SPEECH AND LANGUAGE DEVELOPMENT MILESTONES



Babies usually say their first word at about 12 months. More words follow – slowly at first, but from around the age of 2, the process speeds up. By the time they start school most children are competent talkers.

This summary shows how a typical child develops speech and language:



At 18 months

- Has a vocabulary of approximately 20 wordsmostly the names of people or things
- > Can follow simple commands e.g. *Pick up Teddy*
- > Understands some everyday words and phrases such as *Milk, Coat, All gone*

At 2 years

- > Uses approximately 50 words and understands many more
- > Can put two words together e.g. Baby crying, Bye-bye Daddy, More juice
- > Understands simple questions like Where's Teddy
- > You can understand most of what (s)he says

At 3 years

- > Speaks in sentences of 3 5 words
- > Asks who, what, where questions
- > Knows the difference between big and little
- > You can understand almost all (s)he says

At 4 years

- > Uses and to link sentences together
- > Understands and uses descriptive words such as colours
- Talks about things that have already happened or will be happening
- > People outside the family can usually understand him or her

At 5 years

- > Talks well, with few grammatical errors
- > Understands most of what you say
- > Should be completely intelligible
- > Is beginning to learn abstract concepts e.g. words relating to time
- > Understands language well enough to appreciate simple jokes and ask what a new word means

After 5 years

- Produces the final few speech sounds, if not already in place: *I*, *r*, *ng* by 6 years and *th*, *sl*, *spr* by 7 - 8.
- > Continues to:
 - » Learn more words
 - » Use and understand figurative language and more complex sentences.
- This later language development is related more to children's learning at school and elsewhere than innate processes in the brain, so it is not really possible to give clear milestones.

Need help or advice? Contact the Afasic Parents' Helpline on: 0300 666 9410