

Milestones	<i>Observable Social-Interactive Goals for Greenspan Floortime</i>	Types of play	Emotional dimensions
Shared Attention	<p><u>Increase shared attention</u> during child-directed activities</p> <p><u>Establish awareness</u> and interest in the adult</p> <p><u>Develop proportionate awareness</u> and interest in the adult and the activity/objects</p> <p><u>Achieve greater awareness</u> and interest in the adult than the activity/objects</p>	Sensory Object Symbolic	Emotional Range Emotional Flexibility
Engagement	<p><u>Increase smiling</u> and laughing- Having fun</p> <p><u>Increase eye contact</u> - Entice child to look at you (without requesting or suggesting it)</p> <p><u>Increase positive facial expressions directed at the adult</u> (smiling)</p> <p><u>Increase a broad range</u> of facial expressions directed at the adult (smiling, frowning, etc.)</p> <p><u>Stay emotionally connected</u> through a wide range of emotions, especially anger, fear, and frustration.</p>	Sensory Object Symbolic	Emotional Range Emotional Flexibility
Two-Way Purposeful Interactions	<p><u>Make own decisions</u> about what he/she wants to do (e.g. move toward an object or pick up a toy with an idea of what to do) or (e.g. move toward a sensory activity like a trampoline or swing with an idea of what to do)</p> <p><u>Increase responsiveness</u> (closing circles) to adult’s emotional sounds and facial/body gestures</p> <p><u>Increase assertive social gestures</u> (grabbing, pushing, pulling, etc. confidently) in response to something the adult has done, like getting in child’s way</p> <p><u>Increase initiation</u> (opening circles) of social gestures (tapping, grabbing, pushing, pulling you) during a pause in the interaction</p>	Sensory Object Symbolic	Emotional Range Emotional Flexibility
Social Problem-Solving and Continuous Flow of Interaction	<p><u>Come to adult</u> to help get their needs met (Pulling adult to open door, handing adult bag of food to open, etc.)</p> <p><u>Use multiple steps</u> of physical communication to meet their needs (Taking adult by the hand, putting it on the door knob, looking at adult and pointing)</p> <p><u>Increase the number</u> of combined circles used for problem solving (ex. searching for an object as part of an interactive game) 20-30 circles</p> <p><u>Coming back to the adult</u> to keep the interaction/game continuing, even when the adult pauses</p>	Sensory Object Symbolic	Emotional Range Emotional Flexibility
Meaningful and Symbolic Ideas	<p><u>Meaningfully express wants</u> and needs (Not repeating, scripting, or being prompted)</p> <p><u>Generate and express ideas</u> in pretend from real life (ex. Feeding a baby doll)</p> <p><u>Generate and express ideas</u> in pretend that are abstract? (ex. Flying a toy car to the moon)</p> <p><u>Express emotions and opinions</u> (I like.., it’s fun, etc.) using words, or other symbols (ex. drawing pictures)</p>	Sensory Object Symbolic	Emotional Range Emotional Flexibility
Building Bridges Between Ideas- Abstract Thinking	<p><u>Answer concrete who, what, where</u> questions (who is that?, What is that?, etc.)</p> <p><u>Answer opinion-based who, what, where</u> questions (Where do you want to go? What do you want to do?)</p> <p><u>Answer “Why” and “How”</u> questions.</p>	Sensory Object Symbolic	Emotional Range Emotional Flexibility

