



# Adaptive (ADP)

**Basal:** A score of 2 on the *three consecutive* lowest-numbered items administered or the first item in the subdomain if a basal cannot be established.

**Ceiling:** A score of 0 on the *three consecutive* highest-numbered items administered or the last item in the subdomain if a ceiling cannot be established.

## Self-Care (SC)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>0–11 months</b>								
SC 1	The child sucks with smooth, coordinated movements.	2	1	0		0	1	
SC 2	The child closes his or her lips when swallowing.	2	1	0		0	1	
SC 3	The child opens his or her mouth and holds it open as the spoon approaches.	2	1	0		0	1	
<b>12–23 months</b>								
SC 4	The child mouths soft food using up-and-down jaw movements and pushing the food against the top of the mouth with his or her tongue.	2	1	0		0	1	
SC 5	The child eats semisolid food when it is placed in his or her mouth.	2	1	0		0	1	
SC 6	The child bites through soft food.	2	1	0		0	1	
SC 7	The child feeds himself or herself bite-sized pieces of food.	2	1	0		0	1	
SC 8	The child participates in dressing by holding out his or her arms or legs.	2	1	0		0	1	
SC 9	The child dips a spoon in food and brings the spoon to his or her mouth.	2	1	0		0	1	
SC 10	The child communicates the need or desire for food.	2	1	0		0	1	
<b>2 years</b>								
SC 11	The child washes his or her hands.	2	1	0		0	1	
SC 12	The child distinguishes between food items and nonfood items.	2	1	0		0	1	
SC 13	The child removes his or her shoes by untying or unfastening them without assistance.	2	1	0	S		1	
SC 14	The child participates in brushing his or her teeth with assistance.	2	1	0		0	1	
SC 15	The child drinks from a cup independently and with little spilling.	2	1	0		0	1	
<b>3 years</b>								
SC 16	The child shows signs of pretoileting readiness.	2	1	0			1	
SC 17	The child removes clothing without fasteners independently.	2	1	0		0	1	
SC 18	The child washes and dries his or her hands independently.	2	1	0		0	1	
SC 19	The child expresses a need to use the toilet.	2	1	0		0	1	
SC 20	The child puts on lower-body clothing.	2	1	0		0	1	
SC 21	The child has bowel movements in the toilet regularly.	2	1	0			1	
SC 22	The child puts on shoes independently.	2	1	0	S	0	1	

For Training Purposes

Subdomain continues on next page

## Self-Care (SC) (Continued)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>4 years</b>								
SC 23	The child chooses the appropriate utensil for the food he or she is eating.	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>			
	<i>knife</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>fork</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>spoon</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>knife</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
SC 24	The child sleeps through the night without wetting the bed.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				<input type="radio"/>
SC 25	The child dresses and undresses independently.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				<input type="radio"/>
SC 26	The child takes care of his or her own toileting needs.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>		<input type="radio"/>
<b>5 years</b>								
SC 27	The child puts on clothing right-side out and front-side forward and puts shoes on the correct feet without assistance.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			<input type="radio"/>	<input type="radio"/>
SC 28	The child places toothpaste on a toothbrush and brushes his or her teeth.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			<input type="radio"/>	<input type="radio"/>
<b>6–7 years</b>								
SC 29	The child engages and zips a zipper independently.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			<input type="radio"/>	<input type="radio"/>
SC 30	The child combs or brushes his or her own hair.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			<input type="radio"/>	<input type="radio"/>
SC 31	The child uses a dull knife to cut and spread food.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			<input type="radio"/>	<input type="radio"/>
SC 32	The child cuts soft foods with the side of a fork.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			<input type="radio"/>	<input type="radio"/>
SC 33	The child takes a bath or shower independently.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				<input type="radio"/>
SC 34	The child prepares a simple food or snack.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			<input type="radio"/>	<input type="radio"/>
SC 35	The child uses a knife and fork to cut food into smaller pieces.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			<input type="radio"/>	<input type="radio"/>
SC 36	The child prepares a simple meal.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			<input type="radio"/>	<input type="radio"/>
SC 37	The child cleans and cuts his or her fingernails and toenails.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				<input type="radio"/>

+  =  Self-Care (SC)  
 Sum 2s    Sum 1s    Raw Score Total

# Adaptive (ADP)

**Basal:** A score of 2 on the *three consecutive* lowest-numbered items administered or the first item in the subdomain if a basal cannot be established.

**Ceiling:** A score of 0 on the *three consecutive* highest-numbered items administered or the last item in the subdomain if a ceiling cannot be established.

## Personal Responsibility (PR)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>2–3 years</b>								
PR 1	The child explores his or her environment safely and independently.	2	1	0		0	1	
PR 2	The child understands that hot is dangerous.	2	1	0	S		1	
<b>4 years</b>								
PR 3	The child indicates or describes an illness, ailment, or injury to an adult.	2	1	0			1	
PR 4	The child shows care when handling something delicate or fragile.	2	1	0		0	1	
PR 5	The child uses appropriate behavior in public settings.	2	1	0		0	1	
<b>5 years</b>								
PR 6	The child demonstrates caution and avoids common dangers.	2	1	0		0	1	
PR 7	The child responds to instructions given in a small group and begins the task without being reminded.	2	1	0		0	1	
PR 8	The child accesses a computer tablet or other electronic device independently.	2	1	0		0	1	
PR 9	The child initiates and organizes his or her own activities.	2	1	0		0	1	
PR 10	The child follows established rules when playing simple games.	2	1	0		0	1	
<b>6 years</b>								
PR 11	The child continues to work on a learning task with minimal guidance.	2	1	0		0	1	
PR 12	The child speaks up for himself or herself.	2	1	0		0	1	
PR 13	The child asks permission to use others' possessions.	2	1	0		0	1	
PR 14	The child answers "what-to-do-if" questions involving personal responsibility. <i>What would you do if you saw smoke and fire coming from a house?</i> <input type="radio"/> Correct <input type="radio"/> Incorrect  <i>What would you do if you were playing at the park and someone you did not know asked if you wanted to go for a ride in his or her car?</i> <input type="radio"/> Correct <input type="radio"/> Incorrect	2	1	0	S			
<b>7 years</b>								
PR 15	The child performs common household tasks using appropriate items or tools.	2	1	0		0	1	
PR 16	The child takes care of personal belongings independently.	2	1	0		0	1	
PR 17	The child goes to bed without assistance.	2	1	0			1	
PR 18	The child crosses the street safely.	2	1	0		0	1	

For Training Purposes

## Personal Responsibility (PR) (Continued)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
PR 19	The child uses emergency phone numbers.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PR 20	The child handles money responsibly.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			<input type="radio"/>	
PR 21	The child understands how to make a purchase in a store.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PR 22	The child knows his or her own home phone number or the phone number of a parent or caregiver.	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>			
PR 23	The child knows his or her address.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PR 24	The child is able to identify the correct amount of money needed to make a small purchase. <i>What is the price of the item?</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>How much money is here?</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>If I use this money to purchase this item, how much change would I get back?</i> <input type="radio"/> Correct <input type="radio"/> Incorrect	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			

For Training Purposes

$$\begin{array}{c} \square \\ \text{Sum} \\ 2\text{s} \end{array} + \begin{array}{c} \square \\ \text{Sum} \\ 1\text{s} \end{array} = \begin{array}{c} \square \\ \text{Personal Responsibility (PR)} \\ \text{Raw Score Total} \end{array}$$

# Social-Emotional (S-E)

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## Adult Interaction (AI)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>0–11 months</b>								
AI 1	The child looks at an adult's face.	2	1	0	S		1	
AI 2	The child relaxes when being held.	2	1	0	S	0	1	
AI 3	The child responds to a familiar adult voice.	2	1	0	S	0		
AI 4	The child shows awareness of other people.	2	1	0	S	0	1	
AI 5	The child tracks an adult with his or her eyes as the adult moves from side to side.	2	1	0	S			
AI 6	The child shows a desire for social attention.	2	1	0		0	1	
AI 7	The child explores adult facial features.	2	1	0	S		1	
<b>12–17 months</b>								
AI 8	The child reacts to positive adult attention and the withdrawal of attention.	2	1	0	S	0	1	
AI 9	The child expresses enjoyment of or preference for certain things, activities, or situations.	2	1	0	S	0	1	
<b>18–23 months</b>								
AI 10	The child discriminates between familiar and unfamiliar people.	2	1	0	S	0	1	
AI 11	The child plays peekaboo.	2	1	0	S			
<b>2 years</b>								
AI 12	The child shows appropriate affection toward people, pets, or possessions.	2	1	0		0	1	
AI 13	The child shows appropriate signs of separation anxiety when removed from his or her parent or caregiver.	2	1	0	S	0	1	
<b>3 years</b>								
AI 14	The child responds positively to adult recognition and encouragement.	2	1	0		0	1	
AI 15	The child mimics a familiar adult's facial expressions.	2	1	0	S	0	1	
AI 16	The child responds positively when familiar adults or adults in authority initiate social contact.	2	1	0		0	1	
<b>4 years</b>								
AI 17	The child recognizes an adult's happy or sad emotions.	2	1	0		0	1	
AI 18	The child initiates social contact or interactions with familiar adults.	2	1	0		0	1	
<b>5–7 years</b>								
AI 19	The child joins in or imitates an adult's performance of simple tasks.	2	1	0		0	1	
AI 20	The child seeks help from adults other than his or her parents or caregiver.	2	1	0		0	1	

For Training Purposes

Subdomain continues on next page

### Adult Interaction (AI) (Continued)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
AI 21	The child follows adult directions with little or no resistance.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	
AI 22	The child follows the rules given by an adult for playing simple group games with peers.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	
AI 23	The child solicits feedback from adults.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	
AI 24	The child waits patiently for a teacher's or other adult's attention.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	
AI 25	The child accepts constructive criticism from an adult.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	
AI 26	The child recognizes an adult's expressed complex emotions.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			<input type="radio"/>	
AI 27	The child recognizes traits of positive role models.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			

+  =  Adult Interaction (AI)  
 Sum 2s      Sum 1s      Raw Score Total

# For Training Purposes

# Social-Emotional (S-E)

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## Peer Interaction (PI)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>2 years</b>								
PI 1	The child shows awareness of the presence of other children.	2	1	0		0	1	
PI 2	The child plays independently in the company of peers.	2	1	0		0	1	
<b>3 years</b>								
PI 3	The child enjoys playing with other children.	2	1	0		0	1	
PI 4	The child imitates other children's play activities.	2	1	0		0	1	
PI 5	The child mimics or responds to peers' emotions.	2	1	0		0	1	
PI 6	The child responds differently to familiar and unfamiliar children.	2	1	0			1	
PI 7	The child initiates social contact with peers during play.	2	1	0		0	1	
<b>4 years</b>								
PI 8	The child shows sympathy or concern for peers.	2	1	0		0	1	
PI 9	The child plays next to peers using the same materials but does not influence or disturb the other children's play.	2	1	0		0	1	
<b>5 years</b>								
PI 10	The child plays cooperatively with peers.	2	1	0		0	1	
PI 11	The child shows interest in being included in peer groups.	2	1	0		0	1	
PI 12	The child shares property with peers.	2	1	0		0	1	
<b>6 years</b>								
PI 13	The child engages in highly coordinated pretend play.	2	1	0		0	1	
PI 14	The child willingly takes turns and shares.	2	1	0		0	1	
<b>7 years</b>								
PI 15	The child actively participates in peer relationships.	2	1	0		0	1	
PI 16	The child plays cooperatively in rule-regulated games with peers.	2	1	0		0	1	
PI 17	The child appropriately uses peers as resources.	2	1	0		0	1	
PI 18	The child offers to help peers.	2	1	0		0	1	
PI 19	The child resolves conflict with peers in a peaceful manner.	2	1	0		0	1	
PI 20	The child identifies the traits of a valued friend.	2	1	0	S			
PI 21	The child understands when peers make requests or demands that are not reasonable.	2	1	0		0	1	
PI 22	The child self-discloses to a peer.	2	1	0	S		1	

For Training Purposes

Subdomain continues on next page →



**Peer Interaction (PI) (Continued)**

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
PI 23	The child understands the positive and negative impact of peer pressure.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	
PI 24	The child seeks out friends for guidance and advice on personal matters.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	

+  =  Peer Interaction (PI)  
 Sum Sum Raw Score Total  
 2s 1s

For Training Purposes

# Social-Emotional (S-E)

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## Self-Concept and Social Role (SR)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>0–11 months</b>								
SR 1	The child smiles or vocalizes in response to adult attention.	2	1	0	S	O	I	
SR 2	The child expresses emotions.	2	1	0			I	
SR 3	The child shows awareness of his or her hands.	2	1	0		O	I	
<b>12–23 months</b>								
SR 4	The child shows awareness of his or her feet.	2	1	0		O	I	
SR 5	The child responds to his or her name.	2	1	0	S	O		
SR 6	The child self-soothes.	2	1	0		O	I	
<b>2 years</b>								
SR 7	The child appropriately communicates positive emotions.	2	1	0		O	I	
SR 8	The child appropriately communicates negative emotions.	2	1	0		O	I	
SR 9	The child exhibits apprehension or fear in new situations.	2	1	0		O	I	
SR 10	The child expresses ownership or possession.	2	1	0		O	I	
SR 11	The child identifies himself or herself in a mirror.	2	1	0	S		I	
SR 12	The child transitions from one activity or setting to another.	2	1	0		O	I	
<b>3 years</b>								
SR 13	The child shows pride in his or her work or accomplishments.	2	1	0		O	I	
SR 14	The child uses symbolic representation in make-believe play.	2	1	0		O	I	
SR 15	The child recovers from distress in a reasonable amount of time when comforted.	2	1	0			I	
SR 16	The child willingly tries new things.	2	1	0		O	I	
<b>4 years</b>								
SR 17	The child initiates social interactions with others.	2	1	0		O	I	
SR 18	The child engages in adult role-playing and imitation.	2	1	0		O	I	
SR 19	The child demonstrates knowledge of his or her age.	2	1	0	S			
<b>5 years</b>								
SR 20	The child states his or her first <i>and</i> last names.	2	1	0	S			
SR 21	The child follows classroom rules and agreements.	2	1	0		O	I	
SR 22	The child recognizes another's need for help and offers assistance.	2	1	0		O	I	

For Training Purposes

Subdomain continues on next page →

### Self-Concept and Social Role (SR) (Continued)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>6–7 years</b>								
SR 23	The child asserts himself or herself in socially and culturally acceptable ways.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	
SR 24	The child respects the property and rights of others.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	
SR 25	The child demonstrates the ability to “show and tell” without major discomfort.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	
SR 26	The child describes his or her feelings.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	
SR 27	The child shows moral responsibility. <i>broke something</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>taking something</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>calling names</i> <input type="radio"/> Correct <input type="radio"/> Incorrect	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
SR 28	The child waits patiently for a desired item or event.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	
SR 29	The child makes social comparisons.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
SR 30	The child stays on task and works through difficulties and frustrations.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	
SR 31	The child independently seeks alternatives to problems.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	
SR 32	The child demonstrates the ability to set and reach goals.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			<input type="radio"/>	
SR 33	The child describes his or her personality.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			

For Training Purposes

<input type="text"/>	+	<input type="text"/>	=	<input type="text"/>	Self-Concept and Social Role (SR) Raw Score Total
Sum 2s		Sum 1s			

# Communication (COM)

**Basal:** A score of 2 on the *three consecutive* lowest-numbered items administered or the first item in the subdomain if a basal cannot be established.

**Ceiling:** A score of 0 on the *three consecutive* highest-numbered items administered or the last item in the subdomain if a ceiling cannot be established.

## Receptive Communication (RC)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>0–11 months</b>								
RC 1	The child startles to loud sounds.	2	1	0	S	O		
RC 2	The child quiets or smiles when spoken to by a familiar voice.	2	1	0		O	1	
RC 3	The child turns his or her head toward a source of sound outside his or her field of vision.	2	1	0	S			
RC 4	The child pays attention to music.	2	1	0		O	1	
<b>12–23 months</b>								
RC 5	The child responds to his or her name.	2	1	0	S	O	1	
RC 6	The child responds to different tones of a person's voice.	2	1	0		O	1	
RC 7	The child responds to being told no.	2	1	0		O	1	
RC 8	The child identifies family members or pets when named.	2	1	0	S		1	
RC 9	The child responds to simultaneous verbal and gestural commands.	2	1	0	S			
<b>2 years</b>								
RC 10	The child associates spoken words with familiar objects.	2	1	0	S	O		
RC 11	The child points to body parts when named.	2	1	0	S		1	
<b>3 years</b>								
RC 12	The child looks at or points to an object across the room when it is named.	2	1	0	S			
RC 13	The child understands the simple possessive forms <i>your</i> and <i>my</i> .  <div style="display: flex; justify-content: space-around;"> <span><input type="radio"/> Correct</span> <span><input type="radio"/> Incorrect</span> </div> <div style="display: flex; justify-content: space-around;"> <span><input type="radio"/> Correct</span> <span><input type="radio"/> Incorrect</span> </div>	2	1	0	S			
RC 14	The child understands simple action verbs.	2	1	0	S	O	1	
RC 15	The child responds to the prepositions <i>on</i> and <i>out</i> .	2	1	0	S	O		
RC 16	The child responds to <i>where</i> and <i>when</i> questions.  <div style="display: flex; justify-content: space-around;"> <span><input type="radio"/> Correct</span> <span><input type="radio"/> Incorrect</span> </div> <div style="display: flex; justify-content: space-around;"> <span><input type="radio"/> Correct</span> <span><input type="radio"/> Incorrect</span> </div>	2	1	0	S	O		
RC 17	The child recognizes actions in pictures.	2	1	0	S			

For Training Purposes

Subdomain continues on next page

## Receptive Communication (RC) (Continued)

Item	Item Description	Score			Procedure			Comments	
		2	1	0	S	O	I		
RC 18	The child understands simple negatives. <i>no shoes</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect								
	<i>not dirty</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect								
RC 18	<i>no frosting</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect								
	<b>4 years</b>								
	RC 19	The child identifies pictures of objects by their use.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
RC 20	The child understands <i>what</i> and <i>who</i> questions. <i>what</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect								
	<i>who</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
RC 20	<input type="radio"/> Correct <input type="radio"/> Incorrect								
	RC 21	The child responds to the prepositions <i>over</i> and <i>behind</i> . <i>over</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
		<input type="radio"/> Correct <input type="radio"/> Incorrect							
<i>behind</i>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
RC 21	<input type="radio"/> Correct <input type="radio"/> Incorrect								
	RC 22	The child responds to the adverbs <i>softly</i> and <i>loudly</i> . <i>hands softly</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
		<input type="radio"/> Correct <input type="radio"/> Incorrect							
<i>hands loudly</i>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<input type="radio"/> Correct <input type="radio"/> Incorrect									
<i>feet loudly</i>		<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
RC 22	<input type="radio"/> Correct <input type="radio"/> Incorrect								
	<i>feet softly</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect								

For Training Purposes

Subdomain continues on next page

## Receptive Communication (RC) (Continued)

Item	Item Description <i>Subtrial</i>	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>5–6 years</b>								
RC 23	The child follows two-step verbal commands. <i>Command 1</i>	2	1	0	S			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>Command 2</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>Command 3</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
RC 24	The child associates spoken words with pictures. <i>bird</i>	2	1	0	S			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>hen</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>telephone</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
RC 25	The child understands regular plural forms. <i>cats</i>	2	1	0	S			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>boats</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
RC 26	The child follows three-step verbal commands. <i>Command 1</i>	2	1	0	S			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>Command 2</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
<b>7 years</b>								
RC 27	The child reads nonverbal cues from others.	2	1	0			S	
RC 28	The child understands irregular plural forms. <i>children</i>	2	1	0	S			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>mice</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
RC 29	The child distinguishes between active and passive voice. <i>was chased</i>	2	1	0	S			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>chased</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							

For Training Purposes

Subdomain continues on next page

## Receptive Communication (RC) (Continued)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
RC 30	The child understands the future tense of the verb <i>to be</i> . <i>will be wet</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
RC 31	The child responds to the adverbs <i>nearest</i> and <i>farthest</i> . <i>will paint</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
RC 32	The child understands the past tense of the verb <i>to be</i> . <i>nearest</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
RC 33	The child understands the past tense of the verb <i>to be</i> . <i>farthest</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
RC 34	The child understands the past tense of the verb <i>to be</i> . <i>was wet</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
RC 35	The child understands the past tense of the verb <i>to be</i> . <i>was dirty</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
RC 36	The child associates pictures with words—Level 1. <i>life cycle</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
RC 37	The child associates pictures with words—Level 1. <i>temperature</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
RC 38	The child associates pictures with words—Level 1. <i>precipitation</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
RC 39	The child associates pictures with words—Level 2. <i>solid</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
RC 40	The child associates pictures with words—Level 2. <i>force</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
RC 41	The child associates pictures with words—Level 2. <i>erosion</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							

For Training Purposes

$$\begin{array}{c} \square \\ \text{Sum} \\ 2\text{s} \end{array} + \begin{array}{c} \square \\ \text{Sum} \\ 1\text{s} \end{array} = \begin{array}{c} \square \\ \text{Receptive Communication (RC)} \\ \text{Raw Score Total} \end{array}$$

# Communication (COM)

**Basal:** A score of 2 on the *three consecutive* lowest-numbered items administered or the first item in the subdomain if a basal cannot be established.

**Ceiling:** A score of 0 on the *three consecutive* highest-numbered items administered or the last item in the subdomain if a ceiling cannot be established.

## Expressive Communication (EC)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>0–11 months</b>								
EC 1	The child produces differentiated cries.	2	1	0		0	1	
EC 2	The child makes noncrying vocalizations.	2	1	0		0	1	
EC 3	The child produces one or more vowel sounds.	2	1	0		0	1	
EC 4	The child vocalizes to express his or her feelings.	2	1	0		0	1	
<b>12–17 months</b>								
EC 5	The child babbles.	2	1	0		0	1	
EC 6	The child produces one or more single-syllable consonant-vowel sound combinations.	2	1	0		0	1	
EC 7	The child babbles with inflection.	2	1	0		0	1	
<b>18–23 months</b>								
EC 8	The child uses gestures to indicate his or her wants or needs.	2	1	0		0	1	
EC 9	The child waves bye-bye.	2	1	0		0	1	
EC 10	The child imitates speech sounds.	2	1	0		0	1	
EC 11	The child uses meaningful one-word utterances to express wants or needs.	2	1	0		0	1	
EC 12	The child uses 10 or more words in a functional way.	2	1	0		0	1	
<b>2 years</b>								
EC 13	The child uses lip sounds (/p/, /m/, /b/).	2	1	0	5	0		
EC 14	The child uses two-word utterances to express meaningful relationships.	2	1	0		0	1	
EC 15	The child answers <i>what</i> questions.	2	1	0	5		1	
EC 16	The child uses speech sounds (/k/, /d/, /g/).	2	1	0	5	0		
EC 17	The child has a functional vocabulary of at least 100 words.	2	1	0		0	1	
EC 18	The child communicates using simple sentences.	2	1	0		0	1	
<b>3 years, 0 months–3 years, 5 months</b>								
EC 19	The child uses three-word phrases meaningfully.	2	1	0		0	1	
EC 20	The child asks questions that begin with <i>what</i> .	2	1	0		0	1	

For Training Purposes

Subdomain continues on next page →



## Expressive Communication (EC) (Continued)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
EC 21	The child repeats familiar words with clear articulation.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<i>cut</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>make</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>wipe</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>home</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>buy</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>tear.</i>							
<input type="radio"/> Correct <input type="radio"/> Incorrect								
<i>pot</i>								
<input type="radio"/> Correct <input type="radio"/> Incorrect								
<i>man</i>								
<input type="radio"/> Correct <input type="radio"/> Incorrect								
<i>foot</i>								
<input type="radio"/> Correct <input type="radio"/> Incorrect								
<b>3 years, 6 months–3 years, 11 months</b>								
EC 22	The child actively participates in conversations with adults and other children.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	
EC 23	The child uses the pronouns <i>I</i> , <i>you</i> , and <i>me</i> .	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	
EC 24	The child has established digraph speech sounds (/ch/ and /sh/).	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
EC 25	The child produces the /s/ and /z/ sounds in words.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		

For Training Purposes

Subdomain continues on next page →

## Expressive Communication (EC) (Continued)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>4 years, 0 months–4 years, 5 months</b>								
EC 26	The child responds yes or no appropriately. <i>dogs</i>	2	1	0	S	O		
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>building</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>chair</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>elephant</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
EC 27	The child uses five- or six-word sentences.	2	1	0	S	O		
<b>4 years, 6 months–4 years, 11 months</b>								
EC 28	The child asks questions that begin with <i>why</i> and <i>how</i> .	2	1	0		O	I	
EC 29	The child has established blending speech sounds (/br/, /kw/, /sl/).	2	1	0	S	O		
EC 30	The child identifies the use of everyday objects. <i>jacket</i>	2	1	0	S			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>cup</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>crayon</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>phone</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
<b>5–7 years</b>								
EC 31	The child engages in meaningful dialogue.	2	1	0	S	O		
EC 32	The child follows conventional rules of conversation.	2	1	0	S		I	
EC 33	The child communicates his or her experiences clearly enough for others to understand.	2	1	0	S	O		
EC 34	The child communicates his or her feelings. <i>outside</i>	2	1	0	S			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>present</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>sick</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
EC 35	The child uses regular past tense verbs ending in <i>-ed</i> . <i>painted</i>	2	1	0	S			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>washed</i>							
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
EC 36	The child describes what is happening in a picture.	2	1	0	S			

For Training Purposes

Subdomain continues on next page

## Expressive Communication (EC) (Continued)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
EC 37	The child identifies a word from its definition. <i>lightning</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
EC 38	The child talks about things that might be. <i>library</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
EC 39	The child uses irregular plural forms. <i>talking animals</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
EC 40	The child provides synonyms and antonyms without visual cues. <i>no computers, books, or paper</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
EC 41	The child uses irregular plural forms. <i>deer</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
EC 40	The child provides synonyms and antonyms without visual cues. <i>mice</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
EC 40	The child provides synonyms and antonyms without visual cues. <i>nervous</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
EC 40	The child provides synonyms and antonyms without visual cues. <i>strang</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
EC 40	The child provides synonyms and antonyms without visual cues. <i>clean</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
EC 40	The child provides synonyms and antonyms without visual cues. <i>finish</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
EC 41	The child gives accurate directions.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			

For Training Purposes

	+		=		Expressive Communication (EC) Raw Score Total
Sum 2s		Sum 1s			

# Motor (MOT)

**Basal:** A score of 2 on the *three consecutive* lowest-numbered items administered or the first item in the subdomain if a basal cannot be established.

**Ceiling:** A score of 0 on the *three consecutive* highest-numbered items administered or the last item in the subdomain if a ceiling cannot be established.

## Gross Motor (GM)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>0–5 months</b>								
GM 1	The child lifts his or her head 45 degrees and holds it for 5 seconds while lying in a prone position (on stomach).	2	1	0	S	O		
GM 2	The child holds his or her head erect for 1 minute when placed in a seated position.	2	1	0	S	O		
GM 3	The child turns his or her head freely from side to side while supported in a sitting position.	2	1	0	S	O		
GM 4	The child lifts and turns his or her head from side to side while lying in a prone position (on stomach).	2	1	0	S	O		
GM 5	The child brings his or her hands together at the midline.	2	1	0	S	O	I	
<b>6–11 months</b>								
GM 6	The child holds his or her head in a straight line with the body when pulled from a supine position (on back) to a seated position.	2	1	0	S			
GM 7	The child uses his or her hand to place an object in the mouth.	2	1	0	S	O	I	
GM 8	The child brings his or her feet to the hands or mouth while in a supine position (on back).	2	1	0	S	O	I	
GM 9	The child turns from a prone position (on stomach) to a supine position (on back) unassisted.	2	1	0	S	O	I	
GM 10	The child sits without assistance for at least 1 minute.	2	1	0	S	O	I	
GM 11	The child intentionally raises his or her upper body, shifts his or her weight to one side, and reaches for a nearby object while in a prone position (on stomach).	2	1	0	S	O	I	
GM 12	The child makes stepping movements when held in an upright position.	2	1	0	S			
GM 13	The child moves 3 or more feet by crawling on his or her hands and knees.	2	1	0	S	O	I	
GM 14	The child pulls himself or herself up to a standing position while holding on to a stationary object without adult assistance.	2	1	0	S	O	I	
GM 15	The child moves from a standing position to a sitting position while holding on to a stationary object.	2	1	0	S	O	I	
GM 16	The child walks three or more steps with assistance.	2	1	0	S	O	I	
<b>12–17 months</b>								
GM 17	The child creeps or crawls up four steps without assistance.	2	1	0	S		I	
GM 18	The child stands in an upright position without support for 30 or more seconds.	2	1	0	S	O		
GM 19	The child moves from a sitting position to a standing position without support or assistance.	2	1	0	S	O	I	

For Training Purposes

Subdomain continues on next page

## Gross Motor (GM) (Continued)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>18–23 months</b>								
GM 20	The child moves from a supine position (on back) to a standing position using smooth, coordinated movements without support or assistance.	☉	☉	☉	☉	☉	☉	
GM 21	The child walks without support for 10 feet while maintaining balance.	☉	☉	☉	☉	☉	☉	
GM 22	The child maintains or corrects his or her balance when challenged to move the body out of midline.	☉	☉	☉	☉	☉	☉	
<b>2 years</b>								
GM 23	The child walks up four stairs with support.	☉	☉	☉	☉		☉	
GM 24	The child walks down four stairs with support.	☉	☉	☉	☉		☉	
<b>3 years</b>								
GM 25	The child runs 10 feet while maintaining balance.	☉	☉	☉	☉	☉	☉	
GM 26	The child kicks a ball forward while maintaining balance.	☉	☉	☉	☉	☉	☉	
GM 27	The child throws a ball 5 feet forward with direction.	☉	☉	☉	☉	☉	☉	
GM 28	The child walks backward 10 or more steps.	☉	☉	☉	☉	☉		
GM 29	The child walks up stairs, alternating feet, without assistance from a person.	☉	☉	☉	☉	☉	☉	
GM 30	The child jumps forward with both feet together.	☉	☉	☉	☉			
GM 31	The child walks forward two or more steps in a straight line, alternating feet.	☉	☉	☉	☉			
<b>4 years</b>								
GM 32	The child imitates the bilateral movements of an adult.	☉	☉	☉	☉			
GM 33	The child walks down stairs, alternating feet, without assistance from a person.	☉	☉	☉	☉	☉	☉	
<b>5 years</b>								
GM 34	The child jumps forward three or more times with his or her feet together.	☉	☉	☉	☉			
GM 35	The child catches a large ball from 5 feet away, using both hands.	☉	☉	☉	☉			
<b>6–7 years</b>								
GM 36	The child hops forward on one foot without support.	☉	☉	☉	☉			
GM 37	The child stands on each foot alternately with his or her eyes closed.	☉	☉	☉	☉			
GM 38	The child catches a tennis ball, tossed from 5 feet away, with two hands.	☉	☉	☉	☉			
GM 39	The child skips, alternating feet, for at least 20 feet.	☉	☉	☉	☉			
GM 40	The child walks forward 6 feet, heel-to-toe.	☉	☉	☉	☉			

For Training Purposes

Subdomain continues on next page

## Gross Motor (GM) (Continued)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
GM 41	The child catches a tennis ball, tossed from 10 feet away, with two hands.	2	1	0	S			
GM 42	The child throws a ball overhand with the dominant hand and hits a target from 5 feet away.	2	1	0	S			
GM 43	The child throws a ball overhand with the dominant hand and hits a target from 10 feet away.	2	1	0	S			
GM 44	The child catches a tennis ball, tossed from 5 feet away, with one hand.	2	1	0	S			
GM 45	The child catches a tennis ball, tossed from 10 feet away, with one hand.	2	1	0	S			

	+		=		Gross Motor (GM) Raw Score Total
Sum 2s		Sum 1s			

# For Training Purposes

# Motor (MOT)

**Basal:** A score of 2 on the *three consecutive* lowest-numbered items administered or the first item in the subdomain if a basal cannot be established.

**Ceiling:** A score of 0 on the *three consecutive* highest-numbered items administered or the last item in the subdomain if a ceiling cannot be established.

## Fine Motor (FM)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>0–11 months</b>								
FM 1	The child grasps a caregiver's finger.	⊙	⊙	⊙	⊙		⊙	
FM 2	The child holds his or her hands in an open, loose-fisted position when not grasping an object.	⊙	⊙	⊙		⊙		
FM 3	The child maintains his or her hands together at the midline.	⊙	⊙	⊙		⊙		
FM 4	The child holds an object with his or her fingers against the heel of the palm (ulnar-palmar prehension).	⊙	⊙	⊙	⊙			
FM 5	The child shakes a toy.	⊙	⊙	⊙	⊙			
FM 6	The child bangs an object on a table.	⊙	⊙	⊙	⊙			
<b>12–17 months</b>								
FM 7	The child retrieves a small object by raking it with his or her fingers and pulling it into the palm of the hand.	⊙	⊙	⊙	⊙	⊙		
FM 8	The child picks up a small object with several fingers opposed to the thumb (partial finger prehension).	⊙	⊙	⊙	⊙	⊙		
<b>18–23 months</b>								
FM 9	The child transfers an object from one hand to the other.	⊙	⊙	⊙	⊙			
FM 10	The child removes forms from a form board.	⊙	⊙	⊙	⊙			
<b>2 years</b>								
FM 11	The child picks up a small object with the ends of the thumb and index finger in an overhand approach (neat pincer grasp).	⊙	⊙	⊙	⊙	⊙		
FM 12	The child turns pages in a book.	⊙	⊙	⊙	⊙	⊙	⊙	
<b>3 years</b>								
FM 13	The child scribbles.	⊙	⊙	⊙	⊙		⊙	
FM 14	The child extends or points with his or her index finger independent of the thumb and other fingers.	⊙	⊙	⊙	⊙	⊙		
FM 15	The child scribbles linear and/or circular patterns.	⊙	⊙	⊙	⊙		⊙	
FM 16	The child uses his or her fingertips to grasp a pencil or crayon.	⊙	⊙	⊙	⊙	⊙		
<b>4 years</b>								
FM 17	The child cuts paper with scissors.	⊙	⊙	⊙	⊙			
FM 18	The child holds paper with one hand while drawing or writing with the other hand.	⊙	⊙	⊙	⊙	⊙		
FM 19	The child imitates finger movements.	⊙	⊙	⊙	⊙			
<b>5 years</b>								
FM 20	The child strings four large beads.	⊙	⊙	⊙	⊙			
FM 21	The child folds a sheet of paper.	⊙	⊙	⊙	⊙			

For Training Purposes

Subdomain continues on next page

## Fine Motor (FM) (Continued)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>6–7 years</b>								
FM 22	The child cuts with scissors following a line.	②	①	①	③			
FM 23	The child rotates a pencil in one hand.	②	①	①	③			
FM 24	The child traces designs with curved edges.	②	①	①	③			
FM 25	The child traces designs with corners.	②	①	①	③			
FM 26	The child touches the fingertips of each hand successively with the thumb of the same hand.	②	①	①	③			
FM 27	The child cuts out a shape with scissors—Level 1.	②	①	①	③			
FM 28	The child cuts out a shape with scissors—Level 2.	②	①	①	③			
FM 29	The child ties a single overhand knot.	②	①	①	③			
FM 30	The child ties a bow.	②	①	①	③		①	

$$\begin{array}{c} \square \\ \text{Sum} \\ 2s \end{array} + \begin{array}{c} \square \\ \text{Sum} \\ 1s \end{array} = \begin{array}{c} \square \\ \text{Fine Motor (FM)} \\ \text{Raw Score Total} \end{array}$$

# For Training Purposes



# Motor (MOT)

**Basal:** A score of 2 on the *three consecutive* lowest-numbered items administered or the first item in the subdomain if a basal cannot be established.

**Ceiling:** A score of 0 on the *three consecutive* highest-numbered items administered or the last item in the subdomain if a ceiling cannot be established.

## Perceptual Motor (PM)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>2 years, 0 months–2 years, 5 months</b>								
PM 1	The child intentionally drops a block into a cup.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PM 2	The child uses one hand to reach for and touch an object placed in front of him or her.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
<b>2 years, 6 months–3 years, 11 months</b>								
PM 3	The child dumps an object from a bottle.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PM 4	The child places two objects in a bottle.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PM 5	The child places four rings on a post in any order.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<b>4 years</b>								
PM 6	The child stacks four blocks vertically.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
PM 7	The child imitates a vertical line.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PM 8	The child imitates a horizontal line.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<b>5 years</b>								
PM 9	The child builds a three-block bridge.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PM 10	The child copies a circle.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PM 11	The child writes his or her first name.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		
PM 12	The child copies a cross.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PM 13	The child imitates a six-block design.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<b>6–7 years</b>								
PM 14	The child copies the letters O, S, and P.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PM 15	The child copies the letters T, H, and F.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PM 16	The child copies numerals 1 through 5.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PM 17	The child copies a square.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PM 18	The child copies a triangle.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PM 19	The child copies the letters A, V, and X.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PM 20	The child copies a diamond.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PM 21	The child copies words with uppercase and lowercase letters.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PM 22	The child copies two tilted triangles.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PM 23	The child copies a two-dimensional design.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PM 24	The child copies a three-dimensional cylinder design.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			

For Training Purposes

$$\begin{array}{c}
 \square \\
 \text{Sum} \\
 2\text{s}
 \end{array}
 +
 \begin{array}{c}
 \square \\
 \text{Sum} \\
 1\text{s}
 \end{array}
 =
 \begin{array}{c}
 \square \\
 \text{Perceptual Motor (PM)} \\
 \text{Raw Score Total}
 \end{array}$$

# Cognitive (COG)

**Basal:** A score of 2 on the *three consecutive* lowest-numbered items administered or the first item in the subdomain if a basal cannot be established.

**Ceiling:** A score of 0 on the *three consecutive* highest-numbered items administered or the last item in the subdomain if a ceiling cannot be established.

## Attention and Memory (AM)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>0–5 months</b>								
AM 1	The child visually attends to a light source moving in a 180-degree arc.	2	1	0	S			
AM 2	The child turns his or her eyes toward a light source moving from the side to the midline.	2	1	0	S			
AM 3	The child visually attends to a familiar person who is 4 to 6 feet away for 5 or more seconds.	2	1	0	S			
<b>6–11 months</b>								
AM 4	The child visually attends to a light source moving in a vertical direction.	2	1	0	S			
AM 5	The child follows an auditory stimulus.	2	1	0	S			
AM 6	The child follows a visual stimulus.	2	1	0	S			
<b>12–17 months</b>								
AM 7	The child attends to an ongoing activity for 15 or more seconds.	2	1	0	S			
AM 8	The child occupies himself or herself for 3 minutes.	2	1	0	S			
<b>18 months–2 years, 11 months</b>								
AM 9	The child recognizes that a person still exists when out of view.	2	1	0	S			
AM 10	The child uncovers a hidden toy.	2	1	0	S			
AM 11	The child searches for a removed object.	2	1	0	S			
<b>3 years</b>								
AM 12	The child remains engaged in an activity for at least 5 minutes.	2	1	0		0	1	
AM 13	The child looks at, points to, touches, or names pictures in a book.	2	1	0	S	0	1	
AM 14	The child occupies himself or herself for 10 or more minutes without demanding attention.	2	1	0		0	1	
AM 15	The child finds an object hidden under one of two cups following a 3-second delay.	2	1	0	S			
AM 16	The child selects the hand hiding a toy following a 10-second delay.	2	1	0	S			
<b>4–5 years</b>								
AM 17	The child locates hidden items in a picture scene—Level 1. Time: _____ sec. Items found within 60 seconds: <ul style="list-style-type: none"> <li><input type="radio"/> blue bird</li> <li><input type="radio"/> garden hose</li> <li><input type="radio"/> ladder</li> </ul>	2	1	0	S			

For Training Purposes

Subdomain continues on next page

## Attention and Memory (AM) (Continued)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
AM 18	The child locates hidden items in a picture scene—Level 2. Time: _____ sec. Items found within 60 seconds: <input type="radio"/> flipper <input type="radio"/> octopus <input type="radio"/> clownfish	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
AM 19	The child locates hidden items in a picture scene—Level 3. Time: _____ sec. Items found within 60 seconds: <input type="radio"/> purple and pink kite tail <input type="radio"/> green shoe <input type="radio"/> glove	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
AM 20	The child recalls familiar objects. Set 1 <input type="radio"/> Correct <input type="radio"/> Incorrect Set 2 <input type="radio"/> Correct <input type="radio"/> Incorrect	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
AM 21	The child repeats three-digit sequences in order. 4, 2, 8 <input type="radio"/> Correct <input type="radio"/> Incorrect 3, 7, 6 <input type="radio"/> Correct <input type="radio"/> Incorrect	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<b>6–7 years</b>								
AM 22	The child recites the alphabet.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
AM 23	The child focuses his or her attention on one task while being aware of, but not distracted by, surrounding activities.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	
AM 24	The child sorts by color, shape, and size on command. <i>color</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>shape</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>size</i> <input type="radio"/> Correct <input type="radio"/> Incorrect	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			

For Training Purposes

Subdomain continues on next page

## Attention and Memory (AM) (Continued)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
AM 25	The child repeats four-digit sequences in order. 3, 1, 4, 8	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	9, 6, 8, 2	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<input type="radio"/> Correct <input type="radio"/> Incorrect								
AM 26	The child repeats two-digit sequences backward. 4, 1	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	2, 5	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<input type="radio"/> Correct <input type="radio"/> Incorrect								
AM 27	The child repeats sequences of four and five pictures from memory with a 15-second delay.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
AM 28	The child repeats sequences of six and seven pictures from memory with a 15-second delay.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
AM 29	The child repeats six-digit sequences. 8, 9, 1, 7, 4, 3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	7, 2, 6, 4, 8, 5	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<input type="radio"/> Correct <input type="radio"/> Incorrect								
AM 30	The child repeats four-digit sequences backward. 3, 7, 1, 8	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	2, 5, 1, 3	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<input type="radio"/> Correct <input type="radio"/> Incorrect								

For Training Purposes

	+		=		Attention and Memory (AM) Raw Score Total
Sum 2s		Sum 1s			

# Cognitive (COG)

**Basal:** A score of **2** on the *three consecutive* lowest-numbered items administered or the first item in the subdomain if a basal cannot be established.

**Ceiling:** A score of **0** on the *three consecutive* highest-numbered items administered or the last item in the subdomain if a ceiling cannot be established.

## Reasoning and Academic Skills (RA)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>2 years</b>								
RA 1	The child reaches around a barrier to obtain a toy.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
RA 2	The child experiments with variations of causal behavior.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	
RA 3	The child pulls a cloth to obtain an object.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<b>3 years</b>								
RA 4	The child shows interest and enjoyment in age-appropriate books or printed materials.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>	
RA 5	The child matches colors. <i>red</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>yellow</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>green</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>blue</i> <input type="radio"/> Correct <input type="radio"/> Incorrect	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
RA 6	The child demonstrates how to hold a book in preparation for reading.	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>			
<b>4 years</b>								
RA 7	The child names the colors red, yellow, and blue. <i>red</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>yellow</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>blue</i> <input type="radio"/> Correct <input type="radio"/> Incorrect	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
RA 8	The child identifies sources of common actions. <i>flies</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>barks</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>sleeps</i> <input type="radio"/> Correct <input type="radio"/> Incorrect	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
RA 9	The child responds to <i>one</i> and <i>one more</i> .	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			

For Training Purposes

Subdomain continues on next page

## Reasoning and Academic Skills (RA) (Continued)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
RA 10	The child demonstrates understanding of proper reading direction.	2	1	0	S			
<b>5 years</b>								
RA 11	The child recognizes picture absurdities. <i>boy walking on ceiling</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>boat on street</i> <input type="radio"/> Correct <input type="radio"/> Incorrect	2	1	0	S			
RA 12	The child completes a simple pattern.	2	1	0	S			
RA 13	The child completes analogies. <i>boy</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>cold</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>dark</i> <input type="radio"/> Correct <input type="radio"/> Incorrect	2	1	0	S			
RA 14	The child answers simple logic questions. <i>clothes</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>cars</i> <input type="radio"/> Correct <input type="radio"/> Incorrect	2	1	0	S			
<b>6 years</b>								
RA 15	The child distinguishes between uppercase and lowercase letters. <i>f</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>R</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>h</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>a</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>M</i> <input type="radio"/> Correct <input type="radio"/> Incorrect	2	1	0	S			

For Training Purposes

Subdomain continues on next page

## Reasoning and Academic Skills (RA) (Continued)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
RA 16	The child writes letters that stand for sounds. <i>/t/</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>/s/</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>/b/</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
RA 17	The child counts by rote from 1 to 40. <i>/f/</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>/f/</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>/f/</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
RA 18	The child blends sounds into words. <i>sat</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>mop</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>mud</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
RA 19	The child expresses his or her thinking in an organized and logical manner. <i>hen</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>hen</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>hen</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<b>7 years</b>								
RA 20	The child reads decodable one-syllable, short vowel words. <i>tap</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>lot</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>fed</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
RA 21	The child adds numbers from 0 through 9. <i>tap</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>lot</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>fed</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
RA 22	The child produces a word that rhymes with a given word. <i>man</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>take</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>had</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
RA 22	The child produces a word that rhymes with a given word. <i>fall</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>take</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>had</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
RA 22	The child produces a word that rhymes with a given word. <i>fall</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>take</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>had</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
RA 22	The child produces a word that rhymes with a given word. <i>fall</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>take</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>had</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			

For Training Purposes

## Reasoning and Academic Skills (RA) (Continued)

Item	Item Description	Score			Procedure			Comments	
		2	1	0	S	O	I		
RA 23	The child thinks of multiple solutions to a problem.	2	1	0	S				
RA 24	The child solves simple addition word problems.	2	1	0	S				
	9 flowers								
	<input type="radio"/> Correct <input type="radio"/> Incorrect 17 birds <input type="radio"/> Correct <input type="radio"/> Incorrect								
RA 25	The child distinguishes words as having either long or short vowel sounds.	2	1	0	S				
	cake								
	<input type="radio"/> Correct <input type="radio"/> Incorrect sock <input type="radio"/> Correct <input type="radio"/> Incorrect								
	phone								
	<input type="radio"/> Correct <input type="radio"/> Incorrect hug <input type="radio"/> Correct <input type="radio"/> Incorrect								
	cube								
RA 26	The child understands commonly used fractions ( $\frac{1}{2}$ , $\frac{1}{3}$ , $\frac{1}{4}$ ) as they relate to pictures.	2	1	0	S				
	one third								
	<input type="radio"/> Correct <input type="radio"/> Incorrect one half <input type="radio"/> Correct <input type="radio"/> Incorrect								
	one fourth								
RA 27	The child solves simple subtraction word problems.	2	1	0	S				
	6 marbles								
	<input type="radio"/> Correct <input type="radio"/> Incorrect 7 apples <input type="radio"/> Correct <input type="radio"/> Incorrect								

For Training Purposes

Subdomain continues on next page 



## Reasoning and Academic Skills (RA) (Continued)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
RA 28	The child reads irregularly spelled words. <i>some</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>any</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>again</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>been</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
RA 29	The child determines the meaning of new words when common prefixes are added. <i>unfair</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>redraw</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>misunderstand</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<input type="radio"/> Correct <input type="radio"/> Incorrect								
RA 30	The child compares and contrasts two things.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
RA 31	The child solves simple multiplication word problems. <i>6 puppies</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>15 miles</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<input type="radio"/> Correct <input type="radio"/> Incorrect								
RA 32	The child subtracts two-digit numbers.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
RA 33	The child solves written multiplication problems.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			

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$$\boxed{\phantom{00}} + \boxed{\phantom{00}} = \boxed{\phantom{000}}$$

Reasoning and Academic Skills (RA)  
Raw Score Total

Sum 2s      Sum 1s

# Cognitive (COG)

**Basal:** A score of 2 on the *three consecutive* lowest-numbered items administered or the first item in the subdomain if a basal cannot be established.

**Ceiling:** A score of 0 on the *three consecutive* highest-numbered items administered or the last item in the subdomain if a ceiling cannot be established.

## Perception and Concepts (PC)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>0–11 months</b>								
PC 1	The child responds positively to physical contact and tactile stimulation.	2	1	0		0	1	
PC 2	The child visually explores the environment.	2	1	0		0	1	
<b>12–23 months</b>								
PC 3	The child shows awareness of new situations.	2	1	0		0	1	
PC 4	The child feels and explores objects.	2	1	0	S	0		
<b>2 years</b>								
PC 5	The child imitates simple facial gestures.	2	1	0	S			
PC 6	The child places a circle and a square in a form board.	2	1	0	S			
<b>3 years</b>								
PC 7	The child matches a circle, square, and triangle. <i>circle</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>square</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>triangle</i> <input type="radio"/> Correct <input type="radio"/> Incorrect	2	1	0	S			
PC 8	The child identifies familiar objects by their use. <i>shoe</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>cup</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>ball</i> <input type="radio"/> Correct <input type="radio"/> Incorrect <i>spoon</i> <input type="radio"/> Correct <input type="radio"/> Incorrect	2	1	0	S			
PC 9	The child identifies big and little shapes.	2	1	0	S			

For Training Purposes

Subdomain continues on next page

**Perception and Concepts (PC) (Continued)**

Item	Item Description	Score			Procedure			Comments	
		2	1	0	S	O	I		
<b>PC 10</b>	The child identifies colors of familiar objects not in view. <i>carrot</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
	<input type="radio"/> Correct <input type="radio"/> Incorrect								
	<i>sun</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
	<input type="radio"/> Correct <input type="radio"/> Incorrect								
	<i>apple</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
	<input type="radio"/> Correct <input type="radio"/> Incorrect								
	<b>4 years</b>								
	<b>PC 11</b>	The child identifies the longer of two lines.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<b>PC 12</b>	The child sorts by color with a demonstration.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
<b>PC 13</b>	The child sorts forms by shape. <i>squares</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
	<input type="radio"/> Correct <input type="radio"/> Incorrect								
	<i>circles</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
	<input type="radio"/> Correct <input type="radio"/> Incorrect								
	<i>rectangles</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
	<input type="radio"/> Correct <input type="radio"/> Incorrect								
	<b>PC 14</b>	The child identifies visual differences among similar shapes.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<i>Set A</i>	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>Set B</i>	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>Set C</i>	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<b>PC 15</b>	The child identifies soft, rough, and smooth textures.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<i>soft</i>	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>rough</i>	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>smooth</i>	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<b>5 years</b>								
<b>PC 16</b>	The child identifies simple shapes by touch. <i>Set 1</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
	<input type="radio"/> Correct <input type="radio"/> Incorrect								
	<i>Set 2</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>				
	<input type="radio"/> Correct <input type="radio"/> Incorrect								
	<b>PC 17</b>	The child sorts by size with a demonstration.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			

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Subdomain continues on next page

## Perception and Concepts (PC) (Continued)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
PC 18	The child compares the sizes of familiar objects not in view. <i>dog</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>tree</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>bicycle</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
<b>6 years</b>								
PC 19	The child identifies visual differences among similar numerals and letters. <i>Set A</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>Set B</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>Set C</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
PC 20	The child groups objects by shape and color. <i>shape</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>color</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
PC 21	The child identifies past and present activities.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
PC 22	The child identifies the picture that is different. <i>Set A</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>Set B</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
PC 23	The child understands relative time. <i>every year</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>minutes</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>every week</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							
	<i>one week</i>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
	<input type="radio"/> Correct <input type="radio"/> Incorrect							

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Subdomain continues on next page

**Perception and Concepts (PC) (Continued)**

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
<b>7 years</b>								
<b>PC 24</b>	<p>The child categorizes familiar objects by function.</p> <p><u>Things we wear</u></p> <p><i>shoe</i></p> <p><input type="radio"/> Correct    <input type="radio"/> Incorrect</p> <p><i>shirt</i></p> <p><input type="radio"/> Correct    <input type="radio"/> Incorrect</p> <p><i>pants</i></p> <p><input type="radio"/> Correct    <input type="radio"/> Incorrect</p> <p><i>cap</i></p> <p><input type="radio"/> Correct    <input type="radio"/> Incorrect</p> <p><u>Things we use for eating</u></p> <p><i>plate</i></p> <p><input type="radio"/> Correct    <input type="radio"/> Incorrect</p> <p><i>fork</i></p> <p><input type="radio"/> Correct    <input type="radio"/> Incorrect</p> <p><i>spoon</i></p> <p><input type="radio"/> Correct    <input type="radio"/> Incorrect</p> <p><i>cup</i></p> <p><input type="radio"/> Correct    <input type="radio"/> Incorrect</p>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<b>PC 25</b>	The child knows the right and left sides of his or her body.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<b>PC 26</b>	The child understands that brother/sister is a reciprocal relationship.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<b>PC 27</b>	<p>The child duplicates 9- and 10-object chains.</p> <p><i>Set A</i></p> <p><input type="radio"/> Correct    <input type="radio"/> Incorrect</p> <p><i>Set B</i></p> <p><input type="radio"/> Correct    <input type="radio"/> Incorrect</p>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<b>PC 28</b>	The child conserves length.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<b>PC 29</b>	The child conserves two-dimensional space.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<b>PC 30</b>	The child differentiates present and future social roles.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<b>PC 31</b>	<p>The child selects a picture using problem-solving strategies.</p> <p><i>Characteristic Questions</i></p> <p><input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/></p> <p><i>Specific Questions</i></p> <p><input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/></p>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			
<b>PC 32</b>	The child demonstrates the ability to take the perspective of another.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>			

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Subdomain continues on next page →

## Perception and Concepts (PC) (Continued)

Item	Item Description	Score			Procedure			Comments
		2	1	0	S	O	I	
PC 33	The child identifies connections among experiences and concepts. <i>day and night</i>	Ⓐ	Ⓛ	Ⓚ	Ⓢ			
	<p style="text-align: center;">Ⓐ Correct      Ⓛ Incorrect</p> <p><i>length and height</i></p> <p style="text-align: center;">Ⓐ Correct      Ⓛ Incorrect</p>							

+  =  Perception and Concepts (PC)  
 Sum Sum Raw Score Total  
 2s 1s

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