Age 4: the Adventurer

Child's job: to challenge themselves and others

Parent's job: to build on child's strengths while continuing to limit out-of-bounds behavior

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Always on the go, often "out of bounds"

DO3 Plays make-believe, makes up stories

DO2 Tests new skills and abilities

And abilities
May get confused
between what's true

D05 Sibling rivalry may be a problem

Can use a knife to cut some foods

□ **13** May have bad dreams at night

□ 06 May challenge your authority

and not true

Asks, "why?" and many other questions WHY?

Likes words, sounds, and rhymes

08 Can begin to copy big letters

Can tell you where s/he lives

Q

Draws pictures of things s/he knows

Girls want to learn about boys and boys want to learn about girls

