Welcome to the Washington University Neurofibromatosis (NF) Center

Our primary goal is to provide your family with exceptional care. A critical part of that care is making sure that our families are knowledgeable about Neurofibromatosis Type 1 (NF1) and what they should expect in the coming years.

Many children with NF1 will experience developmental delays throughout their lives. The best way to keep children on the track to success is early detection and treatment of these delays. To assist you, we have provided an outline of typical child development.



6 MONTHS

COGNITIVE/ACADEMIC
\square Pays attention to faces
\square Follows people and objects with eyes
\square Recognizes familiar people and things
FINE MOTOR
\square Holds bottle independently
☐ Brings hands to mouth
☐Shakes toy in hand
GROSS MOTOR
☐Holds head up
\square Rolls over (tummy to back)
\square Pushes to elbows when lying on
stomach —
☐Sits with support

1 YEAR

SOCIAL	COGNITIVE/ACADEMIC
☐ Has favorite toy	\square Searches to find hidden objects
\square Acts shy or nervous with strangers	\square Understands how to use familiar
\square Displays different facial expressions	objects
(happy, sad, angry)	
☐ Plays simple games like "peek-a-boo"	CINIC MACTOD
☐ Copies simple actions by others	FINE MOTOR
	☐Pulls socks and shoes off
	\square Transfers toys between hands
COMMUNICATION	\square Begins to self-feed finger foods
☐ Understands "no"	
☐ Shakes head and waves goodbye	
☐ Calls parent by "mama" or "dada"	GROSS MOTOR
☐ Begins to follow simple directions	\square Transitions from standing to sitting
	☐Stands alone
	☐ Pulls self to stand
	\square Sits independently
	\square Walks while holding onto furniture
	\square Takes a few steps on his/her own

18 MONTHS

SOCIAL	COGNITIVE/ACADEMIC
☐ Uses fingers to point ☐ Claps when excited ☐ Imitates what you and other	☐ Begins to play with toys in appropriate manners (pushing a car)
COMMUNICATION Follows one-step directions Says at least 3 words besides "mama" and "dada"	FINE MOTOR ☐ Scribbles on paper ☐ Attempts to use a spoon ☐ Drinks from open cup with some spills
	GROSS MOTOR ☐ Climbs on and off the couch

 \square Walks independently

SOCIAL	FINE MOTOR
\square Notices when others are hurt or sad	☐Snips with scissors
☐ Engages in imaginary play	\square Imitates a vertical and horizontal
\square Plays next to, but not necessarily with	lines
another child	☐Uses a spoon
	\square Begins to show hand preference
COMMUNICATION	\square Turns handles to open/close doors
☐ Says at least 2 words together	
\square Points to at least 2 body parts	GROSS MOTOR
	☐Throws a ball overhand
COGNITIVE/ACADEMIC	\square Walks up and down stairs using
☐ Follows 1 and 2 step directions	railing
☐When asked to point, knows at least	\square Begins to run
1 color	\square Stands on tiptoes
☐Sorts shapes and colors	☐ Kicks a ball

SOCIAL	FINE MOTOR
☐ Begins to play with others ☐ Begins to easily separate from parents	☐ Puts on clothes ☐ Cuts along a straight line ☐ Uses a fork ☐ Copies a circle
COMMUNICATION ☐ Uses 3-word phrases ☐ Words spoken are understood most of the time ☐ Asks who, what, when, where, why questions ☐ Says first name	GROSS MOTOR Begins to jump Runs easily Walks up and down stairs with one foot on each step Rides tricycle
COGNITIVE/ACADEMIC ☐ Toilet training often begins ☐ Completes simple puzzles ☐ Knows to not touch hot objects (like the stove) when warned	□Climbs easily □Attempts to catch small, soft objects

SOCIAL	COGNITIVE/ACADEMIC
☐ Understands role playing ☐ Prefers to play with others ☐ Has preferences ☐ Behavior changes based on location (e.g., library vs. playground) ☐ Shows concern for others	☐ Says what comes next in a well-known story ☐ Identifies letters and shapes ☐ Names colors (at least 4) ☐ Begins to know the alphabet ☐ Draws a person (3 body parts)
COMMUNICATION Sings a song or tells story from memory Knows full name and age Speaks in 4-word phrases Talks about something that happened during the day	FINE MOTOR □ Cuts out a circle □ Unbuttons small buttons □ Zips jacket □ Copies a square □ Begins shifting to tripod grasp
	GROSS MOTOR Hops on 1 foot Stands on 1 foot for 10 seconds Catches a small ball Pours water into a cup

SOCIAL	FINE MOTOR
☐ Wants to do the same things as his/her friends ☐ Plays games with rules ☐ Performs simple chores	☐ Copies a triangle ☐ Colors within lines ☐ Writes name ☐ Buttons some buttons ☐ Mature tripod grasp
COMMUNICATION	—a.a. a. a. b. a. a. O. a.a.b
☐ Knows telephone number and address ☐ Uses full sentences ☐ Uses future tense ☐ Converses with others using more than 3 back and forth exchanges ☐ Responds to "why" questions	GROSS MOTOR □ Skips □ Catches and throws a ball with ease □ Rides a bicycle with training wheels
COGNITIVE/ACADEMIC	
☐Counts to 10	
\square Understands the concept of time	
\square Knows some of the alphabet	

SOCIAL	FINE MOTOR
\square Engages in cooperative play	\square Copies letters and numbers
☐ Follows 3-step directions	☐ Begins using uppercase and lowercase letters
COMMUNICATION	☐Writes first and last name
\square Has clear word pronunciation	
\square Responds appropriately to sentences	GROSS MOTOR
	☐ Rides a bike
COGNITIVE/ACADEMIC	☐Jumps over items in walking path
☐ Knows how things are the same/different ☐ Knows left vs. right	