also provides a type of conditioning, or **desensitization**. For instance, children who are afraid of dogs should never be forced to approach or touch one, but they may be gradually introduced to the experience by watching other children play with the animal. This type of modeling, with others demonstrating fearlessness, can be effective if the child is allowed to progress at his or her own rate.

Usually by 5 or 6 years old, children relinquish many of their fears. Explaining the developmental sequence of fears and their gradual disappearance may help parents feel more secure in handling preschoolers' fears. Sometimes fears do not subside with simple measures or developmental maturation. When children experience severe fears that disrupt family life, professional help is necessary.

## **Stress**

Although for parents the preschool years generally are less troublesome than toddlerhood, this period of life presents children with many unique stresses. Some, such as fears, are innate and stem from preschoolers' unique understanding of the world. Others are imposed, such as beginning school. Although minimal amounts of stress are beneficial during the early years to help children develop effective coping skills, excessive stress is harmful. Young children are especially vulnerable because of their limited capacity to cope. Expression of frustration, fear, or anxiety is hampered by inadequate expressive language.

To help parents deal with stress in their children's lives, they must be aware of signs of stress and be helped to identify the source. Any number of stressors may be present, such as the birth of a sibling, marital discord, separation and divorce, relocation, or illness.

The best approach to dealing with stress is prevention—monitoring the amount of stress in children's lives so that levels do not exceed their coping ability. In many instances, structuring children's schedules to allow rest and preparing them for change, such as entering school, are sufficient measures.

## Aggression

The term aggression refers to behavior that attempts to hurt a