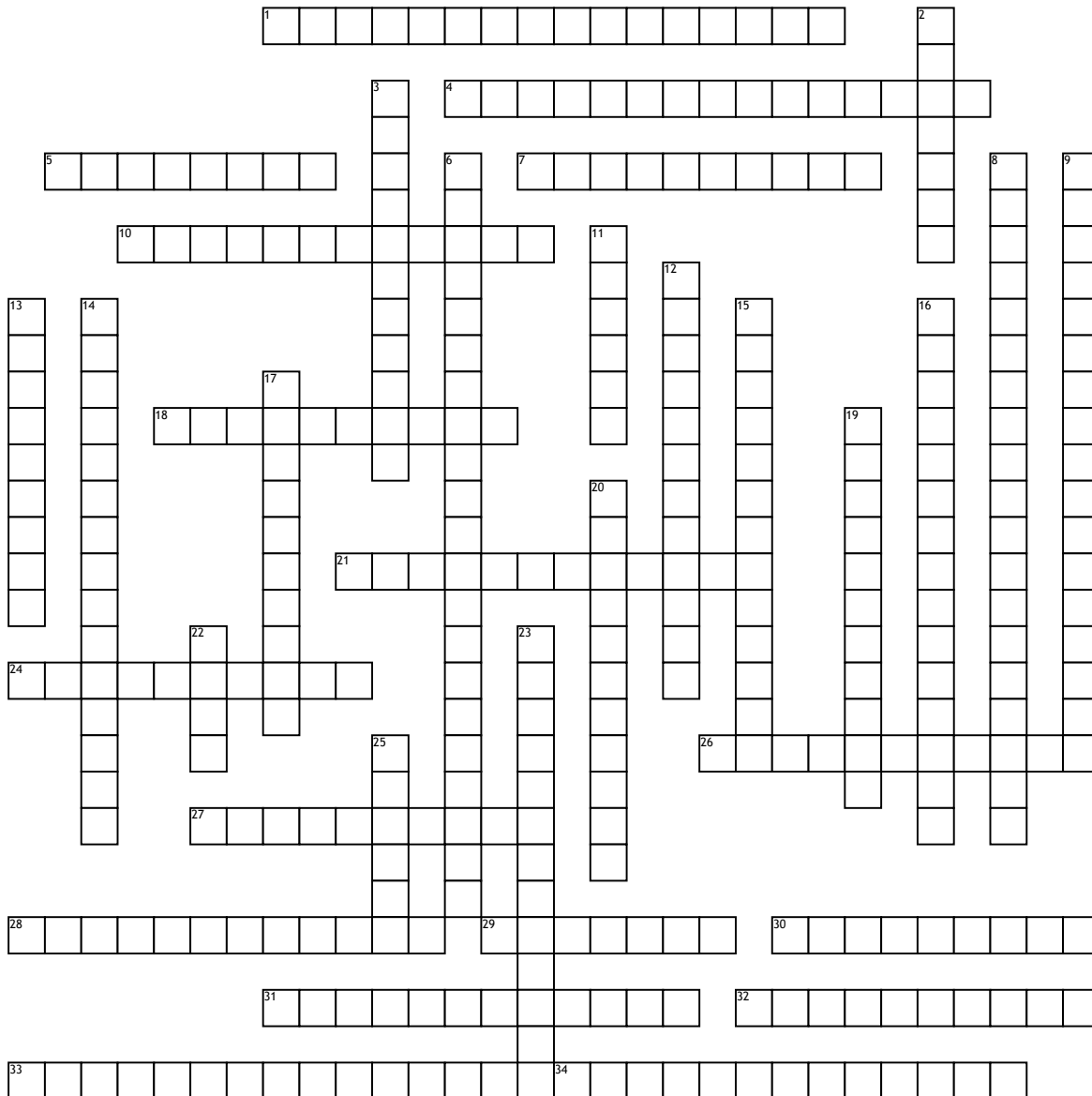


Motor Development



Across

1. Ability to exert muscular force
4. Focus is on the end result
5. does it measure what it is supposed to measure
7. Games like just dance and wii sports would be an example of
10. This person conducted a study with twins on the effects of early stimulation
18. This type of play involves interaction with toys or tangible objects
21. Behaviors that happen automatically with maturation
24. environmental agent that causes harm to the embryo or fetus
26. Range of motion of joints
27. The value we place on ourselves
28. Classifying physique
29. the human power to stabilize and return to a predetermined behavior or growth pattern after being pushed off trajectory

30. Minimum characteristics necessary for a behavior

31. The degree of detail we can see in an object
32. Qualitative functional changes that occur with age
33. also known as a sensitive period, it is a time when specific conditions or stimuli are required for optimal development
34. What is an active process of forming relationships and learning from those with whom we interact as we teach them

Down

2. Most dominant sense for infants
3. Our perception of self
6. Efficiency of the vascular system, heart, and lungs
8. Failed growth during infancy, childhood, or adolescence
9. This type of play involves play with another individual

11. quantitative structural changes that occur with age. Ex: change in physical size

12. Realizing that certain characteristics of something may remain the same when the appearance is rearranged
13. who believes that self-esteem evolves developmentally in a series of somewhat predictable steps
14. Emphasis is on the movement itself with little attention to outcome
15. From head to tail
16. Ratio of fat tissue to lean muscle mass
17. Name of the person responsible for the most widely accepted theory of cognitive development
19. Behaviors that are learned
20. Who created CAMP, the Carson Assessment of Motor Patterns
22. a set of expectations about behavior
23. One eye leads the other is tracking or fixation
25. Most dominant sense