the floor or table.	Yes	No	<ol style="list-style-type: none"> 1. Place toys and other clean, safe things around for the baby to look, hold and touch. 2. Provide appropriate and safe toys to your baby and play with him on the floor with your baby every day.
	Responds to interactive games such as peek-a-boo (kuku).	Yes	No	<ol style="list-style-type: none"> 1. Play the game: "Ku ku" (Session 3 – Playing games with a cloth). 2. Play the game: "Where did it go?" (Session 1 – Playing games with cups). 3. Play the game: "Knock it down" (Session 2 – Playing with household items). 4. Play the game: "Discover Objects" (Session 3 – Playing games with a cloth).
PERSONAL - SOCIAL	Shows recognition of caregivers by reaching, smiling, inspecting their faces.	Yes	No	<ol style="list-style-type: none"> 1. Play the game: "Ku ku" (Session 3 – Playing games with a cloth). 2. Make eye contact with your baby. Look right into her eyes when you are feeding her, changing her diaper, and bathing her. She'll look right back. It's a great time to bond with your baby. 3. Be silly with your baby. Make funny faces, wear pants on your head, and pretend to eat her toes. It's fun for you, and it makes your baby laugh.
	Lifts arms to parents/caregivers/familiar faces.	Yes	No	<ol style="list-style-type: none"> 1. Make eye contact with your baby. Look right into her eyes when you are feeding her, changing her diaper, and bathing her. She'll look right back. It's a great time to bond with your baby. 2. Respect your baby's feelings. Be with her when she is happy and when she is crying. Try to be present and fully engaged in the moment with your baby. 3. Give your baby kisses, hugs, snuggles. Touch her. Massage her. Talk to her and play with her as much as possible.

Results:

- Development on track
- Needs monitoring
- Needs further assessment

Action:

- C4CD Plus intervention
- Rescreen in _____ weeks
- Next well child clinic visit
- Referral for further assessment

Comments:

Screened by: _____

Date: / / 3 - Letter Health Facility Code: _____

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BHUTAN CHILD DEVELOPMENTAL SCREENING TOOL (CDST 9m)

Screening Schedule: 9 months

Note for the screener: If the child is 'Preterm' ensure that age is corrected before screening

DEVELOPMENTAL DOMAIN	MILESTONES		C4CD Plus Interventions	
PHYSICAL DEVELOPMENT	Gets to sitting position from lying position without assistance.	Yes	No	<ol style="list-style-type: none"> 1. Provide lots of room for your baby to move and explore in a safe area. 2. Put your baby close to things that he can pull up on safely.
	Moving on the floor by any of the following ways: creeping, crawling or bum scooting.	Yes	No	<ol style="list-style-type: none"> 3. Provide lots of room for your baby to move and explore in a safe area. 4. Keep toys slightly out of baby's reach when he is on the floor so that it encourages the baby to move on the floor by either creeping/crawling.
	Pulls to stand holding onto a stable support (chair, low table, sofa etc.).	Yes	No	<ol style="list-style-type: none"> 1. Put your baby close to furniture such as tables and beds that he can use as support to pull himself up. 2. Keep toys that the baby likes on a low table or furniture so that it encourages the baby to stand by pulling onto the furniture.
	Picks up a small object (peas, maize) by using thumb and all fingers (raking motion)	Yes	No	<ol style="list-style-type: none"> 1. Let the baby pick up small edible things like maize or chana grains and put it in a container with a wide mouth. Note: Do this only under close supervision. The grains should be put away out of the reach of your baby after the activity. Your baby may choke on the grains. 2. Place small toys/objects nearby your baby and encourage him to pick by himself.
COMMUNICATION/ LANGUAGE	Babbles "badada", "badaga", etc.	Yes	No	<ol style="list-style-type: none"> 1. Copy your baby's sounds and words. Repeat your baby's sounds and say simple words with those sounds. For example, if your baby's says "bah" say "bottle" or "book". 2. Talk about the pictures in storybooks to your baby every day. Praise him/her when s/he babbles.
	Tries to imitate the sound/word that you made to the baby.	Yes	No	<ol style="list-style-type: none"> 1. Copy your baby's sounds and words. Repeat your baby's sounds and say simple words with those sounds. For example, if your baby says "bah" say "bottle" or "book". 2. Talk about the pictures in storybooks to your baby every day. Praise him when he tries to copy your sounds.
	Looks in the direction of your voice even when out of sight.	Yes	No	<ol style="list-style-type: none"> 1. Stand behind your baby or at a distance where your baby cannot see you and call out his name to observe if the baby looks in the direction of your voice. Practice several times. 2. Sing simple songs or narrate what you are doing to see if the baby responds in your direction.
PROBLEM SOLVING / COGNITION	Able to pass a toy/object back and forth from one hand to the other.	Yes	No	<ol style="list-style-type: none"> 1. Give safe, clean objects like small ball, cups or toys for the baby to hold and encourage to pass from one hand to the other. 2. Keep babies' hands busy with favourite toys.

	Inspects toys/objects with curiosity in different ways (shaking, banging, throwing, dropping).	Yes	No	<ol style="list-style-type: none"> 1. Play the game: “Drumming” (Session 2- Playing with household items). 2. Play the game: “Knock it down” (Session 2 – Playing with household items). 3. Put some maize grains/rice/dal/chana in a small empty plastic bottle/container which makes sound when shaken. Give these bottles to your baby to play with.
	Looks for toys/objects after seeing you hide them.	Yes	No	<ol style="list-style-type: none"> 1. Hide a toy and observe the response. 2. Play the game: “Ku Ku” (Session 3 – Playing games with cloth). 3. Play the game: “Lift the cloth”(Session 3 – Playing games with cloth). 4. Play the game: “Where did it go? (Session 1 – Playing games with cups)
PERSONAL - SOCIAL	Expresses like/dislike for people, objects/toy and places.	Yes	No	<ol style="list-style-type: none"> 1. Pay attention to the way your baby reacts to new situation and people; try to continue to do things that makes your baby happy and comfortable. 2. when your baby points at something, ask your baby: “do you want it?” and “Do you like it?”
	Displays stranger anxiety.	Yes	No	<p>Note: Offer your baby opportunities to interact with adults of various ages. The idea is to teach him to feel comfortable around people of any age. Although fear of strangers is part of normal development for babies and young children, there are things you can do to help your baby feel less upset. Help your baby feel comfortable by doing the following things:</p> <ol style="list-style-type: none"> 1. Give your baby the chance to meet new people in a safe and comfortable environment. For example, hold your baby when you introduce him to strangers. Your baby will also feel more comfortable with a stranger if he is at home. 2. If your baby gets very upset with a new person, comfort him and try a different approach - for example, all playing together - or moving your baby slightly away from the new person until he calms down. Then you can try again. 3. Take your baby’s comfort item (toy or blanket) with you to new situations and when you’re spending time with new people.
	Able to feed self with small finger foods.	Yes	No	<ol style="list-style-type: none"> 1. Provide soft or cooked finger foods and encourage him to eat. Praise your baby for trying it out.

Results:

- Development on track
- Needs monitoring
- Needs further assessment

Action:

- C4CD Plus intervention
- Rescreen in _____ weeks
- Next well child clinic visit
- Referral for further assessment

Comments:

Screened by: _____

Date: / / 3 - Letter Health Facility Code: _____

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BHUTAN CHILD DEVELOPMENTAL SCREENING TOOL (CDST 12m)

Screening Schedule: 12 months

Note for the screener: If the child is 'Preterm' ensure that age is corrected before screening

DEVELOPMENTAL DOMAIN	MILESTONES		C4CD Plus Interventions	
PHYSICAL DEVELOPMENT	Walks sideways holding onto a stable support (chair, low table, sofa etc.).	Yes	No	1. Put the baby close to things such as table or chair so that s/he can hold on safely. As the baby moves around, stay close so s/he knows that you are near.
	Walks forward when held by both hands.	Yes	No	1. Stand in front of your baby and hold his hands. You walk backwards encouraging your baby to walk forward.
	While holding onto a stable support (chair, pillar, etc.), child is able to squat down, pick up a toy and return to standing.	Yes	No	1. Put the baby close to a stable support such as table, chair so that s/he can hold on safely. Place a toy/object on the floor. Encourage her/him to pick up toy/object from the floor.
	Picks up small objects using pincer grasp (thumb and index finger).	Yes	No	1. Let your baby pick up of small toys and soft edible items like maize grains, chana, peas, etc. [Note: Do this only under close supervision. Put away the grains out of reach of your child after the activity to avoid choking]. 2. Play the game: "Take it out" (Session 9 – Playing games outside).
COMMUNICATION/ LANGUAGE	Follows simple instructions (using gestures) such as "give" "go" "come" etc.	Yes	No	1. Sing song with action and help the baby to do action with you. 2. Play with your baby with simple instruction with gesture like give, go, sleep etc.
	Uses fingers to point at people or objects he/she wants to show.	Yes	No	1. Keep your baby's favorite toys out of reach but where s/he can see so that it encourages the baby to request for the toy by either pointing at the toys or naming the toys. 2. Play the game: "Point and talk" (Session 11 – Playing games with books and pictures). 3. Play the game: "Where is..?" (Session 11 – Playing games with books and pictures).
	Specifically says "apa", "ama", "mama" or "dada", "baba" or "papa"	Yes	No	1. Point to family members and say "this is apa", "this is amma". Repeat the play. 2. Show your child pictures of family members. Point to picture and say "this is apa", "this is ama", etc. 3. Talk to your child about what you are doing. For example, "Ama /Apa is washing hands.
PROBLEM SOLVING / COGNITION	Put objects/toys in and takes out of a container.	Yes	No	1. Play the game: "Take it out" (Session 9 – Playing games outside).
	Able to imitate gestures.	Yes	No	1. Play the game: "Feeling faces" (Session 12 – Playing games that build vocabulary) 2. Make movements with your hand when you sing or talk or wave hands while saying "bye bye" or "tata".
	Looks at objects/animals/pictures when named.	Yes	No	1. Play the Game 1 "Describe pictures" – Session 1. 2. Ask your child to label body parts or things you see around. 3. Play the game "what do you see, feel and hear?" - Session

				8.
PERSONAL - SOCIAL	Waves “tata”, “bye bye” appropriately	Yes	No	1. Play pretend play game of going out and waving hand saying “tata” or “bye bye”. 2. Say bye bye tata whenever you leave the house.
	Drinks water, milk or juice from a cup with assistance	Yes	No	1. Encourage baby to drink from the cup or mug. Provide assistance by showing how to hold a cup or a mug.
	Plays with toys/objects appropriately (hugging stuffed animals, making sound of animal toys, car race, etc.)	Yes	No	1. Give age appropriate homemade toys and encourage the baby to play with it. 2. Give lots of hugs and kisses and praise the baby while he is playing. 3. Play the game, “Drumming” - Session 7.

Results: <input type="checkbox"/> Development on track <input type="checkbox"/> Needs monitoring <input type="checkbox"/> Needs further assessment	Action: <input type="checkbox"/> C4CD Plus intervention <input type="checkbox"/> Rescreen in _____ weeks <input type="checkbox"/> Next well child clinic visit <input type="checkbox"/> Referral for further assessment
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Comments:

Screened by: _____

Date: / / 3 - Letter Health Facility Code: _____

IMPORTANT NOTE: The development status of the child can only be confirmed by qualified health care provider trained in child development assessment.

BHUTAN CHILD DEVELOPMENTAL SCREENING TOOL (CDST 18m)

Screening Schedule: 18 months

Note for the screener: If the child is 'Preterm' ensure that age is corrected before screening

DEVELOPMENTAL DOMAIN	MILESTONES		C4CD Plus Interventions
PHYSICAL DEVELOPMENT	Walks independently.	Yes No	<ol style="list-style-type: none"> 1. Provide safe areas for your baby to walk and move around. 2. Help your baby into a standing position and encourage her/him to walk towards you.
	Bends over or squats to pick up an object from the floor and then stands up again without support.	Yes No	<ol style="list-style-type: none"> 1. You can also make your baby stand right in front of you and then bend their knees so their feet are flat on the floor close to their bottom and then use your body to shift them forward onto their feet into squatting position and help the baby stand up again. 2. While your baby is standing, place toys and other safe objects on the floor and encourage your baby to pick them from the floor.
	Climbs up a few stairs holding rail or other support, placing both feet on one Step.	Yes No	<ol style="list-style-type: none"> 1. Hold your baby's hand and encourage him to climb up a few stairs holding rails. You can stand behind them and pick up their foot to guide it to the next step. 2. Place stickers (tactile footprints) on the stairs to help the child place one foot on each step.
COMMUNICATION/ LANGUAGE	Says several (4-6 words) meaningful single words.	Yes No	<ol style="list-style-type: none"> 1. When talking to your baby name the things appropriately. 2. Play the game: "Where is..?" (Session 11 – Playing games with books and pictures). 3. Play the game: "Point and talk" (Session 11 – Playing games with books and pictures).
	Shakes and nods her/his head while agreeing or disagreeing.	Yes No	<ol style="list-style-type: none"> 1. When talking and playing with your baby nod and shake your head to indicate "Yes" or "No". 2. Show your child something s/he likes and ask your child; do you want it? Model how to respond by shaking head for no or nodding for yes
	Follows simple one-step instructions without using gestures such as "pick up the toy", "bring that cloth", etc.	Yes No	<ol style="list-style-type: none"> 1. Give simple one step instructions like "pick up the toy "," bring that broom", and encourage your baby to follow. If she cannot follow the instruction, you show her how to do it. 2. Physically guide your child to respond to your verbal instruction. For eg. When you say, "throw me the ball", physically help your child throw a ball. 3. Provide situations that will give your child hints about what is expected. For eg. When you say, "give me the cup", extend your hands to show the baby that you want the cup.
PROBLEM SOLVING / COGNITION	Identifies at least one body part by pointing.	Yes No	<ol style="list-style-type: none"> 1. Play the game: "My body" (Session 10 – Playing games with our hands). 2. Name the body parts while washing your baby's face or hands or giving her a bath. 3. Sing "Guto Cheyto" using the actions.. Encourage your baby to look at you and copy your actions.
	Recognizes several people in addition to immediate family.	Yes No	<ol style="list-style-type: none"> 1. Give your baby the chance to meet new people in a safe and comfortable environment. Your child will also feel more comfortable with a stranger if s/he is at home. 2. Take your child along when you visit relatives and neighbors. 3. Give your child chance to play with other kids.

	Able to turn pages of a book.	Yes	No	<ol style="list-style-type: none"> 1. Read books and talk about the pictures using simple words. 2. Ask your baby to help you turn pages in a book or magazine.
PERSONAL - SOCIAL	Feeds self, even though may spill some food.	Yes	No	<ol style="list-style-type: none"> 1. Encourage your baby to drink from her/his cup and eat with a spoon or with his hands. Show your baby how to do this and help her/him. Praise your baby for trying. 2. Isolate one or two small pieces of food and encourage your child to feed himself.
	Helps to undress by taking off socks, hats or shoes	Yes	No	<ol style="list-style-type: none"> 1. Play dress up with bigger clothes. Shoes and socks that are slightly larger for a child will be easier to learn. 2. Encourage your baby to undress on his own. <p>Let your baby do as much or as little as she/ he can by herself. If s/he struggles, encourage her to keep trying by leaving a last small step for her/him to finish.</p>
	Gets your attention or tries to show you something or seeks help by pulling on your hand or clothes.	Yes	No	<ol style="list-style-type: none"> 1. Keep your baby's favorite toy/object out of reach or hide to encourage him to seek your help and pay attention on how he tries to communicate with you when he needs help. 2. Teach your child to "tap" you to get your attention. While they tap you, attend to the child and use it consistently.
	Engages in pretend play (telephone, cooking, feeding, etc.)	Yes	No	<ol style="list-style-type: none"> 1. Encourage pretend play. Provide homemade dolls or stuffed toys and pretend play with your baby. 2. Let your child take the lead in pretend play and show interest when playing together and encourage your child's imagination. 3. Play the game: "Pretend cooking" (Session 2 – Playing with household items).

Results: <input type="checkbox"/> Development on track <input type="checkbox"/> Needs monitoring <input type="checkbox"/> Needs further assessment	Action: <input type="checkbox"/> C4CD Plus intervention <input type="checkbox"/> Rescreen in _____ weeks <input type="checkbox"/> Next well child clinic visit <input type="checkbox"/> Referral for further assessment
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Comments:

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BHUTAN CHILD DEVELOPMENTAL SCREENING TOOL (CDST 24m)

Screening Schedule: 24 months

Note for the screener: If the child is 'Preterm' ensure that age is corrected before screening

DEVELOPMENTAL DOMAIN	MILESTONES		C4CD Plus Interventions
PHYSICAL DEVELOPMENT	Walks up and down stairs with both feet on each step holding on to railing or wall adult's hand using one hand.	Yes No	<ol style="list-style-type: none"> 1. Take your baby to the park to run and climb on equipment while holding your hand or railing. Watch your baby closely. 2. Hold your baby's hand going up and down stairs. When s/he can go up and down easily, encourage her/him to use the railing.
	Runs and stops without falling.	Yes No	<ol style="list-style-type: none"> 1. Take your child to the park to run. Watch your child closely. 2. Provides safe and open space for the baby to run around. 3. Note: Praise your child when he runs.
	Kicks a ball forward.	Yes No	<ol style="list-style-type: none"> 1. Kick a ball back and forth with your baby. When your baby is good at that, encourage her/him to run and kick. 2. Place the ball close to the child's feet and encourage him to kick with a swing.
	Turns pages of a book singly (one at a time).	Yes No	<ol style="list-style-type: none"> 1. Read books and talk about the pictures using simple words. 2. Ask your baby to help you turn the pages in a book or magazine.
COMMUNICATION/LANGUAGE	Correctly names at least one familiar object or picture.	Yes No	<ol style="list-style-type: none"> 1. Read books and talk about the pictures using simple words. 2. Name different pictures/objects in a book and ask your baby to repeat after you. 3. Play the game: "Where is...?" (Session 11 – Playing games with books and pictures). 4. Play the game: "What is this?" (Session 11 – Playing games with books and pictures).
	Speaks some two-word sentences like, "Mama eat," "Go home," "Daddy play,"	Yes No	<ol style="list-style-type: none"> 1. Talk to your baby about what you are doing. Build on what your baby says or tries to say. 2. Do not correct your baby when he says words incorrectly. Rather, say it correctly. For example, if your baby is pointing to a ball, encourage him to say two words by saying "That is a ball". 3. If your baby says papa for water, you say "chu thung ni?" (do you want to drink water?)
	Has a vocabulary of 50 words.	Yes No	<ol style="list-style-type: none"> 1. Encourage "pretend" reading (letting your baby "read" a book to you). 2. Talk to your baby about what s/he did during the day or plans to do tomorrow or discuss the day's events at bedtime. 3. Play the game: "Where is...?" (Session 11 – Playing games with books and pictures). 4. Play the game: "What is this?" (Session 11 – Playing games with books and pictures).
PROBLEM SOLVING / COGNITION	Identifies self in photograph/mirror/cellphone.	Yes No	<ol style="list-style-type: none"> 1. Show family photos and point at the baby's picture and say, "This is baby/you", ask "Where is baby...in the picture" 2. Hold your baby in front of the mirror. They may reach out to touch themselves in the mirror and eventually will learn they are seeing their own faces and start to recognize their reflection. <ul style="list-style-type: none"> - You can also make silly faces and see if they imitate you or make a different face back. - You can name different parts of the baby's face as you point to them. For eg. This is karma's eyes, this is karmas nose, etc.
	Identifies 6 body parts.	Yes No	<ol style="list-style-type: none"> 1. Point to different parts of your baby's body and together name the parts. Do this several times in a week.

				<p>2. Play the game: “My body” (Session 10 – Playing games with our hands).</p> <p>3. Sing with your baby “Guto cheyto” using the actions. Encourage your baby to look at you and copy your actions.</p>
	Finds chair or other items to help reach objects that he/she wants.	Yes	No	<p>1. Place your baby’s toys on a higher ground and keep baby friendly stepping stools or boxes of different sizes or even cushions or small chairs nearby. Encourage your baby to think of how she can try reaching for the toys. The idea is to help your baby problem-solve and realize that she can use the stepping stool or boxes or chairs to reach for the toys. Your baby need not climb on the stepping stool or boxes or chairs to reach for the toys.</p>
PERSONAL - SOCIAL	Interacts with peers.	Yes	No	<p>1. Give more toys to play with other children and watch the children closely and step in if they fight or argue.</p> <p>2. If your child does not play with other children while in a group, you should join and play with your child. Continue playing with your child till other children become interested and begin to interact with your child.</p>
	Shows wide variety of emotions, e.g., fear, anger, sympathy, joy.	Yes	No	<p>1. Show pictures of different emotions (happy, angry, sad, etc..) and ask your baby to imitate.</p> <p>2. When reading to your baby show emotions of the characters in the book.</p> <p>3. Play the Game: “Feeling Faces” (Session 12 – Playing games that build vocabulary).</p>
	Understands difference between things that can be eaten and not eaten.	Yes	No	<p>1. Keep some items that can be eaten and some items that cannot be eaten on the floor/table. Point to the items that can be eaten and say this can be eaten. Point to the items that cannot be eaten and say this cannot be eaten.</p> <p>2. You can mix some items that can be eaten and some items that cannot be eaten and let your baby sort them out.</p>
	Anticipates need to relieve(toilet) by using same word for urination and defecation.	Yes	No	<p>1. When you notice signs that your child might need to use the toilet — such as squirming, squatting or holding the genital area — respond quickly and take your baby to the toilet. While doing this teach your baby words that indicate urination and defecation. Help your baby become familiar with these words and use them to when she feels the need to relieve herself. Praise your baby for telling you these words when she needs to relieve herself.</p>

<p>Results:</p> <p><input type="checkbox"/> Development on track</p> <p><input type="checkbox"/> Needs monitoring</p> <p><input type="checkbox"/> Needs further assessment</p>	<p>Action:</p> <p><input type="checkbox"/> C4CD Plus intervention</p> <p><input type="checkbox"/> Rescreen in _____ weeks</p> <p><input type="checkbox"/> Next well child clinic visit</p> <p><input type="checkbox"/> Referral for further assessment</p>
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Comments:

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UTAN CHILD DEVELOPMENTAL SCREENING TOOL (CDST 36m)

Screening Schedule: 36 months

Note for the screener: If the child is 'Preterm' ensure that age is corrected before screening

DEVELOPMENTAL DOMAIN	MILESTONES		C4CD Plus Interventions	
PHYSICAL DEVELOPMENT	Climb stairs with alternate foot (one foot on each step) holding on to railing or wall or adult's hand using one hand.	Yes	No	<ol style="list-style-type: none"> 1. Hold your baby's hand going up and down stairs. When s/he can go up and down easily, encourage her to use railing. 2. In order to give your child to practice with one hand on the rail, give them a soft toy to hold in one hand so that the other hand is free to hold the rail. And then help the child climb with alternating feet, tap each leg as a physical cue and point to the next step.
	Kicks a ball by swinging his/her foot forward.	Yes	No	<ol style="list-style-type: none"> 1. Roll a ball towards your child to encourage kicking a moving target. 2. Kick a ball back and forth with your baby. When your baby is good at that, encourage her/him to run and kick.
	Throws ball/object with one hand.	Yes	No	<ol style="list-style-type: none"> 1. Play outside with your baby. Allow your baby throw balls with one hand. Start with soft balls that are easy to grasp and throw. 2. Encourage target practice by throwing ball into an empty basket/ box.
COMMUNICATION/ LANGUAGE	Converses using three to four-word sentences.	Yes	No	<ol style="list-style-type: none"> 1. Read to your baby every day. Ask your baby to point to things in the pictures and repeat words after you. 2. Talk to your baby about what you are doing. Build on what your baby says or tries to say. 3. Do not correct your baby when he says words incorrectly. Rather, say it correctly. For example, if your baby is pointing to a ball, encourage him to say some words by saying "That is a ball". <p>If your baby says papa for water, you say "chu thunggo nochi ga?" (do you want to drink water?)</p>
	Able to say his/her name/nickname when asked.	Yes	No	<ol style="list-style-type: none"> 1. Call the baby by his/her name. 2. Teach the baby to tell his/her name. Encourage baby to say his/her name several times.
	Uses pronouns such as "I", "you", "me".	Yes	No	<ol style="list-style-type: none"> 1. Model for your baby. If they are calling themselves "you" start following that up by taking their hand to their chest and saying "me" or "I" if you do it enough, it should catch on! 2. Give more emphasis by pointing as you say the word 'I', 'you' and 'me'. Eg. "You do it", "I will eat."
	Follows 2 step related instructions like 'get your cup and bring it to me'.	Yes	No	<ol style="list-style-type: none"> 1. Give your baby instructions with two steps. For example, "Go to your room and get your shoes". <p>Note: Keep your instructions clear and age appropriate.</p> <ol style="list-style-type: none"> 2. While giving two step instructions, use first and then. This will help your child do things in the correct order. For e.g. Instead of saying "Go to your room and get your shoes", say "first go to your room and then get your shoes". 3. Give a reason for the instruction/command. This can increase the likelihood that your child will listen to the instruction/command. For instance, "Go to your room and get your shoes" because we are going for a walk.

PROBLEM SOLVING / COGNITION	Identifies common objects (cars, cups, mugs, phones, pots, shoes, etc.) with their uses.	Yes	No	<ol style="list-style-type: none"> 1. Pretend play using common objects found at home and while playing pickup different objects and talk about them. For example, ask your baby “what do we use to brush our hair?” and the baby says/ points to comb. 2. Often read and name common objects to your child.
	Understand what “two” means.	Yes	No	<ol style="list-style-type: none"> 1. Play counting games. Count body parts, stairs, and other things you use or see every day. 2. Sing counting rhyme with action “Bjechu chi”.
	Understands “big and small” or “short and long”.	Yes	No	<ol style="list-style-type: none"> 1. Show your baby objects of different lengths and sizes and the teach them which objects are big and small and short and long. 2. Gather objects of different sizes and lengths. Play matching games with your baby to match object of similar sizes and lengths. Encourage your baby to match objects of similar sizes and lengths on his own.
PERSONAL - SOCIAL	Shows affection for friends without prompting.	Yes	No	<ol style="list-style-type: none"> 1. Let your baby play with other children and encourage her/him to get along with others (sharing toys, hugging, holding hands). 2. Show respect to what your child’s feelings. Encourage and show interest to their feelings.
	Understands the idea of “mine”, “his” or “hers”.	Yes	No	<ol style="list-style-type: none"> 1. While playing with your baby show your baby to take turns. When you and your baby take turns say “it is your turn”, “now it is my turn”. 2. Point to personal belonging and ask your baby to identify who it belongs to (point to baby’s shoes and ask’ “whose shoes are these?” and encourage your baby to say “mine”). Similarly, take objects belonging to other family members and ask “who does it belong to?” and encourage your baby to say “his” or “hers”. 3.
	Understands and stays away from common dangers like fire, stairs, unfamiliar animals.	Yes	No	<ol style="list-style-type: none"> 1. Talk to your baby about common dangers. Show your baby common dangers such as fire, stairs, knives, medicines etc and tell her that she must stay away from them. Always encourage your baby to stay away from these dangers but without making her feel scared. 2. Teach your baby safe behaviors like the following: <ul style="list-style-type: none"> • Teach the word “hot” and model that they should move away from things you call hot. • Teach “hands up” and model how to keep their hands away from something dangerous. • Practice safe movement on short stairs to practice skills for higher places. • Teach your baby to always ask you before touching unfamiliar animals. • Model how to move carefully, demo how to pay close attention to hand-holds, foot holds, being cautious around heights, etc. Teach that sometimes it’s safest to sit down and scoot.
	Washes hands independently.	Yes	No	<ol style="list-style-type: none"> 1. Tell and show your baby how to wash hands after play, before mealtime and after toilet. 2. Place a stool next to the sink and leave some fun soap and towel within reach of your child. 3. Sing the hand washing song “Lap chu lap chu” while washing hands with your baby.

