

10.	Start Time:	__ : __ (24 Hr)
11.	End Time:	__ : __ (24 Hr)
12. Name of who accompanied the child _____		
13. Name of biological mother _____		
14. What is the kinship of who accompanied target child to the test?		Mother 1 <input type="checkbox"/> Father 2 <input type="checkbox"/> Grandmother 3 <input type="checkbox"/> Grandfather 4 <input type="checkbox"/> Sibling 5 <input type="checkbox"/> Other relative 6 <input type="checkbox"/> Other Non-relative 7 <input type="checkbox"/>
15. Did you do any breaks during the test?	Yes 1 <input type="checkbox"/>	No 0 <input type="checkbox"/>
16. If yes, how many breaks did you do?	_ _	
17. Did you provide any food or drink during the break?	Yes 1 <input type="checkbox"/>	No 0 <input type="checkbox"/>
18. If yes, specify the food and/or drink?	<input type="checkbox"/> 1. Only Food: <input type="checkbox"/> 2. Only Drink: <input type="checkbox"/> 3. Both:	
19. Did you have to reschedule the test after the break?	Yes 1 <input type="checkbox"/>	No 0 <input type="checkbox"/>

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CHECKING	Date			Checker Name	Code
	DD	MM	YEAR 1. 2016 2. 2017		
Supervisor	_ _	_ _	_		_ _
Scrutinizer	_ _	_ _	_		_ _
Monitor	_ _	_ _	_		_ _
FM	_ _	_ _	_		_ _
PA	_ _	_ _	_		_ _

II. Calculate age and starting point

	Years	Months	Days
201. Test date			
202. Date of birth			
203. Age (201 - 202)			
204. Age in months and days	Years X 12 + months		
Starting point	Calculate the starting point according to the following table		

11 months and 0 days – 13 months and 15 days	I
13 months and 16 days – 16 months and 15 days	J
16 months and 16 days – 19 months and 15 days	K
19 months and 16 days – 22 months and 15 days	L
22 months and 16 days – 25 months and 15 days	M
25 months and 16 days – 28 months and 15 days	N
28 months and 16 days – 32 months and 30 days	O
33 months and 0 days – 38 months and 30 days	P
39 months and 0 days – 42 months and 15 day	Q

III. Summary of Subtest Scores

	Cognitive (Cog)	Receptive Language (RC)	Expressive Language (EC)	Fine Motor (FM)	Gross Motor (GM)
Raw Score					
Number of items administered					
Number of discrepancies with observer (if applicable)					

IV. Cognitive scale

Reversal rule: the child must obtain a score of 1 on the first 3 consecutive items at the start point of any age to go forward. If the child attains a score of 0 on any of the first 3 items, go back to the start point for the previous age and administer those items.

Discontinue rule: stop the administration when the child receives a score of 0 on 5 consecutive items.



Item	Materials	Score criteria and comments	Score
31. Bell series: Ring Purposely	Bell	Score: Child holds bell by handle and purposely rings it.	1 0
32. Looks at Pictures	Picture book	Score: Child regards one or more specific pictures with interest or recognition.	1 0
33. Picks Up Block Series: Retains 2 of 3 Blocks	3 blocks without holes	Score: Child retains first two blocks for at least 3 seconds after visually attending to third block.	1 0
34. Searches for Missing Objects	3 blocks without holes Cup with handle	Trials: 2 Score: Child looks into empty cup for blocks.	1 0
35. Takes Blocks Out of Cup	3 blocks without holes Cup with handle Stop watch 2 minutes 	Score: Child takes all three blocks out of cup.	1 0
36. Block Series: 1 Block	9 blocks Cup with handle	Score: Child places at least one block in or over cup, even he or she does not release it.	1 0
		Number of blocks in cup:	



33
37

37. Picks Up Block Series: 3 Blocks	3 blocks without holes	Score: Child retains first two blocks in one or both hands and attempts to secure third block.	1 0

38. Explores Holes in Pegboard	Pegboard	Score: Child intentionally pokes finger into at least one hole.	1 0

39. Pushes Car	Car	Score: Child intentionally pushes car so that all four wheels stay on table.	1 0



40. Finds hidden object	Glitter bracelet 2 washcloths	Trials: 2 Score: Child finds bracelet by looking first under correct washcloth when hidden on both left and right sides.	1 0
		Trial 1 <input type="checkbox"/> Left <input type="checkbox"/> Right	
		Trial 2 <input type="checkbox"/> Left <input type="checkbox"/> Right	

41. Suspends ring	Ring with string	Score: Child obtains ring and suspends it by string, without the ring touching the table.	1 0

42. Removes pellet (Food pellet)	Food pellet Bottle (without lid)	Trials: 3 Score: Child purposely removes food pellet from bottle using, showing some form of effort when doing it.	1 0

43. Clear box: front	Clear box Small object of interest Stopwatch (20 seconds) 	Score: The child retrieves the object through the open side of the box within 20 seconds.	1 0

44. Squeezes the object	Squeeze toy	Score: The child tries to squeeze the toy to make the sound.	1 0



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45. Find hidden object (reversed)	Glitter bracelet Two washcloths	Trials: 2 Score: The child finds the bracelet by searching first under the right cloth, when bracelet is hidden in both the right and left side.	1 0
		Trial 1 <input type="checkbox"/> Left <input type="checkbox"/> Right Trial 2 <input type="checkbox"/> Left <input type="checkbox"/> Right	
46. Removes the lid from the bottle	Bottle with lid	Score: Child unscrews the lid until it comes off.	1 0
47. Pegboard Series: 2 holes	Pegboard 6 yellow pegs Stopwatch (70 seconds per trial) 	Trials: 3 Score: The child puts at least one peg into the same or a different hole two or more times.	1 0
		Trial 1: completion time (all 6 pegs):	
		Trial 2: completion time (all 6 pegs): Trial 3: completion time (all 6 pegs):	
48. Relational play Series: Self	Doll Bear Plastic cups Spoons Small ball Washcloths Several blocks	Score: Child demonstrates relational play using him/herself.	1 0
49. Pink Board Series: 1 piece	Pink board Set of red blocks (square, circle and triangle) Stopwatch (180 seconds) 	Score: Child correctly places at least one piece in 180 seconds.	1 0
		# of pieces correctly placed (180 seconds):	
50. Find hidden object (visible displacement)	Glitter bracelet 2 washcloths	Trials: 2 Score: The child finds the bracelet by searching first under the right washcloth, when bracelet is hidden in both the right and left side.	1 0
		Trial 1 <input type="checkbox"/> Left <input type="checkbox"/> Right Trial 2 <input type="checkbox"/> Left <input type="checkbox"/> Right	
51. Blue Board Series: 1 piece	Blue board Set of blue blocks (4 round, 5 square) Stopwatch (150 seconds) 	Score: The child correctly places at least one piece within 150 seconds.	1 0
		Time of completion: # of pieces placed:	

	52. Clear box: sides	Clear box Small object of interest Stopwatch (20 seconds per side) 	Score: Child retrieves the object through the open side of the box when presented on both left and right sides.	1 0
48 53	53. Relational play Series: others	Doll Bear Plastic cups Spoons Small ball Washcloths Several blocks	Score: The child demonstrates relational play, using the objects for how they are intended, with others.	1 0
36 54	54. Block Series: 9 blocks	9 blocks Cup with handle	Score: The child places the 9 blocks inside the cup at one time. # of blocks inside the cup:	1 0
47 55	55. Pegboard Series: 6 pegs	Pegboard 6 yellow pegs Stopwatch (70 seconds per trial) 	Trials: 3 Score: The child places all six pegs in the pegboard within 70 seconds. Trial 1: completion time (all 6 pegs): Trial 2: completion time (all 6 pegs): Trial 3: completion time (all 6 pegs):	1 0
49 56	56. Pink Board Series: Completes	Pink board Set of red blocks (square, circle and triangle) Stopwatch (180 seconds) 	Score: The child correctly places all 3 pieces within 180 seconds. # of correctly pieces placed (180 seconds):	1 0
	57. Uses a pencil to obtain an object	Pencil Small red duck	Trials: 2 Score: The child uses the pencil to attempt to get the duck.	1 0
51 58 66	58. Blue Board Series: 4 pieces	Blue board Set of blue blocks (4 round, 5 square) Stopwatch (150 seconds) 	Score: The child correctly places at least 4 pieces within 150 seconds. Time of completion: # of pieces placed:	1 0
	59. Pays attention to story	Story Book	Score: The child pays attention during the whole story.	1 0



60. Rotated Pink Board	Pink Board Set of red blocks (square, circle, and triangle)	Score: The child correctly places all 3 pieces when the board is rotated.	1 0



61. Assembles an object (ball)	Ball puzzle Stopwatch  (90 seconds)	Trials: 2 Score: The child correctly assembles object within 90 seconds in either trial.	1 0
62. Completes Pegboard: 25 Seconds	Pegboard 6 yellow pegs Stopwatch  (25 seconds)	Score: The child places all 6 pegs in pegboard within 25 seconds.	1 0
63. Object Assembly (ice cream)	Ice cream puzzle Stopwatch  (90 seconds)	Trials: 2 Score: The child correctly assembles object within 90 seconds in either trial.	1 0
64. Matches pictures	Stimulus Book (pp. 17-23)	Score: The child correctly identifies the matching pictures on at least 3 pages.	1 0
		<input type="checkbox"/> Aeroplane <input type="checkbox"/> Cycle	
		<input type="checkbox"/> Tree <input type="checkbox"/> Mobile phone	
65. Representational Play	Plastic cups Spoon Doll Washcloths Block Other objects of interest to the child.	Score: The child takes an object and pretends it is something else.	1 0
66. Blue board Series: completes (75 seconds)	Blue board Set of blue blocks (4 round, 5 square) Stopwatch  (75 seconds)	Score: The child correctly places all 9 pieces within 75 seconds.	1 0

- 51
- 58
- 66



67. Imitates a 2 stage action	Small yellow duck Spoon	Trials: 3 Score: The child successfully imitates both steps.	1 0

68. Matches 3 Colours	Stimulus Book (p.25) Red, yellow, blue and green discs.	Score: The child places the yellow, blue and green discs on or near their matching crayons in the Stimulus Book, or points to matching crayons.	1 0
		<input type="checkbox"/> Yellow <input type="checkbox"/> Blue <input type="checkbox"/> Green	
69. Imaginary play	Plastic cups Spoon Doll Bear Washcloth Small ball Other objects of interest to the child.	Score: The child uses imaginary objects during play.	1 0
70. Understands the concept of One	3 blocks without holes Stopwatch  (5 seconds)	Score: The child hands you only one block within 5 seconds.	1 0
71. Multi-scheme combination play	Plastic cups Spoon Doll Bear Washcloths Small Ball Other objects of interest to the child.	Score: The child shows he/she can carry out a combination of schemes during play involving at least two stages.	1 0
72. Concept Grouping: colour	Big and little ducks (blue and yellow). BB –LY-BY-LB	Score: The child correctly identifies the two blue ducks.	1 0
73. Concept Grouping: size	Big and little ducks (red and yellow). BY-LY-BR-LR	Score: The child correctly identifies the two little ducks and the two big ducks.	1 0

74. Compares weight	2 big blue ducks.	Trials: 2 Score: The child correctly identifies the heaviest duck when placed in both right and left hands.	1 0
75. Matches by size	Big red duck, big blue duck, little yellow duck. BR-# LY-BB	Score: The child correctly identifies the big blue duck.	1 0
76. Discriminates Pictures	Stimulus Book (pp. 27-37)	Score: The child correctly identifies the cow and the donkey among the other animals.	1 0
77. Simple pattern	Big and little ducks #-LY BB-LB BB-BR-BY	Score: The child correctly identifies the big yellow duck.	1 0
78. Sorts the pegs by colour	4 red pegs 4 yellow pegs 4 blue pegs 3 plastic cups.	Score: The child sorts the pegs by colour, placing them in appropriate cups or in separate piles.	1 0
79. Counts (one-to-one correspondence).	5 blocks	Score: The child assigns only one number to each block when counting them. The child must count up to at least 3 in a proper sequence.	1 0
80. Discriminates by size	Stimulus Book (pp. 39-43)	Score: The child identifies correctly sized object for at least two of three pages. <input type="checkbox"/> Box lid <input type="checkbox"/> Bowl <input type="checkbox"/> Shoe	1 0
81. Identifies 3 incomplete images	Stimulus Book (pp. 45-61).	Score: For all three Series, the child correctly identifies picture when presented with the first or second page of the Series. <input type="checkbox"/> Face <input type="checkbox"/> Cat <input type="checkbox"/> Flower	1 0
82. Assemble an object (dog)	Dog puzzle Stopwatch  (90 seconds)	Trials: 2 Score: The child correctly assembles object within 90 seconds in either trial.	1 0
83. Discriminates patterns	Stimulus Book (pp. 63 - 67)	Score: The child correctly identifies out-of-place object in all three pages. <input type="checkbox"/> Square <input type="checkbox"/> Triangle <input type="checkbox"/> E	1 0

84. Spatial memory	Memory cards	Score: The child correctly identifies the correct pairs of cards for the first 2 objects.	1 0
		<input type="checkbox"/> Tops <input type="checkbox"/> Flowers <input type="checkbox"/> Cars	

85. Counts (cardinality)	10 blocks	Score: The child correctly responds to both parts.	1 0
86. Numerical constancy	5 blocks	Score: The child correctly answers both questions.	1 0
87. Laces Card	Lacing Card with shoelace	Score: The child laces the shoelace through the whole card. The shoelace must be laced correctly, without skipping any holes or lacing it around the side of the card.	1 0
88. Classifies objects	Stimulus Book (pp. 69-73)	Score: The child correctly identifies all three objects that do not belong.	1 0
		<input type="checkbox"/> Banana <input type="checkbox"/> Lantern <input type="checkbox"/> Train	
89. Understands concept of More	9 blocks 1 red disc 3 red pegs	Score: The child correctly responds to all four administrations.	1 0
		<input type="checkbox"/> First <input type="checkbox"/> Second	
		<input type="checkbox"/> Third <input type="checkbox"/> Fourth	
90. Repeats number sequences	None	Score: The child correctly repeats at least four number sequences.	1 0
		<input type="checkbox"/> A: 4-2-5	
		<input type="checkbox"/> B: 3-1-4-2	
		<input type="checkbox"/> C: 7-9-1-3	
		<input type="checkbox"/> D: 5-3-7-1-6	
		<input type="checkbox"/> E: 8-1-9-6-4	

91. Completes patterns	Pegboard Red, blue and yellow pegs	Score: The child correctly places the pegs in the pegboard for all of three patterns.	1 0
		Pattern 1 <input type="checkbox"/> R-B-R-B-R-B	
		Pattern 2 <input type="checkbox"/> Y-B-R-Y-B-R	
		Pattern 3 <input type="checkbox"/> Y-Y-B-Y-Y-B	
		Total Raw Score Cognition (Cog)	

Language Scale

V. Receptive Communication Subtest

Reversal rule: the child must obtain a score of 1 on the first 3 consecutive items at the start point of any age to go forward. If the child attains a score of 0 on any of the first 3 items, go back to the start point for the previous age and administer those items.

Discontinue rule: stop the administration when the child receives a score of 0 on 5 consecutive items.

I →	8. Sustained Play With Objects	Object of interest Stopwatch 60 Seconds	Score: Child interacts with objects for at least 60 seconds.	1 0
				
	9. Responds to Name	None	Score: Child turns head both times his or her name is called, but does not respond to unfamiliar name.	1 0
J →	10. Interrupts Activity	Object of interest	Score: Child looks up and briefly pauses during play when you call his or her name.	1 0
	11. Recognizes 2 Familiar Words	None	Score: Child responds differentially to at least two familiar words.	1 0
	12. Responds to No-No	Objects of interest	Score: Child stops reaching for object in response to no-no .	1 0

Item	Materials	Score criteria and comments	Score	
K →	13. Attends to others' play routine	Stopwatch (60 seconds)	Score: The child pays attention and enjoys interacting with you in the play routine for at least 60 seconds.	1 0
				
L →	14. Responds to requests to social routines	None	Score: The child responds in an appropriate manner to at least one spoken request.	1 0

<div style="border: 1px solid black; border-radius: 10px; padding: 5px; display: inline-block; text-align: center;"> <u>15</u> 19 </div> <div style="font-size: 2em; font-weight: bold; margin-left: 10px;">M</div>	15. Identifies objects Series: 1 correct	Story book Plastic cup Spoon Small ball Doll	Score: The child correctly identifies at least one of the objects. <input type="checkbox"/> Book <input type="checkbox"/> Spoon <input type="checkbox"/> Doll <input type="checkbox"/> Cup <input type="checkbox"/> Ball	1 0
	16. Identifies the object in the environment	None	Score: The child correctly identifies object you name.	1 0
<div style="border: 1px solid black; border-radius: 10px; padding: 5px; display: inline-block; text-align: center;"> <u>17</u> 21 </div>	17. Identifies Pictures Series: 1 correct	Picture book (pp.1-5)	Score: The child correctly identifies at least one test item picture. <input type="checkbox"/> Biscuit <input type="checkbox"/> Shoe(s) <input type="checkbox"/> Car <input type="checkbox"/> Crow <input type="checkbox"/> Bed <input type="checkbox"/> Kitten <input type="checkbox"/> Ball <input type="checkbox"/> Book <input type="checkbox"/> Bottle <input type="checkbox"/> Balloon <input type="checkbox"/> Spoon <input type="checkbox"/> Apple	1 0
	18. Identifies inhibitory words	2 ducks 6 blocks	Score: The child pauses in response to inhibitory words during a play routine.	1 0
<div style="border: 1px solid black; border-radius: 10px; padding: 5px; display: inline-block; text-align: center;"> <u>15</u> <u>19</u> </div> <div style="font-size: 2em; font-weight: bold; margin-left: 10px;">N</div>	19. Identifies objects Series: 3 correct	Story book Plastic cup Spoon Small ball Doll	Score: The child correctly identifies at least three of the objects. <input type="checkbox"/> Book <input type="checkbox"/> Spoon <input type="checkbox"/> Doll <input type="checkbox"/> Cup <input type="checkbox"/> Ball	1 0
	20. Follows one-part directions	Bear or doll Spoon Comb Facial tissue	Score: The child correctly responds to at least two directions with the bear or the doll.	1 0
<div style="border: 1px solid black; border-radius: 10px; padding: 5px; display: inline-block; text-align: center;"> <u>17</u> <u>21</u> </div>	21. Identifies Picture Series: 3 correct	Picture book (pp.1-5)	Score: The child correctly identifies at least three of the test item pictures. <input type="checkbox"/> Biscuit <input type="checkbox"/> Shoe(s) <input type="checkbox"/> Car <input type="checkbox"/> Crow <input type="checkbox"/> Bed <input type="checkbox"/> Kitten <input type="checkbox"/> Ball <input type="checkbox"/> Book <input type="checkbox"/> Bottle <input type="checkbox"/> Balloon <input type="checkbox"/> Spoon <input type="checkbox"/> Apple	1 0

	22. Identifies 3 items of clothing	None	Score: The child correctly identifies at least three items of clothing.	1 0
<div style="border: 1px solid black; border-radius: 10px; padding: 5px; width: fit-content;"> 23 26 29 </div>	23. Identifies action picture Series: 1 correct	Picture book (pp.6-9)	Score: The child correctly identifies at least one picture.	1 0
			<input type="checkbox"/> Cooking <input type="checkbox"/> Sleeping <input type="checkbox"/> Drinking <input type="checkbox"/> Writing <input type="checkbox"/> Eating <input type="checkbox"/> Running <input type="checkbox"/> Washing <input type="checkbox"/> Reading	
	24. Identifies 5 body parts	Doll	Score: The child correctly points to at least 5 body parts.	1 0
	25. Follows 2-part directions	3 Objects of interest	Score: The child correctly follows at least one 2-part direction in its entirety.	1 0
<div style="border: 1px solid black; border-radius: 10px; padding: 5px; width: fit-content;"> 23 26 29 </div>	26. Identifies action picture Series: 3 correct	Picture book (pp.6-9)	Score: The child correctly identifies at least three pictures.	1 0
			<input type="checkbox"/> Cooking <input type="checkbox"/> Sleeping <input type="checkbox"/> Drinking <input type="checkbox"/> Writing <input type="checkbox"/> Eating <input type="checkbox"/> Running <input type="checkbox"/> Washing <input type="checkbox"/> Reading	
	27. Understands the use of objects	Stimulus Book (p. 79)	Score: The child correctly identifies at least three pictures.	1 0
		<input type="checkbox"/> Cycle <input type="checkbox"/> Scissors <input type="checkbox"/> Shoe <input type="checkbox"/> Pot <input type="checkbox"/> Crayon <input type="checkbox"/> Glass		
	28. Understands relations between the whole and the parts	Stimulus Book (p.81)	Score: The child correctly identifies at least three of the named objects.	1 0
<div style="border: 1px solid black; border-radius: 10px; padding: 5px; width: fit-content;"> 23 26 29 </div>	29 Identifies action pictures Series: 5 correct	Picture book (pp.6-9)	Score: The child correctly identifies at least five pictures.	1 0
			<input type="checkbox"/> Cooking <input type="checkbox"/> Sleeping <input type="checkbox"/> Drinking <input type="checkbox"/> Writing <input type="checkbox"/> Eating <input type="checkbox"/> Running <input type="checkbox"/> Washing <input type="checkbox"/> Reading	

32
42

30. Understands pronouns (him, me, my, you, your)	Bear 3 plastic cups 3 spoons	Score: The child correctly responds to directions, showing understanding of at least three different pronouns. <input type="checkbox"/> Him <input type="checkbox"/> Me <input type="checkbox"/> My <input type="checkbox"/> You <input type="checkbox"/> Your	1 0
31. Understands labels for size	Stimulus Book (p.83)	Score: The child correctly identifies both big and little objects in at least two pairs of pictures. <input type="checkbox"/> Shoes <input type="checkbox"/> Trucks <input type="checkbox"/> Dogs	1 0
32. Understands Prepositions Series: 2 correct	Cup with handle Shoelace Block with hole	Score: The child correctly follows the directions of at least two tasks. <input type="checkbox"/> On <input type="checkbox"/> Through <input type="checkbox"/> Around <input type="checkbox"/> Next to <input type="checkbox"/> After/In <input type="checkbox"/> Between	1 0
33. Understands possessives	Stimulus Book (p.85-89)	Score: The child correctly identifies the object in at least two pictures. <input type="checkbox"/> Child's car <input type="checkbox"/> Baby's doll <input type="checkbox"/> Cat's ball	1 0
34. Understands use of present progressive form of verb	Stimulus Book (p.91-93)	Score: The child correctly identifies the two pictures.	1 0
35. Identifies colours	Stimulus Book (p.95)	Score: The child correctly identifies at least four of the named colours. <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/> Green <input type="checkbox"/> Black <input type="checkbox"/> Purple <input type="checkbox"/> White	1 0
36. Understands label of One	Stimulus Book (p.97)	Score: The child correctly identifies the correct picture.	1 0
37. Understands pronouns (they, she, he)	Stimulus Book (p. 99-103)	Score: The child correctly identifies at least two of the pictures. <input type="checkbox"/> They <input type="checkbox"/> She <input type="checkbox"/> He	1 0

38. Understands pronouns (his, her)	Stimulus Book (p.105)	Score: The child correctly identifies the two pronouns in at least three pictures.	1 0
		Shoes: <input type="checkbox"/> His <input type="checkbox"/> Her Jacket: <input type="checkbox"/> Her <input type="checkbox"/> His Hat: <input type="checkbox"/> His <input type="checkbox"/> Her Toys: <input type="checkbox"/> Her <input type="checkbox"/> His	
39. Understands plurals	Stimulus Book (p.107)	Score: The child correctly identifies all the four pictures.	1 0
40. Understands the concept of More	Stimulus Book (p.109-111)	Score: The child correctly identifies both pictures.	1 0
41. Understands the concept of Most	Stimulus Book (p.113-115)	Score: The child correctly identifies both pictures.	1 0
42. Understands prepositions Series: 4 correct	Cup with handle Shoelace Block with hole	Score: The child correctly follows the directions of at least four tasks.	1 0
		<input type="checkbox"/> On <input type="checkbox"/> Through <input type="checkbox"/> Around <input type="checkbox"/> Next to <input type="checkbox"/> After/In <input type="checkbox"/> Between	
43. Understands the negative in sentences	Stimulus Book (pp.117-121)	Score: The child correctly identifies all the three pictures.	1 0
		<input type="checkbox"/> Baby <input type="checkbox"/> Chicken <input type="checkbox"/> Child	
44. Understands the past tense	Stimulus Book (p.123-125)	Score: The child correctly identifies both pictures.	1 0
45. Understands the concept of Weight	Stimulus Book (pp. 127-131)	Score: The child identifies the correct object in all three pairs of pictures.	1 0
		<input type="checkbox"/> Heavy <input type="checkbox"/> Light <input type="checkbox"/> Light	
46. Understands the concept of Least	Stimulus Book (p.133-135)	Score: The child correctly identifies both pictures.	1 0
47. Understands the concept of Less	Stimulus Book (pp.137-139)	Score: The child identifies both pictures.	1 0

32
42

48. Understands descriptive words	Stimulus Book (p.141)	Score: The child correctly identifies at least one animal for all four descriptions.	1 0
49. Understands categories of objects	Stimulus Book (pp. 133-135)	Score: The child correctly identifies all the items in a category for all six categories, without including other objects.	1 0
		<input type="checkbox"/> Feed <input type="checkbox"/> Wear <input type="checkbox"/> Furniture <input type="checkbox"/> Fruit <input type="checkbox"/> Edible <input type="checkbox"/> Toys	
Total Raw Score Receptive Language (RC)			

Language scale

VI. Expressive Communication Subtest

Reversal rule: the child must obtain a score of 1 on the first 3 consecutive items at the start point of any age to go forward. If the child attains a score of 0 on any of the first 3 items, go back to the start point for the previous age and administer those items.

Discontinue rule: stop the administration when the child receives a score of 0 on 5 consecutive items.

	7. Gets Attention	None	Score: Childs tries to get attention from you or others.	1 0
	8. 2 Consonant Sounds	Object of interest	Score: Child produces at least two different, distinct consonant sounds.	1 0
	9. Uses Gestures	None	Score: Child uses at least one gesture to make wants known.	1 0
	10. Consonant-Vowel Combination Series: 1 Combination	None	Score: Child imitates at least one repetitive consonant-vowel combination.	1 0
<div style="background-color: black; color: white; padding: 2px; border-radius: 5px; display: inline-block;">10 13</div>				
	11. Participates in Play Routine	Objects of interest	Score: Child actively participates in at least one play routine.	1 0
	12. Jabbers Expressively	None	Score: Child produces at least one vocalization that contains inflections and is expressive.	1 0
<div style="background-color: black; color: white; padding: 2px; border-radius: 5px; display: inline-block;">10 13</div>	13. Consonant-Vowel Combination Series: 4 Combination	None	Score: Child imitates at least four different repetitive consonant-vowel combinations.	1 0

Item	Materials	Score criteria and comments	Score
  14. Uses one-word approximations	None	Score: The child produces at least one one-word approximation.	1 0
15. Directs others' attention	Objects of interest to the child	Score: The child points to or shows you at least one object.	1 0
16. Imitate a word	None	Score: The child imitates at least one word, even if the imitation consists of vowels only.	1 0
 17. Initiates play interaction	Objects of interest to the child	Score: The child initiates at least one interaction for play.	1 0
  18. Appropriate use of words Series: 2 Words	Objects of interest to the child	Score: The child uses at least two different words appropriately.	1 0
 19. Uses words to make what he/she wants known	None	Score: The child uses at least one word to make what he/she wants known.	1 0
   20. Names objects Series: 1 object	Story book Small ball Doll Spoon Plastic cup	Score: The child correctly names at least one object.	1 0
 21. Combines words and gestures	None	Score: The child uses at least one combination of words and gestures.	1 0

22 28	22. Names Pictures Series: 1 Picture	Picture book (pp.10-15)	Score: The child correctly names at least one picture. <input type="checkbox"/> Biscuit <input type="checkbox"/> Balloon(s) <input type="checkbox"/> Book <input type="checkbox"/> Crow <input type="checkbox"/> Spoon <input type="checkbox"/> Kitten <input type="checkbox"/> Ball <input type="checkbox"/> Shoe(s) <input type="checkbox"/> Car <input type="checkbox"/> Bottle <input type="checkbox"/> Bed <input type="checkbox"/> Banana	1 0
18 23	23. Uses Words Appropriately Series: 8 Words	Objects of interest to the child	Score: The child uses at least eight words appropriately.	1 0
	24. Verbally answers Yes or No to questions	Objects of interest to the child	Score: The child uses yes or no appropriately as a response to at least two questions.	1 0
	25. Imitates two-word Utterance	None	Score: The child imitates two-word or multiple-word utterances.	1 0
	26. Uses two-word Utterance	None	Score: The child uses two-word or longer phrases, each of which denotes a different concept.	1 0
20 27	27. Names objects Series: 3 objects	Story book small ball Doll Spoon Plastic cup	Score: The child correctly names at least three objects.	1 0
22 28	28. Names pictures Series: 5 pictures	Picture book (pp.10-15)	Score: The child correctly names at least five pictures. <input type="checkbox"/> Biscuit <input type="checkbox"/> Balloon(s) <input type="checkbox"/> Book <input type="checkbox"/> Crow <input type="checkbox"/> Spoon <input type="checkbox"/> Kitten <input type="checkbox"/> Ball <input type="checkbox"/> Shoe(s) <input type="checkbox"/> Car <input type="checkbox"/> Bottle <input type="checkbox"/> Bed <input type="checkbox"/> Banana	1 0



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29. Uses multiple-word Utterances	None	Score: The child uses at least two multiple-word utterances.	1 0
30. Uses pronouns	Objects of interest to the child	Score: The child uses at least one pronoun.	1 0
31. Names Action Picture Series: 1 picture	Picture book (pp.16-21)	Score: The child correctly names the action in at least one picture.	1 0
		<input type="checkbox"/> Eating <input type="checkbox"/> Kicking	
		<input type="checkbox"/> Playing <input type="checkbox"/> Swinging	
		<input type="checkbox"/> Sleeping <input type="checkbox"/> Yawning	
		<input type="checkbox"/> Swimming <input type="checkbox"/> Mopping	
		<input type="checkbox"/> Smiling <input type="checkbox"/> Washing	
		<input type="checkbox"/> Running <input type="checkbox"/> Sweeping	
32. Poses multiple-word questions	None	Score: The child poses at least one two-word or multiple-word question.	1 0
33. Uses contingent Utterance	None	Score: The child uses at least one contingent phrase.	1 0
34. Uses present progressive form of verb	Stimulus Book (p.151)	Score: The child uses the verb with -ing to describe at least one of the pictured actions.	1 0

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<p>35. Names action picture Series: 3 pictures</p>	<p>Picture book (pp.16-21)</p>	<p>Score: The child correctly names the action in at least three pictures.</p> <table border="1"> <tr> <td><input type="checkbox"/> Eating</td> <td><input type="checkbox"/> Kicking</td> </tr> <tr> <td><input type="checkbox"/> Playing</td> <td><input type="checkbox"/> Swinging</td> </tr> <tr> <td><input type="checkbox"/> Sleeping</td> <td><input type="checkbox"/> Yawning</td> </tr> <tr> <td><input type="checkbox"/> Swimming</td> <td><input type="checkbox"/> Mopping</td> </tr> <tr> <td><input type="checkbox"/> Smiling</td> <td><input type="checkbox"/> Washing</td> </tr> <tr> <td><input type="checkbox"/> Running</td> <td><input type="checkbox"/> Sweeping</td> </tr> </table>	<input type="checkbox"/> Eating	<input type="checkbox"/> Kicking	<input type="checkbox"/> Playing	<input type="checkbox"/> Swinging	<input type="checkbox"/> Sleeping	<input type="checkbox"/> Yawning	<input type="checkbox"/> Swimming	<input type="checkbox"/> Mopping	<input type="checkbox"/> Smiling	<input type="checkbox"/> Washing	<input type="checkbox"/> Running	<input type="checkbox"/> Sweeping	<p>1 0</p>
<input type="checkbox"/> Eating	<input type="checkbox"/> Kicking														
<input type="checkbox"/> Playing	<input type="checkbox"/> Swinging														
<input type="checkbox"/> Sleeping	<input type="checkbox"/> Yawning														
<input type="checkbox"/> Swimming	<input type="checkbox"/> Mopping														
<input type="checkbox"/> Smiling	<input type="checkbox"/> Washing														
<input type="checkbox"/> Running	<input type="checkbox"/> Sweeping														
<p>36. Uses different word combinations</p>	<p>None</p>	<p>Score: The child produces sentences matching at least three of the listed sentence structures.</p> <table border="1"> <tr> <td><input type="checkbox"/> Noun + Verb</td> </tr> <tr> <td><input type="checkbox"/> Verb + Noun</td> </tr> <tr> <td><input type="checkbox"/> Adjective + Noun</td> </tr> <tr> <td><input type="checkbox"/> Noun + Verb + Location</td> </tr> <tr> <td><input type="checkbox"/> Noun + Verb + Adjective</td> </tr> <tr> <td><input type="checkbox"/> Other:</td> </tr> </table>	<input type="checkbox"/> Noun + Verb	<input type="checkbox"/> Verb + Noun	<input type="checkbox"/> Adjective + Noun	<input type="checkbox"/> Noun + Verb + Location	<input type="checkbox"/> Noun + Verb + Adjective	<input type="checkbox"/> Other:	<p>1 0</p>						
<input type="checkbox"/> Noun + Verb															
<input type="checkbox"/> Verb + Noun															
<input type="checkbox"/> Adjective + Noun															
<input type="checkbox"/> Noun + Verb + Location															
<input type="checkbox"/> Noun + Verb + Adjective															
<input type="checkbox"/> Other:															
<p>37. Names action pictures Series: 5 pictures</p>	<p>Picture book (pp.16-21)</p>	<p>Score: The child correctly names the action in at least five pictures.</p> <table border="1"> <tr> <td><input type="checkbox"/> Eating</td> <td><input type="checkbox"/> Kicking</td> </tr> <tr> <td><input type="checkbox"/> Playing</td> <td><input type="checkbox"/> Swinging</td> </tr> <tr> <td><input type="checkbox"/> Sleeping</td> <td><input type="checkbox"/> Yawning</td> </tr> <tr> <td><input type="checkbox"/> Swimming</td> <td><input type="checkbox"/> Mopping</td> </tr> <tr> <td><input type="checkbox"/> Smiling</td> <td><input type="checkbox"/> Washing</td> </tr> <tr> <td><input type="checkbox"/> Running</td> <td><input type="checkbox"/> Sweeping</td> </tr> </table>	<input type="checkbox"/> Eating	<input type="checkbox"/> Kicking	<input type="checkbox"/> Playing	<input type="checkbox"/> Swinging	<input type="checkbox"/> Sleeping	<input type="checkbox"/> Yawning	<input type="checkbox"/> Swimming	<input type="checkbox"/> Mopping	<input type="checkbox"/> Smiling	<input type="checkbox"/> Washing	<input type="checkbox"/> Running	<input type="checkbox"/> Sweeping	<p>1 0</p>
<input type="checkbox"/> Eating	<input type="checkbox"/> Kicking														
<input type="checkbox"/> Playing	<input type="checkbox"/> Swinging														
<input type="checkbox"/> Sleeping	<input type="checkbox"/> Yawning														
<input type="checkbox"/> Swimming	<input type="checkbox"/> Mopping														
<input type="checkbox"/> Smiling	<input type="checkbox"/> Washing														
<input type="checkbox"/> Running	<input type="checkbox"/> Sweeping														



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38. Uses plurals	Stimulus Book (p.153)	<p>Score: The child correctly uses the plural to name at least five pictures.</p> <p><input type="checkbox"/> Books <input type="checkbox"/> Cars <input type="checkbox"/> Shirts</p> <p><input type="checkbox"/> Horses <input type="checkbox"/> Biscuits <input type="checkbox"/> Babies</p> <p><input type="checkbox"/> Shoes</p>	1 0
39. Responds to the questions What and Where	Stimulus Book (p.155)	<p>Score: The child correctly responds to at least two questions.</p> <p><input type="checkbox"/> What is he going to do?</p> <p><input type="checkbox"/> What does he have?</p> <p><input type="checkbox"/> Where is the boy?</p>	1 0
40. Uses possessives	Stimulus Book (p.157)	<p>Score: The child uses a possessive pronoun or denotes possession with the ending 's</p>	1 0
41. Names four colours	Stimulus Book (p.159)	<p>Score: The child correctly names at least four colours.</p> <p><input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/> Black</p> <p><input type="checkbox"/> Green <input type="checkbox"/> White <input type="checkbox"/> Purple</p>	1 0
42. Responds to questions logically (related to functions)	None	<p>Score: The child responds logically to at least two questions.</p> <p><input type="checkbox"/> Sleepy</p> <p><input type="checkbox"/> Dirty</p> <p><input type="checkbox"/> Cold</p>	1 0
43. Tells how an object is used	Picture book (pp. 22-23)	<p>Score: The child describes a logical function for all five objects.</p> <p><input type="checkbox"/> Cup <input type="checkbox"/> Toothbrush</p> <p><input type="checkbox"/> Scissors <input type="checkbox"/> Cycle <input type="checkbox"/> Shoes</p>	1 0

	44. Uses prepositions	Spoon Plastic cup	Score: The child correctly uses at least two prepositions.	1 0
	45. Uses the Present Progressive tense	Objects of interest to the child.	Score: The child uses the present progressive verb form in at least half his or her spontaneous phrases that require present progressive form.	1 0
46 47 48	46. Describes Pictures Series: Uses 4-5 word sentences	Stimulus Book (pp.161-169)	Score: The child uses four or five word sentences at least twice during the test.	1 0
46 47 48	47. Describes Picture Series: Uses the Past tense	Stimulus Book (pp.161-169)	Score: The child uses at least three verbs in the past tense.	1 0
46 47 48	48. Describes Picture Series: Uses the Future tense	Stimulus Book (pp.161-169)	Score: The child uses at least three instances of future tense.	1 0
			Total Raw Score Expressive Language (EC)	

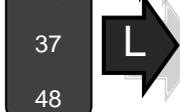
Motor Scale

VII. Fine Motor Subtest

Reversal rule: the child must obtain a score of 1 on the first 3 consecutive items at the start point of any age to go forward. If the child attains a score of 0 on any of the first 3 items, go back to the start point for the previous age and administer those items.

Discontinue rule: stop the administration when the child receives a score of 0 on 5 consecutive items.

	22. Block Series: Thumb-Fingertip Grasp	Block without hole	Trials: 2 Score: Child uses pad of his or her thumb and any fingertip to grasp block.	1 0
	23. Brings Spoons or Blocks to Midline	2 spoons or 2 blocks without holes	Score: Child brings spoons or blocks together at his or her midline.	1 0
	24. Food Pellet Series: Partial Thumb Opposition	Food pellet	Score: Child grasps pellet so that thumb is at least partially opposed to the fingers.	1 0
	25. Lifts Cup by Handle	Cup with handle	Score: Child lifts cup by handle using one hand.	1 0
	26. Food Pellet Series: Thumb-Fingertip Grasp	Food pellet	Score: Child uses pad of his or her thumb and any fingertip to grasp pellet.	1 0
	27. Turns Pages of Book	Picture book	Score: Child attempts to turn a page or several pages at once.	1 0

Item	Materials	Score criteria and comments	Score
	Crayon or pencil White unlined paper	Score: The child grasps the crayon or pencil using the palm of his/her hand while making marks on the paper.	1 0
	Pegboard	Score: The child extends his/her index finger while keeping the other fingers curled.	1 0

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	30. Scribbles spontaneously	Crayon or pencil White unlined paper	Score: The child spontaneously and purposely scribbles on the paper.	1 0
	31. Block Stacking Series: 2 Blocks	12 blocks	Trials: 3 Score: The child stacks at least two blocks.	1 0
			Number of blocks in tallest tower:	
	32. Imitates Stroke Series: Random	2 crayons White unlined paper	Score: The child makes a stroke in any direction.	1 0
	33. Places 10 pellets (Food pellets) in the bottle (60 seconds)	12 Food pellets Bottle without lid Stopwatch (60 seconds) 	Score: The child places 10 food pellets in the bottle in 60 seconds or less, one pellet at a time.	1 0
	34. Grasp Series: Transitional grasp	Crayon or pencil White unlined paper	Score: The child grasps the crayon or pencil using his/her fingers and partial thumb opposition while making a mark on the page.	1 0
	35. Coins in the slot	Piggybank 5 small coins	Score: The child places at least three coins in the slot.	1 0
	36. Connecting Blocks: Apart	Connecting block set	Score: The child takes all the blocks apart.	1 0
	37. Grasp series: Intermediate Grasp (Tripod)	Crayon or pencil White unlined paper	Score: The child grasps the crayon or pencil using a static tripod (thumb and two fingers) or quadrupod (thumb and three fingers) while making a mark on the page.	1 0

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38. Block Stacking Series: 6 Blocks	12 blocks	Trials: 3 Score: The child stacks at least six blocks.	1 0
		Number of blocks in the tallest tower:	
39. Uses hand to hold the paper in place	Crayon or pencil White unlined paper.	Score: The child holds the paper in place using one hand while he/she scribbles or draws with the other.	1 0
40. Imitates a Stroke Series: Horizontal	2 crayons White unlined paper	Score: The child's horizontal stroke is within 30° of your horizontal line.	1 0
41. Imitates a Stroke Series: vertical	2 crayons White unlined paper	Score: The child's vertical stroke is within 30° of your vertical line.	1 0
42. Connecting Blocks: together	Connecting block set	Score: The child puts all the blocks together. At least two connectors from each block must be correctly aligned and secured to another block.	1 0
43. Imitates Stroke Series: Circular	2 crayons White unlined paper	Score: The child produces a mostly curved shape.	1 0
44. Building a train of blocks	10 blocks	Score: The child places at least four blocks in a row.	1 0
45. Strings 3 blocks together	Shoelace 3 blocks with holes	Score: The child strings at least three block on the shoelace.	1 0

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46. Imitates hand movements	None	Score: The child correctly imitates at least two of the three hand positions. For Position 3, child must make circular movements but need to move his or her hands in the same direction that you demonstrate. <input type="checkbox"/> Position 1 <input type="checkbox"/> Position 2 <input type="checkbox"/> Position 3	1 0
47. Snips paper	Two 8cm by 12cm (3"x5")cards Safety scissors	Score: The child makes two snips at least one centimetre long.	1 0
48. Grasp Series: Dynamic grasp	Crayon or pencil White unlined paper	Score: The child grasps the crayon or pencil using a mature, controlled and dynamic grasp, while making a mark on the paper.	1 0
49. Tactile discrimination of shapes	2 yellow pegs 2 blocks without holes 2 blue square pieces Drawstring bag	Score: The child correctly identifies at least two objects. <input type="checkbox"/> Peg <input type="checkbox"/> Block <input type="checkbox"/> Square	1 0
50. Build a wall	8 blocks	Score: The child replicates the wall.	1 0
51. Cuts paper	Two 8cm by 12cm (3"x5")cards Safety scissors	Score: The child cuts the card in half or makes a cut approximately 10 centimetres long.	1 0
52. Builds a bridge	6 blocks	Score: The child replicates the bridge.	1 0
53. Imitates the Plus sign	Crayon or pencil White unlined paper	Score: The child draws two crossing lines, one within 30° of a horizontal line and one at 30° of a vertical line.	1 0

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54. Block Stacking Series: 8 Blocks	12 blocks	Trials: 3 Score: The child stacks at least eight blocks.	1 0
		Number of blocks in the tallest tower:	
55. Cuts on line	Two 8cm by 12cm (3"x5")cards Safety scissors Pencil or crayon	Score: The child cuts the card along the line, making a cut that is about 10 centimetres long and keeping within 1 centimetre off the line.	1 0
56. Builds T	10 blocks	Score: The child replicates a T.	1 0
57. Buttons 1 Button	Button sleeve	Score: The child buttons sleeve.	1 0
58. Builds steps	12 blocks	Score: The child replicates the steps.	1 0
59. Traces designs	Pencil Trace Designs sheet	Score: The child correctly traces at least two designs.	1 0
60. Imitates a square	Crayon or pencil White unlined paper	Score: The child produces a four-sided shape with four distinct corners and gaps smaller than 5 millimetres at the corners.	1 0
61. Copies the Plus sign	Crayon or pencil Trace Designs sheet with the plus sign. (in Record Form)	Score: The child draws two crossing lines, one within 30° of a horizontal line one at 30° of a vertical line.	1 0
62. Taps fingers	Stopwatch (15 seconds) 	Score: The child taps at least 20 times in 15 seconds for both hands.	1 0

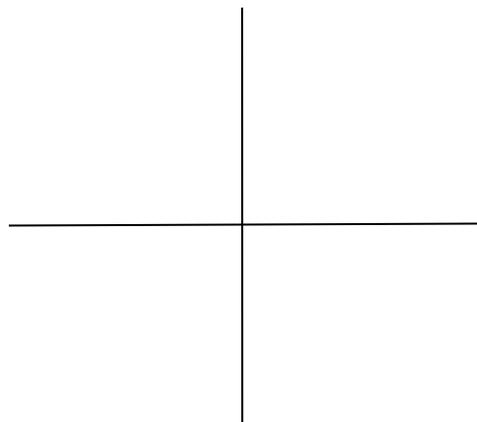
63. Places 20 pellets (Food pellets) in the bottle	20 Food pellets Bottle without lid Stopwatch  (15 seconds)	Score: The child places 20 food pellets in the bottle within 15 seconds, one pellet at a time.	1 0
64. Cuts a circle	Safety scissors Cut Designs Sheet with circle* Stopwatch  (60 seconds)	Score: The child cuts the circle, keeping within 1 centimetre of the line.	1 0
65. Cuts a square	Safety scissors Cutting Designs Sheet with square* Stopwatch  (60 seconds)	Score: The child cuts the square, keeping within 1 centimetre of the line.	1 0
66. Copies a square	Crayon or pencil Copy Design Sheet with a square (in Record Form)	Score: The child makes a four-sided shape with four corners and gaps smaller than 5 millimetres.	1 0
Total Raw Score Fine Motor (FM)			

Dist ID: |_| Village ID: |_|_|_|_| Patch ID: |_|_| Dwelling ID: |_|_|_|_| HH ID: |_|_| Child ID: |_|_|

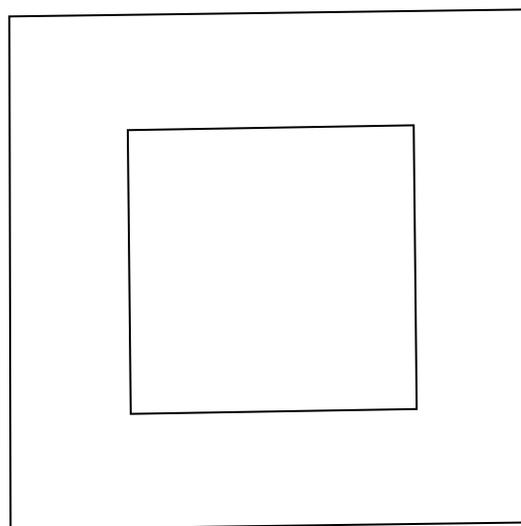
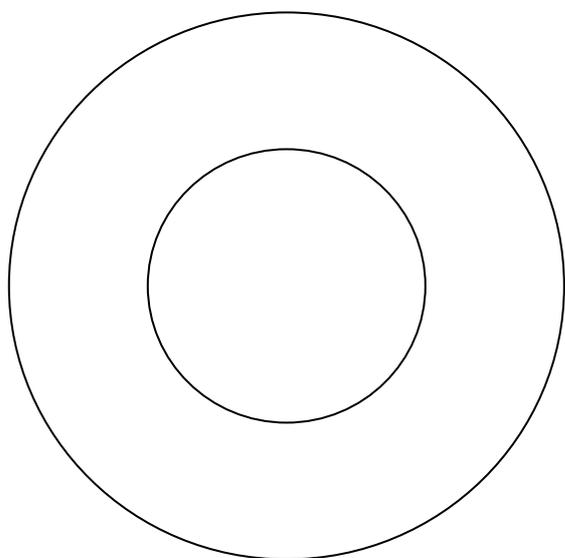
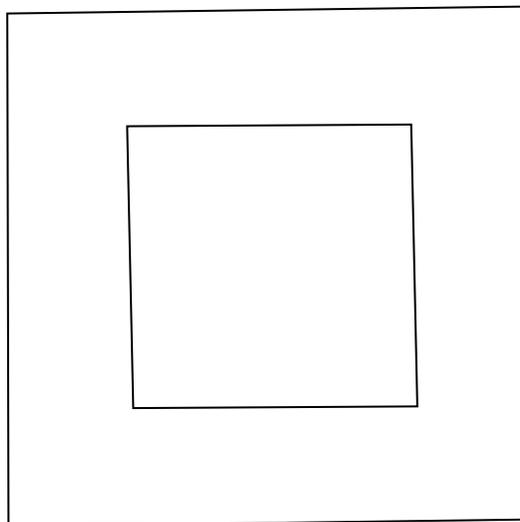
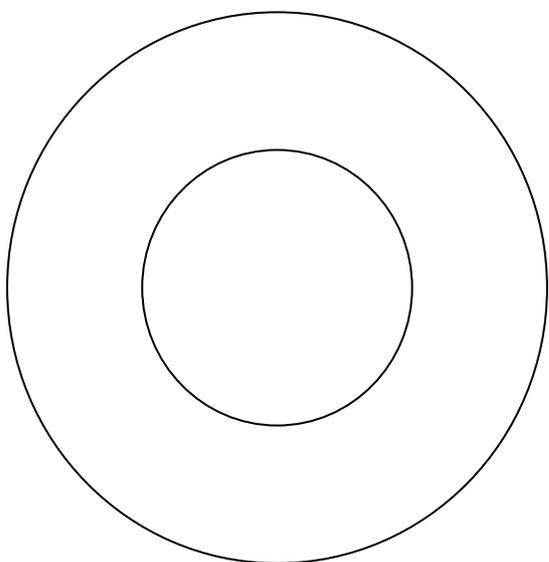
*Photocopied from Administration Manual, Appendix G.

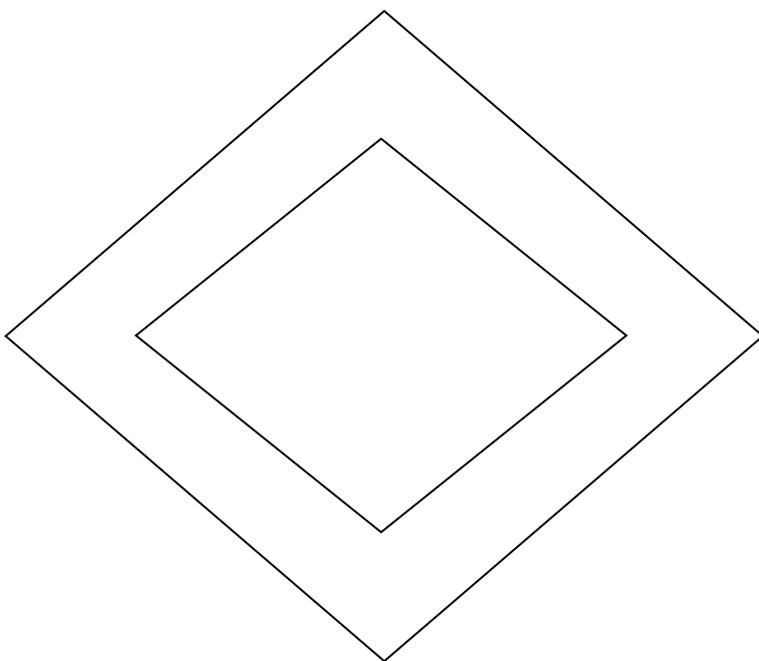
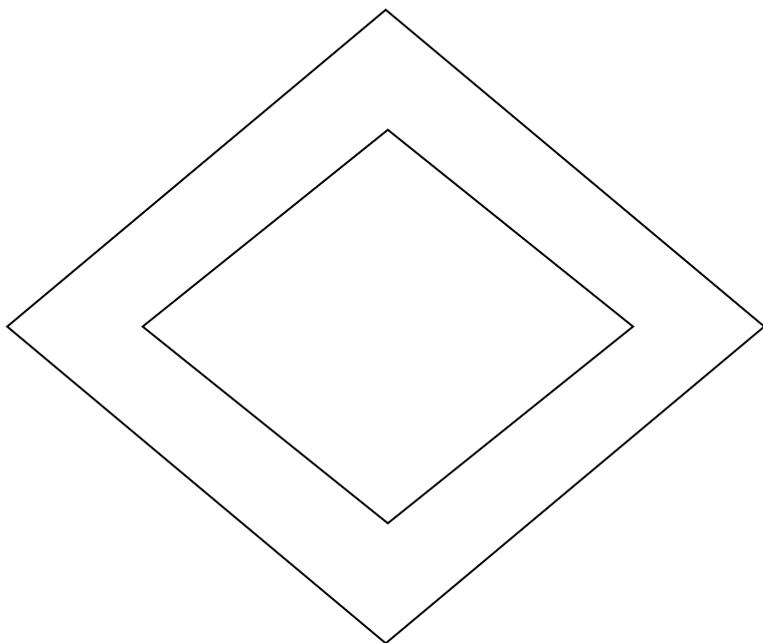
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Dist ID: |_| Village ID: |_|_|_|_| Patch ID: |_|_| Dwelling ID: |_|_|_|_| HH ID: |_|_| Child ID: |_|_|

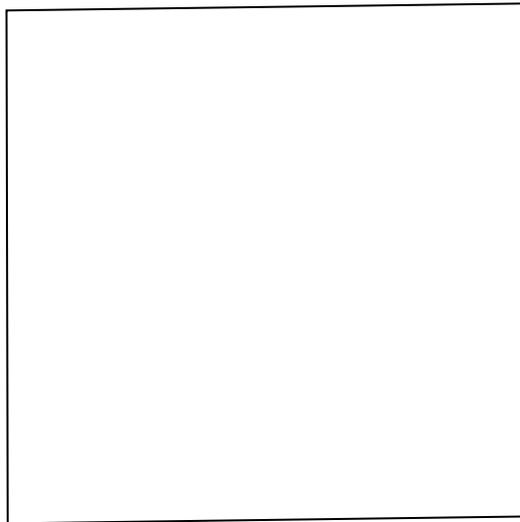


Traces Design





Dist ID: |_| Village ID: |_|_|_|_| Patch ID: |_|_| Dwelling ID: |_|_|_|_| HH ID: |_|_| Child ID: |_|_|



Motor scale

VIII. Gross Motor Subtest

Reversal rule: the child must obtain a score of 1 on the first 3 consecutive items at the start point of any age to go forward. If the child attains a score of 0 on any of the first 3 items, go back to the start point for the previous age and administer those items.

Discontinue rule: stop the administration when the child receives a score of 0 on 5 consecutive items.

Item	Materials	Score criteria and comments	Score
 35. Raises Self to Standing Position	Object of interest	Score: Child raises self to a standing position, using a chair or other convenient object for support.	1 0
36. Bounces While Standing	None	Score: Child bounces up and down at least twice by alternately bending and straightening the knees.	1 0
 37. Walks Series: With Support	None	Score: Child walks by making coordinated, alternating stepping movements.	1 0
38. Walks Sideways With Support	Object of Interest	Score: Child walks sideways while holding onto furniture for support and balance.	1 0
 39. Sits Down With Control	None	Score: Child purposely lowers from a standing position to a sitting position in a controlled manner.	1 0
40. Stands Alone	None	Score: Child stands alone for at least 3 seconds after you release his or her hands.	1 0
 41. Stands Up Series: Alone	None	Score: Childs comes to a standing position, rolling first to a prone or quadruped position, without using any support.	1 0

37 <u>42</u> 43	K	42. Walks Series: Alone	None	Score: The child takes at least three Steps without support, even if he/she wobbles or is stiff-legged.	1 0
37 42 43		43. Walks Series: Alone with coordination	None	Score: The child takes at least 5 steps independently, showing coordination and balance.	1 0
		44. Throws Ball	Small ball	Score: The child purposely throws the ball forward.	1 0
L		45. Squats without support	Object of interest to the child	Score: The child moves from standing to squatting to pick up the object and stands up again, keeping his/her balance, and without support.	1 0
41 <u>46</u>		46. Stands Up Series: Mature	None	Score: The child rolls to one side and stands up without support.	1 0
47 57 64		47. Walks Up Stairs Series: Both feet on each step, with support	Stairs	Score: The child walks up at least three steps, using the wall or handrail for support, and placing both feet on each step before stepping up onto the next one.	1 0
M	N	48. Walks backwards 2 steps	None	Score: The child takes at least two steps back without help.	1 0
49 58 67		49. Walks Down Stairs Series: Both feet on each step, with support	Stairs	Score: The child walks down at least three steps, using the wall or handrail for support, and placing both feet on each step before stepping down onto the next one.	1 0
		50. Runs with Coordination	Large ball	Score: The child runs with good coordination.	1 0

51 60 69	O	51. Balances on Right foot Series: With support	Stopwatch 	Score: The child balances on his/her right foot while you hold one of his/her hands.	1 0
				Elapsed time with support:	
				Elapsed time without support:	
52 61 70		52. Balances on Left Foot Series: With support	Stopwatch 	Score: The child balances on his/her left foot while you hold one of his/her hands.	1 0
				Elapsed time with support:	
				Elapsed time without support:	
53. Walks Sideways without support	None	53. Walks Sideways without support	None	Score: The child takes at least two steps sideways without support.	1 0
P		54. Jumps from bottom step	Stairs	Score: The child jumps to the floor.	1 0
55. Kicks the ball	Large ball	55. Kicks the ball	Large ball	Trials: 3 Score: The child does not lose his/her balance while kicking the ball forwards by at least 60 centimetres.	1 0
56. Walks forward on the path	Stepping Path	56. Walks forward on the path	Stepping Path	Score: The child walks, keeping at least one foot on the path, for a minimum distance of 150 centimetres.	1 0
47 57 64	Q	57. Walk up stairs Series: Both feet on each step, without support	Stairs	Score: The child walks up at least three steps without using the wall or handrail for support, and placing both feet on each step before stepping up onto the next one.	1 0
49 58 67		58. Walk down stairs Series: Both feet on each step, without support	Stairs	Score: The child walks down at least three steps without using the wall or handrail for support, and placing both feet on each step before stepping down onto the next one.	1 0
59 72		59. Jumps forward Series: 10 Centimetres	Stepping Path	Trials: 3 Score: The child jumps at least 10 centimetres in any try.	1 0
				Distance Try 1:	
				Distance Try 2:	
				Distance Try 3:	

51 60 69	60. Balances on right foot Series: 2 seconds, without support	Stopwatch 	Score: The child balances on his/her right foot for at least 2 seconds.	1 0
			Elapsed time with support:	
			Elapsed time without support:	
52 61 70	61. Balances on left foot Series: 2 seconds, without support	Stopwatch 	Score: The child balances on his/her left foot for at least 2 seconds.	1 0
			Elapsed time with support:	
			Elapsed time without support:	
	62. Takes 4 steps on tiptoe	Stepping Path	Score: The child takes at least 4 steps unassisted without touching the ground with his/her heels.	1 0
	63. Walk backwards close to the Path	Stepping Path	Score: The child walks backwards without help and close to the path for at least 150 centimetres.	1 0
47 57 64	64. Walk up stairs Series: Alternating feet, without support	Stairs	Score: The child walks up at least two steps without using the wall or handrail for support, and alternating his/her feet on each step.	1 0
	65. Imitates postures	None	Score: The child correctly imitates at least two positions. <input type="checkbox"/> Position 1 <input type="checkbox"/> Position 2 <input type="checkbox"/> Position 3	1 0
	66. Stops from running	Stepping Path	Trials: 3 Score: The child stops in a controlled manner within two steps from the end of the path, in at least two of the trials.	1 0
49 58 67	67. Walk down stairs Series: Alternates feet, without support	Stairs	Score: The child walks down at least two steps without using the wall or handrail for support, and alternating his/her feet on each step.	1 0

	68. Hops 150 centimetres on one foot	Stepping Path	Score: The child hops on one foot for at least 150 centimetres.	1 0
51 60 69	69. Balances on right foot Series: 8 seconds, without support	Stopwatch  (8 seconds)	Score: The child balances on his/her right foot for at least 8 seconds without support.	1 0
52 61 70	70. Balances on left foot Series: 8 seconds, without support	Stopwatch  (8 seconds)	Score: The child balances on his/her left foot for at least 8 seconds without support.	1 0
	71. Walks heel to toe	Stepping Path	Trials: 2 Score: The child touches the heel of one foot to the toes of the other foot in two steps out of three during one trip down the stepping path.	1 0
59 72	72. Jumps forward Series: 60 centimetres	Stepping Path	Trials: 3 Score: The child jumps at least 60 centimetres in any try.	1 0
Total Raw Score Gross Motor (GM)				

Dist ID: |_| Village ID: |_|_|_|_| Patch ID: |_|_| Dwelling ID: |_|_|_|_| HH ID: |_|_| Child ID: |_|_|

Comments

Wolke's Behaviour Rating Scale

You will find 5 dimensions that describe the child's behaviour during the test. Please circle the number that best reflects the score the child's behaviour during the test. Remember that a response in the first 5 to 10 minutes is rated. It should be rated immediately, not at the end of the test.

901. Approach								
1	2	3	4	5	6	7	8	9

Initial response to the examiner. The examiner addresses a few introduction remarks to the child and then talks with the mother after giving the child a toy.

1. **Avoiding:** shows stray signs of fear - clinging onto the mother/fussing /looking away, withdrawing.
2. Between 1 and 3
3. **Hesitant:** some fear/obviously worried/ wary and watchful/not happy /not smiling/ not fussing/ not readily playing but may be slight touching of toy. May look fleetingly at examiner.
4. Between 3 and 5
5. **Accepting:** No sign of fear but aware of examiner /not offering/vocalising or smiling at examiner / but looking at her from time to time without fear. Plays with toy but not with vigour.
6. Between 5 and 7
7. **Friendly:** Not afraid. May smile or vocalise or offer toy to examiner after a few minutes, plays with toy or readily.
8. Between 7 and 9
9. **Inviting:** Fully accepts examiner, happily. Interacts with her smiling, vocalising and/ or approaching. Obviously enjoys toy, may show enthusiasm in playing.

902. General Emotional Tone								
1	2	3	4	5	6	7	8	9

This scale refers to **how unhappy and fussy or cheerful and happy** the infant appeared during the examination.

1. Child seems unhappy throughout assessment, gets very upset, cries and fusses for long periods or frequently may protest and wail.
2. Between 1 and 3
3. At times rather unhappy begins to fuss with cries. Short verbal protest but may respond happily to some procedures.
4. Between 3 and 5
5. Moderately happy or contented (may smile once or twice and positively vocalises occasionally in response to some tasks), may become upset occasionally but recovers fairly easily.
6. Between 5 and 7
7. Generally, appears to be in a happy state of well-being. Smiles often with some excitement. Only becomes briefly unhappy once or twice during the whole assessment.
8. Between 7 and 9
9. Radiates happiness, highly excited, nothing is upsetting (never becomes upset), animated, expressive, smiling and gleeful.

903. Activity								
1	2	3	4	5	6	7	8	9

This scale refers to **how physically active** the infant was during the testing (gross motor activity).

1. Very still, little gross motor movement. Stays quietly in one place, with practically no self-initiated movement, never wiggles around.
2. Between 1 and 3
3. Usually quiet and inactive, rarely wiggles but responds appropriately in situations calling for some gross motor activities (motor task)
4. Between 3 and 5
5. Moderate activity, wiggles occasionally and may get up or change position a number of times, can be quieted for sedentary tests without much difficulty.
6. Between 5 and 7
7. In action during much of the assessment period, gets up frequently, moves around the room, wiggles, and movements are consolable and can be quieted for sedentary tests, however with difficulties sometimes.
8. Between 7 and 9
9. Overactive, on the move all the time, wiggles a lot, cannot be quieted for most of the sedentary tests.

904. Co-operation								
1	2	3	4	5	6	7	8	9

This is a measure of **how well the infant co-operates** with the examiner and **complies with her requests**.

1. Resists all suggestions or requests, which are assessment related, very resisting and uncooperative.
2. Between 1 and 3
3. Refuses or resists several specific examinations initially or refuses to co-operate during part of the session (e.g. initially or towards the end).
4. Between 3 and 5.
5. Accepts the assessment or situation, neither cooperative nor resistant in relation to examiner, may occasionally say "No" but will conform.
6. Between 5 and 7.
7. Seems to enjoy the interaction with the examiner, is happy to participate most of the time.
8. Between 7 and 9.
9. Enjoys the session and always complies, readily accepts the examiner's manipulation.

905. Vocalisation								
1	2	3	4	5	6	7	8	9

Vocalisations refer to non-crying utterances or to recognisable utterances embedded in crying. These may be cooing, babbling, consonant sounds or words. Crying per se, no matter how varied, does not qualify.

1. Definitely quiet, 1 or 2 vocalisations.
2. Between 1 and 3.
3. Few vocalisations and of short duration.
4. Between 3 and 5.
5. Vocalisations occur as part of the activities but too intermittent to constitute vocal excitement, chatter or the like.
6. Between 5 and 7.
7. Vocalisations constitute an obvious part of the infant's activity: infant vocalises for the sake of vocalising.
8. Between 7 and 9.
9. Excessive vocalisations, high vocal excitement.