

# *The Broad Continuum of Attention Problems*

## **Developmental Variations: Behaviors within the Range of Expected Behaviors for That Age Group\***

### **Early Childhood**

The child runs in circles, doesn't stop to rest, may bang into objects or people, and asks questions constantly.

### **Middle Childhood**

The child plays active games for long periods. The child may occasionally do things impulsively, particularly when excited.

### **Adolescence**

The adolescent engages in active social activities (e.g., dancing) for long periods, may engage in risky behaviors with peers.

## **Problems--Behaviors Serious Enough to Disrupt Functioning with Peers, at School, at Home, but Not Severe Enough to Meet Criteria of a Mental Disorder.\***

### **Early Childhood**

The child frequently runs into people or knocks things down during play, gets injured frequently, and does not want to sit for stories or games.

### **Middle Childhood**

The child may butt into other children's games, interrupts frequently, and has problems completing chores.

### **Adolescence**

The adolescent engages in "fooling around" that begins to annoy others and fidgets in class or while watching television.

\* Adapted from *The Classification of Child and Adolescent Mental Diagnoses in Primary Care* (1996). American Academy of Pediatrics.