



Hitting Key Milestones

Baby Development 4-5 Months

What you can do to help your baby's development

- Play together – sing, read, do tummy time and make funny faces.
- Make eye contact, talk, listen and respond to your baby's sounds.
- Have daily routines.
- Look for and respond to your baby's cues.
- Comfort your baby when they cry.
- Make sure your baby has their routine health checks.

When to seek professional help at 4-5 months

Your baby:

- isn't rolling or lifting their head or has poor head control
- isn't making sounds or responding to noises
- isn't smiling or following you with their eyes
- isn't reaching for objects or putting them in their mouth
- cries a lot and this worries you



Baby Development 6-7 Months

What you can do to help your baby's development

- Talk and listen to your baby, and respond to their babbling.
- Play together – sing, read, play with toys and make funny sounds.
- Spend time playing outdoors.
- Start introducing solids, if you haven't already.
- Look for and respond to your baby's cues.
- Make sure your baby has their routine health checks.

When to seek professional help at 6-7 months

Your baby:

- isn't looking you in the eyes, or their eyes point in different directions
- doesn't smile at you or show emotions
- isn't babbling or turning towards sounds or voices
- isn't rolling or sitting up on their own
- uses one hand much more than the other



Baby Development 8-9 Months

What you can do to help your baby's development

- Play together - sing, read and play peekaboo.
- Talk to your baby.
- Listen and respond to your baby's babbling.
- Encourage moving – pick up small objects, roll, crawl or stand up together.
- Make your home safe for a baby on the move.
- Make sure your baby has their routine health checks.

When to seek professional help at 8-9 months

Your baby:

- isn't making eye contact with you
- has eyes that point in different directions
- doesn't smile at you or show emotions
- isn't babbling or turning their head towards sounds
- isn't rolling or sitting up on their own

