Title: Quantify and compare trajectories of problem-solving skills in common childhood toys

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INTRO:

- Young children use toys to acquire and express understanding of problem-solving
- Clinicians use toys to teach and quantify problem-solving
- BUT it is unclear how different toys afford opportunities for advancing problem-solving skills of varying difficulty
- Purpose: Quantify the trajectory of problem-solving skills within and between toys in children with motor delays

METHODS

Population: 134 infants with motor delays

Significant Motor Delay N=66 Mean baseline age = 11.69

- **Assessment**: All infants were assessed with the Assessment of Problem-Solving in Play up to 5 times across 12 months
- Children were given three toys, each for 2 minutes.
- Three problem-solving skills were scored for each toy:
- 1. Simple Explore: exploring toys for perceptual input
- Popup: banging or fingering the buttons; Cups: mouthing or throwing; Tower & Balls: shaking or rotating balls
- 2. **Complex Explore**: trying unsuccessfully to execute a function of the toy
- Popup: trying to push an animal down; Cups: stacking a larger cup on a smaller cup; Tower & Balls: taking balls out of the tower
- 3. Function: playing with the toy as it is designed
- Popup: popping up/pushing down one animal; Cups: nesting/stacking cups; Tower & Balls: putting a ball in the tower or using the lever to remove ball from tower
- Analysis: Linear mixed modeling with random effects compared rate of simple explores, complex explores, and functions overtime within and between each toy stratified by motor severity.

Different toys elicit different problem-solving skills in young children with motor delays



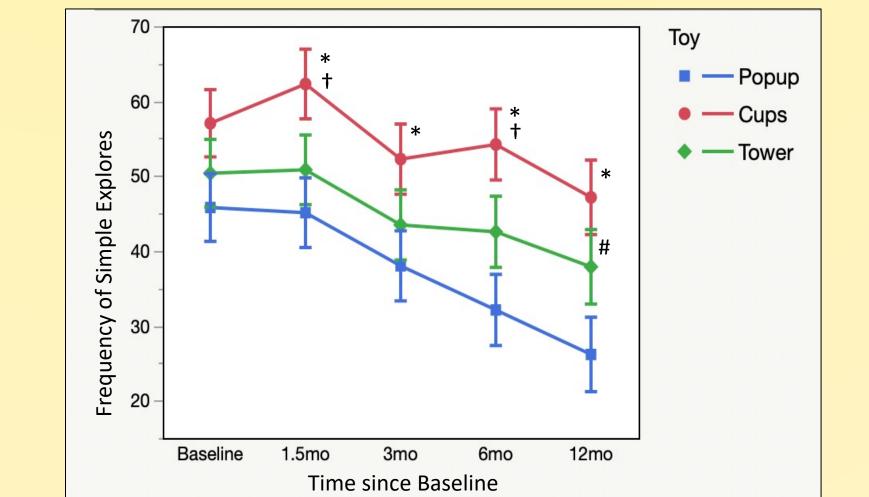
Popup Toy



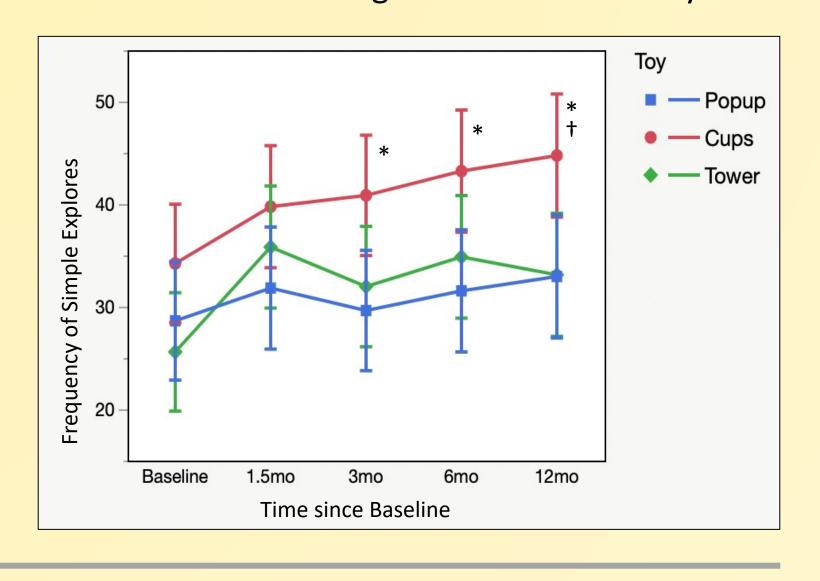


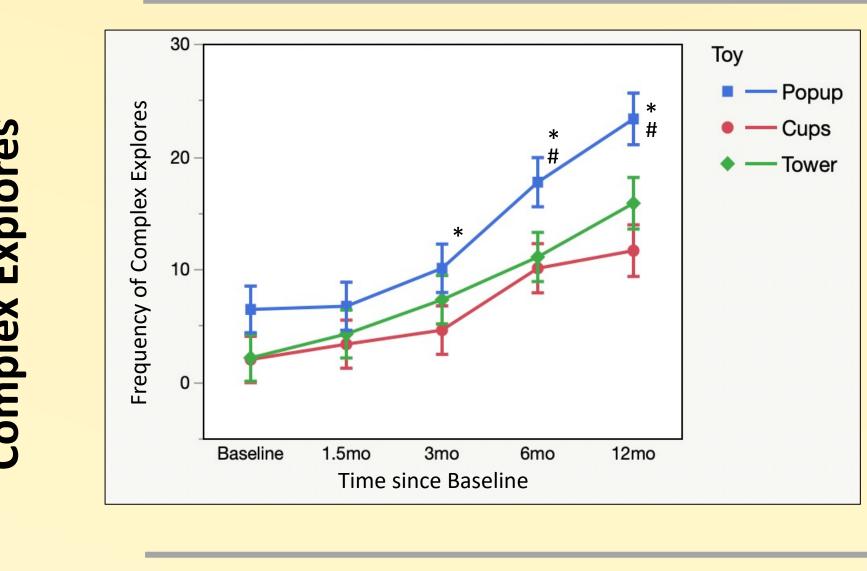
Tower and Balls

Children with Mild Motor Delay

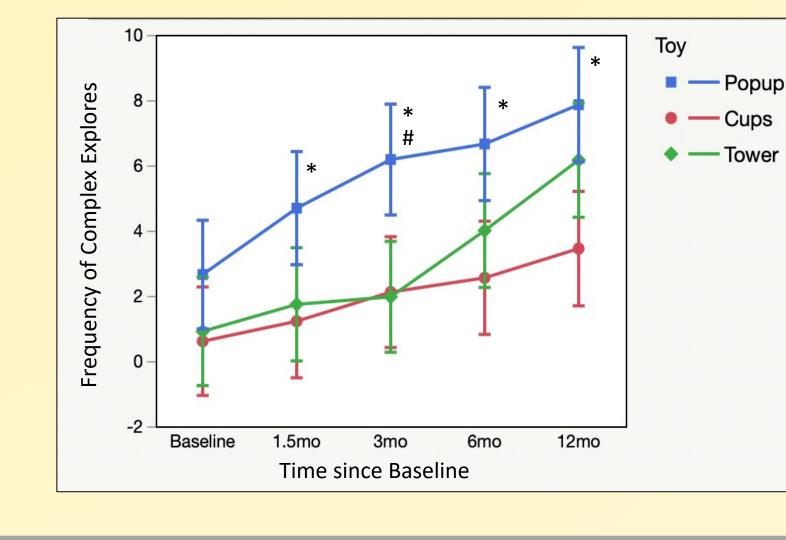


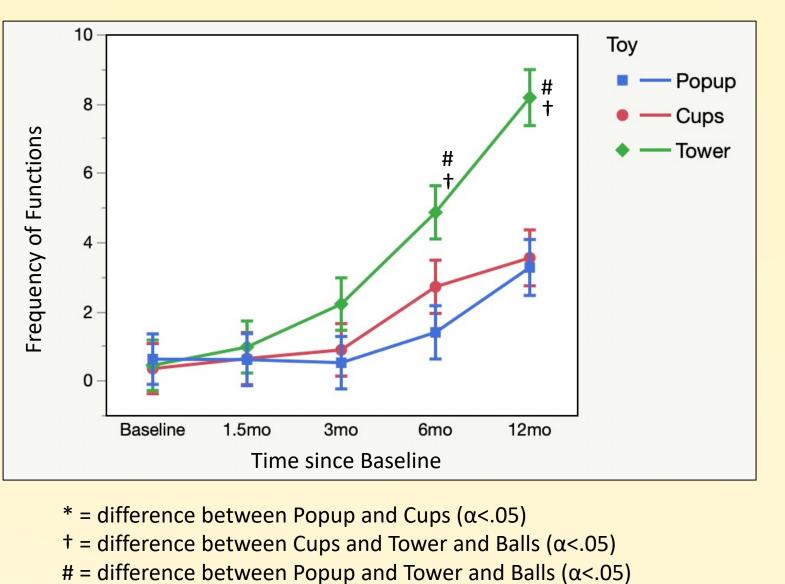
Children with Significant Motor Delay

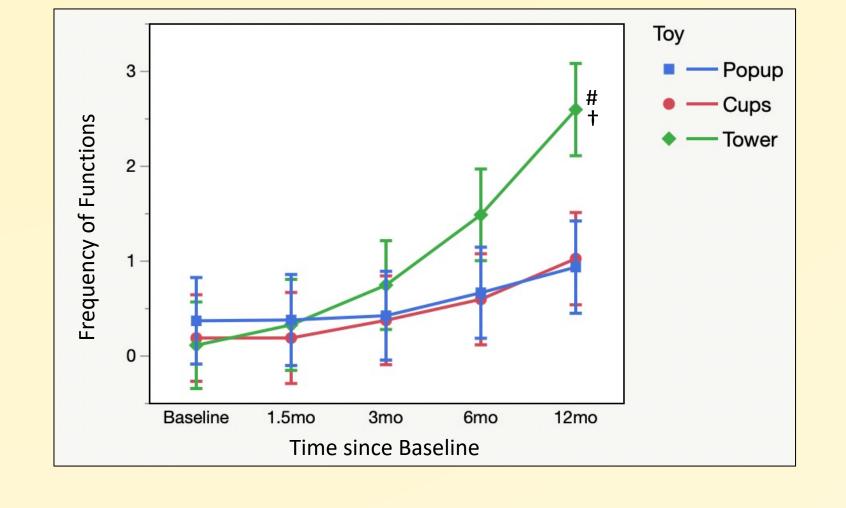




RES





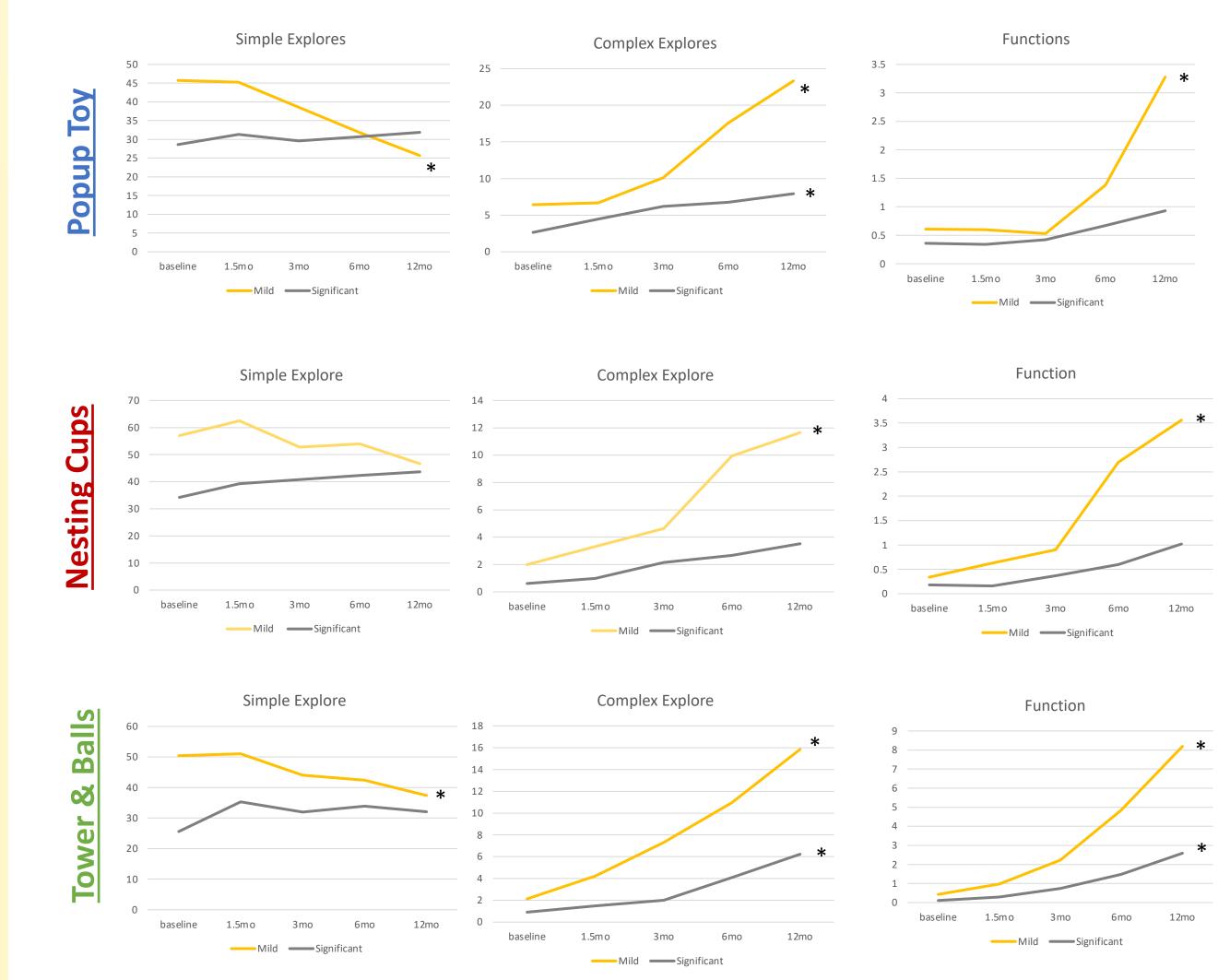








RESULTS Within toys:



*=Significance of linear change (α = .05)

Conclusions & Clinical Relevance:

- Different toys elicit different problem-solving skills, possibly due to the motor and cognitive demands inherent to each toy
- Using multiple toys to assess and track problemsolving may provide a more accurate reflection of children's repertoire of problem-solving skills
- Comparison of problem-solving should not be made among children or across time when there is a lack of consistency in the toys used

References:

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