

Growing Through STEAM:

Developmental Milestones & Activities

A Parent's Guide to Supporting Learning Through Play (3-5 year olds)

Domain	Key Milestones	STEAM Connection	Try This!
Fine Motor	<ul style="list-style-type: none"> • Uses thumb and fingers to manipulate small objects • Draws lines, circles, or simple shapes • Uses scissors, glue, or tools with control • Builds towers or structures 	<ul style="list-style-type: none"> → Hand/eye coordination supports tool use in engineering and technology → Precision and control are foundations for robotics, coding hardware, and lab work → Building structures introduces balance, stability, and design concepts 	<ul style="list-style-type: none"> • Build with blocks, LEGOs®, or recycled materials • Cut and assemble a simple project • Create patterns with beads or small objects
Problem Solving	<ul style="list-style-type: none"> • Completes simple puzzles • Figures out how to make a toy work • Tries different solutions when something doesn't work • Understands basic cause-and-effect 	<ul style="list-style-type: none"> → Engineering thinking through planning, testing, and revising → Scientific inquiry by predicting and observing outcomes → Logical thinking used in math, science, and technology fields 	<ul style="list-style-type: none"> • Puzzles or matching games • Build a bridge or tower that can hold weight • 'What happens if...?' experiments
Communication	<ul style="list-style-type: none"> • Uses complete sentences • Asks questions (who, what, why) • Describes what is happening or what they made • Follows multi-step directions 	<ul style="list-style-type: none"> → Explaining ideas and results like scientists and engineers → Asking 'why' and 'how' supports scientific thinking → Language skills are key for teamwork and presenting ideas 	<ul style="list-style-type: none"> • Describe how a structure was built • Talk through steps of an activity • Ask children to explain what they noticed
Gross Motor	<ul style="list-style-type: none"> • Jumps, runs, climbs with control • Throws, catches, or kicks a ball • Navigates space and obstacles 	<ul style="list-style-type: none"> → Understanding motion, force, and balance (physics concepts) → Spatial awareness supports engineering, architecture, and design → Movement builds awareness of speed, direction, and distance 	<ul style="list-style-type: none"> • Obstacle courses • Rolling balls down ramps • Target games using different distances
Social-Emotional	<ul style="list-style-type: none"> • Takes turns and shares materials • Works with others toward a goal • Persists with challenging tasks • Manages frustration with support 	<ul style="list-style-type: none"> → Collaboration and teamwork used in all STEAM careers → Perseverance supports problem solving and innovation → Emotional regulation helps children stay engaged in learning 	<ul style="list-style-type: none"> • Group building challenges • Partner experiments • Turn-taking games

STEAM = Science, Technology, Engineering, Arts, Mathematics | Based on Ages & Stages Questionnaire® (ASQ®) developmental domains

GreatStartLivingston.org/GetHelp