

## Physical & Cognitive Development in Infancy

### I. Physical & Sensory Changes

#### a. Reflexes (2)

- i. Humans born with many adaptive reflexes that help with survival
  1. Sucking reflex; withdrawal from painful stimulus; eye-pupil action
  2. Weak/absent in neonates...suggests brain dysfunction/need for more tests
- ii. Primitive reflexes: controlled by less sophisticated parts of brain (medulla/midbrain); disappear within 1<sup>st</sup> year
  1. Ex: moro/startle reflex; Babinski reflex (tickle baby's foot and toes flare out and then curl); if happens to adult, abnormal
  2. If persist past 6-8 months, may be neurological problem in baby

#### b. Behavioral states

- i. Five diff stages of sleep/wakefulness in neonates
  1. Deep sleep, quiet awake, active awake, crying, fussing
- ii. Measure infant's behavior using actometer, spectrograph, blood tests, saliva

#### c. Sensory changes

- i. Vision – visual acuity (@ birth: 20/200 to 20/400) and 20/20 @ about 6 months
  1. Color vision → birth to 1 month; red, green, blue
  2. Tracking objects → babies less than 2 months track for brief periods if object moves slowly toward and away
- ii. Hearing and other sense – auditory acuity
  1. improves up to teens; better than visual acuity, high-pitched sounds
  2. detecting location of sound improves w/ age. Can judge general direction
  3. smell (unlimited variations) & taste (sour, sweet, bitter, umami): studied less than vision and hearing; smell and taste related

### II. Perceptual & Cognitive Changes

#### a. Perceptual Development

- i. Young infants make distinctions among sounds, sights, feelings
- ii. Infant looks at edges of object...sharp contrast btwn light and dark
- iii. Many abilities and preferences are inborn; one set of standardized experimental procedures used to come to such

conclusions is preference technique...which one does baby look at length

- iv. Another procedure utilizes repeated exposure to same visual or auditory stimulus
- v. Habituation: automatic reduction in strength of response to repeated stimulus; adaptive
- vi. Dishabituation: learning to respond to familiar stimulus as if new
- vii. Depth perception: judge of how far away object is; develops slowly
- viii. Complex visual skill: integrate visual information from both eyes @ same time (visual cliff pic)
- ix. As gain motor skills, gain depth perception

### III. Cognitive development

- a. Piaget's view -- baby at sensorimotor stages; baby who assimilates/accommodates is engaging in thinking
- b. Object permanence: ability to understand that objects still exist even when not visible (fully developed at 1 yr)