

# 6 Month Well Child Check

Patient Name \_\_\_\_\_ DOB (Age) \_\_\_\_\_ Sex \_\_\_\_\_ Date \_\_\_\_\_

## Interval History

Illness: \_\_\_\_\_  
Diet: \_\_\_\_\_ Elimination: \_\_\_\_\_ Sleep: \_\_\_\_\_ (naps)  
Development: No head lag / Gums objects / Teeth / Sits briefly / Transfers / Reaches and Grasps / Rolls both ways / Imitates  
Social: Support / Financial / Family stress / Custodianship  
Parental Concerns: \_\_\_\_\_

Ht \_\_\_\_\_ % Wt \_\_\_\_\_ % HC \_\_\_\_\_ % BP \_\_\_\_\_ P \_\_\_\_\_ R \_\_\_\_\_ T \_\_\_\_\_

Exam                      Abnormal Findings                      Abnormal findings

General	Abdomen
Head/Fontanelles	GU
Eyes/Red Reflex	Rectal
Ears	MSK/Hips/Defects/Muscle Tone
Nose	Extremities
Mouth / Teeth?	Skin
Throat	Vasc/Pulses
Neck	Lymph
Breast	Neuro
Heart	Psych
Lungs	

Lab: Lead \_\_\_\_\_ Immunizations: DPT \_\_\_\_\_, IPV \_\_\_\_\_, Hib \_\_\_\_\_, Tetra-immune \_\_\_\_\_, Hep B \_\_\_\_\_

## Anticipatory Guidance

Diet: Formula with iron or breast 24 to 32 oz / Iron-fortified cereals / Vegies / Fruits / One food at a time / No aspiration size foods / No bottles in bed alone  
Behavior: Night crying / Creeping / Stranger anxiety / Begin sit-crawl / People discrimination  
Safety: Car seats / Gates on stairs / Cover electric outlets / Poison-meds out of reach / PICA / Aspiration of foods / Playpen  
Developmental: Squeaky toys / Bath toys / Mirrors / Ball to clutch / Music / Reading / Play games like Peek-a-Boo or Pat-a-Cake / When you give baby a toy, say something about it, like "Feel how fuzzy Teddy Bear is" / Let your baby see himself in the mirror and ask, "Who's that?" Say his name if he doesn't answer / Ask questions like, "where's doggie?" If he doesn't answer, point.  
Health Education: Poison Control / Ipecac / Review URI, diarrheal illness mgmt

Guidance: Where to leave child in emergency / Diet weaning to solids / Rinse and put to bed same time / Teething ring

## Assessment/Plan

Return at: 9 months of age                      Handouts/Materials: Ipecac  
Poison Control