



PEDIATRIC HOME HEALTH

Language Development Checklist

Adapted from the Language Development Checklist

The first 3 years of life is the most intensive period for acquiring speech and language skills. This is when your child's brain is developing and maturing. The skills are developed best in a world rich in sounds, sights, and consistent exposure to the speech and language of others.

This Language Development Checklist was designed to assist caregivers and healthcare professionals in identifying potential speech delays in pre-school age children. This checklist is not designed to diagnose your child but to help guide you in determining if your child may be delayed and qualify to receive a speech and language evaluation.

Below you will see a list of words, please mark each word that your child has said spontaneously more than three times.



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Food	Animals	Action	Household	Modifiers
<input type="checkbox"/> apple	<input type="checkbox"/> alligator	<input type="checkbox"/> breakfast	<input type="checkbox"/> bathtub	<input type="checkbox"/> all done
<input type="checkbox"/> banana	<input type="checkbox"/> bear	<input type="checkbox"/> bring	<input type="checkbox"/> bed	<input type="checkbox"/> all gone
<input type="checkbox"/> bread	<input type="checkbox"/> bee	<input type="checkbox"/> catch	<input type="checkbox"/> blanket	<input type="checkbox"/> bad
<input type="checkbox"/> butter	<input type="checkbox"/> bird	<input type="checkbox"/> clap	<input type="checkbox"/> bottle	<input type="checkbox"/> big
<input type="checkbox"/> cake	<input type="checkbox"/> bug	<input type="checkbox"/> close	<input type="checkbox"/> bowl	<input type="checkbox"/> black
<input type="checkbox"/> candy	<input type="checkbox"/> bunny	<input type="checkbox"/> come	<input type="checkbox"/> chair	<input type="checkbox"/> blue
<input type="checkbox"/> cereal	<input type="checkbox"/> camel	<input type="checkbox"/> cough	<input type="checkbox"/> clock	<input type="checkbox"/> broken
<input type="checkbox"/> cheese	<input type="checkbox"/> cat	<input type="checkbox"/> cry	<input type="checkbox"/> crib	<input type="checkbox"/> clean
<input type="checkbox"/> chips	<input type="checkbox"/> chicken	<input type="checkbox"/> cut	<input type="checkbox"/> cup	<input type="checkbox"/> cold
<input type="checkbox"/> coffee	<input type="checkbox"/> cow	<input type="checkbox"/> dance	<input type="checkbox"/> door	<input type="checkbox"/> dark
<input type="checkbox"/> cookies	<input type="checkbox"/> deer	<input type="checkbox"/> dinner	<input type="checkbox"/> floor	<input type="checkbox"/> dirty
<input type="checkbox"/> crackers	<input type="checkbox"/> dinosaur	<input type="checkbox"/> eat	<input type="checkbox"/> fork	<input type="checkbox"/> dry
<input type="checkbox"/> drink	<input type="checkbox"/> dog	<input type="checkbox"/> feed	<input type="checkbox"/> fridge	<input type="checkbox"/> good
<input type="checkbox"/> egg	<input type="checkbox"/> duck	<input type="checkbox"/> finish	<input type="checkbox"/> glass	<input type="checkbox"/> green
<input type="checkbox"/> food	<input type="checkbox"/> elephant	<input type="checkbox"/> fix	<input type="checkbox"/> knife	<input type="checkbox"/> happy
<input type="checkbox"/> grapes	<input type="checkbox"/> fish	<input type="checkbox"/> get	<input type="checkbox"/> light	<input type="checkbox"/> heavy
<input type="checkbox"/> gum	<input type="checkbox"/> frog	<input type="checkbox"/> gimme	<input type="checkbox"/> mirror	<input type="checkbox"/> hot
<input type="checkbox"/> hamburger	<input type="checkbox"/> giraffe	<input type="checkbox"/> give	<input type="checkbox"/> pillow	<input type="checkbox"/> hungry
<input type="checkbox"/> hot dog	<input type="checkbox"/> gorilla	<input type="checkbox"/> go	<input type="checkbox"/> plate	<input type="checkbox"/> little
<input type="checkbox"/> ice cream	<input type="checkbox"/> hippo	<input type="checkbox"/> have	<input type="checkbox"/> potty	<input type="checkbox"/> mine
<input type="checkbox"/> juice	<input type="checkbox"/> horse	<input type="checkbox"/> help	<input type="checkbox"/> radio	<input type="checkbox"/> more
<input type="checkbox"/> meat	<input type="checkbox"/> kitten	<input type="checkbox"/> hit	<input type="checkbox"/> room	<input type="checkbox"/> nice
<input type="checkbox"/> milk	<input type="checkbox"/> lizard	<input type="checkbox"/> hug	<input type="checkbox"/> sink	<input type="checkbox"/> orange
<input type="checkbox"/> orange	<input type="checkbox"/> monkey	<input type="checkbox"/> jump	<input type="checkbox"/> soap	<input type="checkbox"/> pretty
<input type="checkbox"/> pizza	<input type="checkbox"/> mouse	<input type="checkbox"/> kick	<input type="checkbox"/> spoon	<input type="checkbox"/> purple
<input type="checkbox"/> pop	<input type="checkbox"/> pig	<input type="checkbox"/> kiss	<input type="checkbox"/> stairs	<input type="checkbox"/> red
<input type="checkbox"/> pretzel	<input type="checkbox"/> puppy	<input type="checkbox"/> knock	<input type="checkbox"/> table	<input type="checkbox"/> stinky
<input type="checkbox"/> raisins	<input type="checkbox"/> rabbit	<input type="checkbox"/> look	<input type="checkbox"/> telephone	<input type="checkbox"/> that
<input type="checkbox"/> soda	<input type="checkbox"/> sheep	<input type="checkbox"/> love	<input type="checkbox"/> towel	<input type="checkbox"/> this
<input type="checkbox"/> soup	<input type="checkbox"/> snake	<input type="checkbox"/> lunch	<input type="checkbox"/> trash	<input type="checkbox"/> tired
<input type="checkbox"/> spaghetti	<input type="checkbox"/> squirrel	<input type="checkbox"/> make	<input type="checkbox"/> TV	<input type="checkbox"/> wet
<input type="checkbox"/> toast	<input type="checkbox"/> tiger	<input type="checkbox"/> nap	<input type="checkbox"/> window	<input type="checkbox"/> white
<input type="checkbox"/> water	<input type="checkbox"/> turkey	<input type="checkbox"/> open		<input type="checkbox"/> yellow
				<input type="checkbox"/> yucky



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Clothes

- belt
- boots
- coat
- diaper
- dress
- gloves
- hat
- jacket
- mittens
- pajamas
- pants
- shirt
- shoes
- slippers
- sneakers
- snowsuit
- socks
- sweater
- tights

Personal

- bath
- brush
- comb
- glasses
- key
- money
- paper
- pen
- pencil
- penny
- tissue
- toothbrush
- umbrella
- watch

People

- aunt
- baby
- boy
- brother
- daddy
- doctor
- girl
- grandma
- grandpa
- lady
- man
- mommy
- own name
- pet name
- sister
- uncle

Outdoor

- cloud
- flower
- grass
- house
- moon
- rain
- rock
- sidewalk
- sky
- snow
- star
- stick
- street
- sun
- tree

Body Parts

- arm
- belly
- button
- bottom
- chin
- ear
- elbow
- eye
- face
- finger
- foot
- hair
- hand
- knee
- leg
- mouth
- neck
- nose
- teeth
- thumb
- toe

Vehicles

- bike
- boat
- bus
- car
- motorcycle
- plane
- stroller
- train
- truck

Places

- church
- home
- hospital
- library
- park
- school
- store

Does your child combine two or more words into phrases? ____ Yes ____ No



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Please compare your child's results with the chart below. The chart is a guideline and not a guarantee of delay.

3 months	Coos, starts to smile
4- 6months	Babbles using sounds starting with p, b, m
7-11 months	Babbles using groups of sounds (tata, upup, bibi)
12 months	Has one or two words (hi, dog, Dada, Mama), uses gestures (waving or holding arms up)
12-24 months	Uses some one or two word questions, puts two words together, and uses many different sounds
24-36 months	Uses two or three word phrases, uses k, g, f, t, d and n sounds, names objects to ask for them
36-48 months	Answers who, what, where, and why questions, uses sentences with four or more words
48-60 months	Names letters and numbers, can tell stories with details, says most sounds correctly, communicates easily with children and adults

This chart is based upon *How Does Your Child Hear and Talk?*, courtesy of the American Speech–Language–Hearing



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If you have concerns with your child's speech development please contact us for a phone consultation. During the phone consultation we will gather as much information and may ask the results of the checklist. If we determine that your child is a candidate for a speech and language evaluation and you are in agreement we will assist with contacting your primary care physician.

When contacting your physician we will request an order for a speech and language evaluation and explain your concerns along with the results of the phone consultation. Once we receive the signed order we can initiate treatment with your child.

You can also go directly to your physician and discuss your concerns and request an evaluation at that time.

We look forward to assisting your child reach their maximal potential. Our goal is to work as a team to develop the most appropriate treatment plan.