



Plan a Family Playdoh Time!

Playing as a family can help young children work on **developmental milestones**. These are skills or tasks children learn to do by certain ages.

Fine motor skills are an important developmental milestone.

Playdoh or clay helps children practice fine motor skills by using small muscles in their hands and fingers.



PLAYDOH ACTIVITIES

PICNIC TIME

Create food and dishes out of Playdoh. Have your children serve the snacks they make to you. Make eating noises and pretend to eat the snacks together.

PETTING ZOO

Look at pictures of animals together. Then use Playdoh to create the animals, pens, and food they would eat. Visit the petting zoo and talk about each animal.

DREAM HOUSE

Work with your children to create the houses of their dreams. Will it have a slide instead of stairs? Get creative and ask lots of questions. Have your children tell you about their houses and give you a tour.

PLAYDOH SCIENCE

Look at pictures of planets, stars, and the solar system as a family. Encourage your children to create each planet or a space ship that blasts into space!

Look at your hands, faces, eyes, and noses. Try to create them out of Playdoh. Ask your children questions about each body part as you make them.

Connect with Extension

Looking for more fun activities and videos to help keep your children's development on track? We have got you covered! Visit us online at:

- [Facebook.com/GilaExtension](https://www.facebook.com/GilaExtension)
- [Extension.arizona.edu/gila-sc-dss-program](https://extension.arizona.edu/gila-sc-dss-program)

FREE Developmental Screenings

Have questions about your children's development? We offer free developmental milestone screenings for children ages 0-5. Contact staff in your area to schedule a free appointment today.

Chrisann Dawson

Gila County Region

- Phone: (928) 595-0655
- Email: dawson1@arizona.edu

Thuy Bishop

San Carlos Apache Region

- Phone: (520) 907-0724
- Email: tbishop@arizona.edu



THE UNIVERSITY OF ARIZONA

Cooperative Extension

 FIRST THINGS FIRST