



Bayley

Scales of Infant and Toddler Development™

THIRD EDITION

Record Form

Child's name: _____
 Sex: M F ID #: _____
 Examiner's name: _____
 School/Child care program: _____
 Reason for referral: _____

Subtest Summary Scores

Subtest	Total Raw Score	Scaled Score	Composite Score	Percentile Rank	Conf. Interval (____%)
Cognitive (Cog)					
			Use Table A.5		
Language (Lang)					
Receptive Communication (RC)					
Expressive Communication (EC)					
Sum					
			Use Table A.4		
Motor (Mot)					
Fine Motor (FM)					
Gross Motor (GM)					
Sum					
			Use Table A.4		
Social-Emotional (SE)					
			Use Table A.5		
Adaptive Behavior					
*Communication (Com)					
Community Use (CU)					
Functional Pre-Academics (FA)					
Home Living (HL)					
*Health and Safety (HS)					
*Leisure (LS)					
*Self-Care (SC)					
*Self-Direction (SD)					
*Social (Soc)					
*Motor (MO)					
Sum					
			(GAC)		
			Use Table A.6		

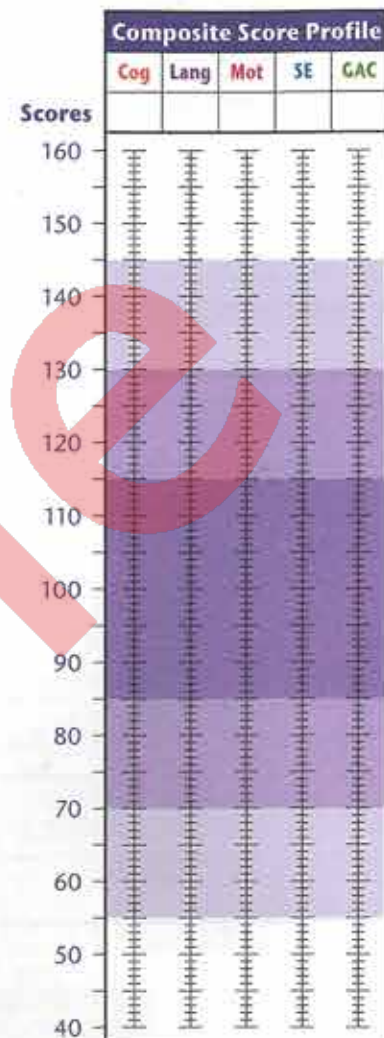
*For children younger than one year, the GAC is calculated using only those skill areas indicated by an asterisk.

Calculate Age and Start Point

	Years	Months	Days
Date Tested			
Date of Birth			
Age			
Age in Months and Days	Years × 12	+ months	
Adjustment for Prematurity	Adjust through 24 months		
Adjusted Age			
Start Point	Calculate start point according to chart below		

Age	Start Point
16 days–1 month 15 days	A
1 month 16 days–2 months 15 days	B
2 months 16 days–3 months 15 days	C
3 months 16 days–4 months 15 days	D
4 months 16 days–5 months 15 days	E
5 months 16 days–6 months 15 days	F
6 months 16 days–8 months 30 days	G
9 months 0 days–10 months 30 days	H
11 months 0 days–13 months 15 days	I
13 months 16 days–16 months 15 days	J
16 months 16 days–19 months 15 days	K
19 months 16 days–22 months 15 days	L
22 months 16 days–25 months 15 days	M
25 months 16 days–28 months 15 days	N
28 months 16 days–32 months 30 days	O
33 months 0 days–38 months 30 days	P
39 months 0 days–42 months 15 days	Q

Scaled Score Profile															
Cog	RC	EC	FM	GM	SE	Com	FA	SD	LS	Soc	CU	HL	HS	SC	MO
19
18
17
16
15
14
13
12
11
10
9
8
7
6
5
4
3
2
1



Discrepancy Comparisons						
Subtests	Scaled Score 1	Scaled Score 2	Difference	Critical Value	Significant Difference (Y) or (N)	Base Rate in Standardization Sample
Cognitive vs. Receptive	Cog	RC				
Cognitive vs. Expressive	Cog	EC				
Cognitive vs. Fine Motor	Cog	FM				
Cognitive vs. Gross Motor	Cog	GM				
Cognitive vs. Social-Emotional	Cog	SE				
Receptive vs. Expressive	RC	EC				
Receptive vs. Fine Motor	RC	FM				
Receptive vs. Gross Motor	RC	GM				
Receptive vs. Social-Emotional	RC	SE				
Expressive vs. Fine Motor	EC	FM				
Expressive vs. Gross Motor	EC	GM				
Expressive vs. Social-Emotional	EC	SE				
Fine Motor vs. Gross Motor	FM	GM				
Fine Motor vs. Social-Emotional	FM	SE				
Gross Motor vs. Social-Emotional	GM	SE				

Statistical Significance Level
■ .15
■ .05



Cognitive Scale

Reversal Rule: The child must obtain scores of 1 on the first three consecutive items at the start point of any age to go forward. If the child obtains a score of zero on any of the first three items, go back to the start point for the previous age and administer those items.

Discontinue Rule: Stop administration when the child obtains scores of zero on five consecutive items.

Item	Materials	Score Criteria and Comments	Score
A 1. Calms When Picked Up	None	Score: Child calms when picked up by either you or caregiver.	1 0
2. Responds to Surroundings Series: Inspects	None	Score: Child freely turns eyes or head in visual exploration of surroundings.	1 0
B 3. Regards Object for 3 Seconds	Ring with string, ball, or other small object of interest	Score: Child gazes continuously at object for at least 3 seconds.	1 0
4. Habituates to Rattle	Rattle	Score: Child displays orienting response to stimulus, then habituates during any of the remaining trials.	1 0
5. Discriminates Between Objects	Bell Stopwatch ⌚ 5 seconds	Score: Child responds to bell by displaying a marked behavioral change within 5 seconds after you ring bell.	1 0
6. Recognizes Caregiver	None	Score: Child's expression changes to indicate recognition of the caregiver.	1 0
C 7. Becomes Excited in Anticipation	None	Score: Child displays anticipatory excitement.	1 0
8. Regards Object for 5 Seconds	Block or other small object of interest Stopwatch ⌚ 5 seconds	Score: Child regards object continuously for at least 5 seconds.	1 0
9. Reacts to Disappearance of Face	None	Score: Child changes facial expression or displays other reaction to caregiver's disappearance.	1 0
D 10. Shifts Attention	Bell Rattle	Score: Child's eyes move from one object to another in response to sound or movement of object(s).	1 0

Item	Materials	Score Criteria and Comments	Score
11. Shows Visual Preference	Stimulus Book (pp. 7–9) Stopwatch 15 seconds per page	Score: Child looks longer at striped pattern on both pages.	1 0
12. Habituates to Object	2 blocks without holes Stopwatch 30 seconds	Score: Child habituates within 30 seconds, displaying decrease in attention and interest.	1 0
13. Prefers Novel Object	Block without hole Small ball Stopwatch 15 seconds per presentation	Score: Child looks longer at ball than block in both presentations.	1 0
14. Habituates to Picture (Balloons)	Stimulus Book (p. 11) Stopwatch 30 seconds	Score: Child habituates within 30 seconds, displaying decrease in attention and interest.	1 0
15. Prefers Novel Picture (Ball)	Stimulus Book (pp. 13–15) Stopwatch 15 seconds per page	Score: Child looks longer at ball than balloons in both presentations.	1 0
16. Explores Object	Rattle or other small object of interest	Score: Child attends to sight, sound, or feel of object by shaking, mouthing, or other activity.	1 0
17. Carries Object to Mouth	Glitter bracelet or other small object of interest	Score: Child purposely carries object to mouth.	1 0
18. Inspects Own Hand	None	Score: Child visually inspects one or both hands.	1 0
19. Mirror Image Series: Approaches	Mirror	Score: Child approaches mirror image with head, body, or hands, or purposely touches mirror image.	1 0
20. Responds to Surroundings Series: Awareness of Novelty	None	Score: Child displays awareness of being in novel surroundings (e.g., startles, looks around).	1 0
21. Persistent Reach	Block without hole or other small object of interest	Score: Child persistently reaches for object, even if he or she fails to obtain it.	1 0

Item	Materials	Score Criteria and Comments	Score
22. Mirror Image Series: Responds Positively	Mirror	Score: Child plays with image by looking and smiling/laughing, patting, banging, reaching playfully, or mouthing.	1 0
23. Plays With String	Ring with string	Score: Child plays with string by picking it up, chewing it, pulling on it, or manipulating it.	1 0
24. Bangs in Play	Block without hole, spoon, or other suitable hard object	Score: Child purposely bangs in play at any time during testing.	1 0
25. Searches for Fallen Object	Squeeze toy	Score: Child looks for fallen toy by looking toward floor.	1 0
26. Bell Series: Manipulates	Bell	Score: Child manipulates bell while looking at it with interest.	1 0
27. Picks Up Block Series: Reaches for Second Block	3 blocks without holes	Score: Child holds first block and reaches for second block.	1 0
28. Pulls Cloth to Obtain Object	Washcloth Object of interest	Score: Child pulls washcloth purposely toward him or her to obtain object.	1 0
29. Pulls String Adaptively	Ring with string	Score: Child picks up string, purposely pulls to secure ring, and grasps ring.	1 0
30. Retains Both Blocks	2 blocks without holes	Score: Child holds both blocks simultaneously for at least 3 seconds.	1 0
31. Bell Series: Rings 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

Item	Materials	Score Criteria and Comments	Score
34. Searches for Missing Objects	3 blocks without holes Cup with handle	Trial 2 Score: Child looks into empty cup for blocks.	1 0
35. Takes Blocks Out of Cup	3 blocks without holes Cup with handle Stopwatch 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 if he or she does not release it. Number of blocks in cup:	1 0
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	Trial 2 Score: Child finds bracelet by looking first under correct washcloth when hidden on both left and right sides. Trial 1 <input type="checkbox"/> Left <input type="checkbox"/> Right Trial 2 <input type="checkbox"/> Left <input type="checkbox"/> Right	1 0
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 Bottle (without lid)	Trial 3 Score: Child purposely removes pellet from bottle using some form of directed effort.	1 0
43. Clear Box: Front	Clear box Small object of interest Stopwatch 20 seconds	Score: Child retrieves object through open end of box within 20 seconds.	1 0
44. Squeezes Object	Squeeze toy	Score: Child attempts to squeeze toy to make the sound.	1 0

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Item	Materials	Score Criteria and Comments	Score
45. Finds Hidden Object (Reversed)	Glitter bracelet 2 washcloths	Trial 2 Score: Child finds bracelet by looking first under correct washcloth when hidden on both left and right sides. Trial 1 <input type="checkbox"/> Left <input type="checkbox"/> Right Trial 2 <input type="checkbox"/> Left <input type="checkbox"/> Right	1 0
46. Removes Lid From Bottle	Bottle with lid	Score: Child unscrews lid until it comes off.	1 0
47. Pegboard Series: 2 Holes	Pegboard 6 yellow pegs Stopwatch 70 seconds per trial	Trial 3 Score: Child places at least one peg two or more times in the same or different hole(s). Trial 1 Completion time (all 6 pegs): Trial 2 Completion time (all 6 pegs): Trial 3 Completion time (all 6 pegs):	1 0
48. Relational Play Series: Self	Doll Bear Plastic cups Spoons Small ball Washcloths Several blocks	Score: Child demonstrates relational play using him- or herself.	1 0
49. Pink Board Series: 1 Piece	Pink board Red block set (square, circle, triangle) Stopwatch 180 seconds	Score: Child correctly places at least one piece within 180 seconds. # pieces placed correctly (180 seconds):	1 0
50. Finds Hidden Object (Visible Displacement)	Glitter bracelet 2 washcloths	Trial 2 Score: Child finds bracelet by looking first under correct washcloth when hidden on both left and right sides. Trial 1 <input type="checkbox"/> Left <input type="checkbox"/> Right Trial 2 <input type="checkbox"/> Left <input type="checkbox"/> Right	1 0
51. Blue Board Series: 1 Piece	Blue board Blue block set (4 round, 5 square) Stopwatch 150 seconds	Score: Child correctly places at least one piece within 150 seconds. Completion time: # of pieces:	1 0
52. Clear Box: Sides	Clear box Small object of interest Stopwatch 20 seconds per side	Score: Child retrieves object through open end of box when presented on both left and right sides.	1 0

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Item	Materials	Score Criteria and Comments	Score
53. Relational Play Series: Others	Doll Bear Plastic cups Spoons Small ball Washcloths Several blocks	Score: Child demonstrates relational play, using objects for how they are intended, with others.	1 0
54. Block Series: 9 Blocks	9 blocks Cup with handle	Score: Child places all nine blocks inside cup at one time. # of blocks in cup:	1 0
55. Pegboard Series: 6 Pegs	Pegboard 6 yellow pegs Stopwatch 90 seconds	Score: Child places all six pegs in 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
56. Pink Board Series: Completes	Pink board Red block set (square, circle, triangle) Stopwatch 180 seconds	Score: Child correctly places all three pieces within 180 seconds. # pieces placed correctly (180 seconds):	1 0
57. Uses Pencil to Obtain Object	Pencil Small red duck	Score: Child uses pencil to attempt to obtain duck.	1 0
58. Blue Board Series: 4 Pieces	Blue board Blue block set (4 round, 5 square) Stopwatch 150 seconds	Score: Child correctly places at least four pieces within 150 seconds. Completion time: # of pieces:	1 0
59. Attends to Story	Story Book	Score: Child attends to entire story.	1 0
60. Rotated Pink Board	Pink board Red block set (square, circle, triangle)	Score: Child correctly places all three pieces while board is in rotated position.	1 0
61. Object Assembly (Ball)	Ball puzzle Stopwatch 90 seconds	Score: 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: Child places all six pegs in pegboard within 25 seconds.	1 0

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Item	Materials	Score Criteria and Comments	Score
63. Object Assembly (Ice Cream Cone)	Ice cream cone puzzle Stopwatch 90 seconds	Score: Child correctly assembles object within 90 seconds in either trial.	1 0
64. Matches Pictures	Stimulus Book (pp. 17-23)	Score: Child correctly identifies matching picture on at least three pages. <input type="checkbox"/> Airplane <input type="checkbox"/> Tricycle <input type="checkbox"/> Tree <input type="checkbox"/> Telephone	1 0
65. Representational Play	Plastic cups Spoon Doll Washcloths Block Other objects of interest	Score: Child takes an object and pretends it is something else.	1 0
66. Blue Board Series: Completes (75 Seconds)	Blue board Blue block set (4 round, 5 square) Stopwatch 75 seconds	Score: Child correctly places all nine pieces within 75 seconds.	1 0
67. Imitates a Two-Step Action	Small yellow duck Spoon	Score: Child correctly imitates both steps.	1 0
68. Matches 3 Colors	Stimulus Book (p. 25) Red, yellow, blue, and green disks	Score: Child places yellow, blue, and green disks on or near matching crayons in Stimulus Book, or points to matching crayons. <input type="checkbox"/> Yellow <input type="checkbox"/> Blue <input type="checkbox"/> Green	1 0
69. Imaginary Play	Plastic cups Spoon Doll Bear Washcloths Small ball Other objects of interest	Score: Child uses imaginary objects in play.	1 0
70. Understands Concept of One	3 blocks without holes Stopwatch 5 seconds	Score: Child hands you only one block within 5 seconds.	1 0
71. Multischeme Combination Play	Plastic cups Spoon Doll Bear Washcloths Small ball Other objects of interest	Score: Child demonstrates multischeme combination play involving at least two steps.	1 0

Item	Materials	Score Criteria and Comments	Score
72. Concept Grouping: Color	Big and little ducks (blue and yellow)	Score: Child correctly identifies both blue ducks.	1 0
73. Concept Grouping: Size	Big and little ducks (red and yellow)	Score: Child correctly identifies both little ducks and both big ducks.	1 0
74. Compares Masses	2 big blue ducks	Trials: 2 Score: Child correctly identifies heavy duck when placed in both left and right hands.	1 0
75. Matches Size	Big red duck Big blue duck Little yellow duck	Score: Child correctly identifies big blue duck.	1 0
76. Discriminates Pictures	Stimulus Book (pp. 27–37)	Score: Child correctly identifies calf and donkey.	1 0
77. Simple Pattern	Big and little ducks	Score: Child correctly identifies big yellow duck.	1 0
78. Sorts Pegs by Color	4 red pegs 4 yellow pegs 4 blue pegs 3 plastic cups	Score: Child sorts pegs by color, placing them in appropriate cups or in separate piles.	1 0
79. Counts (One-to-One Correspondence)	5 blocks	Score: Child assigns only one number to each block when counting. Child must count to at least 3 in proper sequence.	1 0
80. Discriminates Sizes	Stimulus Book (pp. 39–43)	Score: 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 Pictures	Stimulus Book (pp. 45–61)	Score: For all three series, child correctly identifies image when presented with first or second page of the series. <input type="checkbox"/> Face <input type="checkbox"/> Cat <input type="checkbox"/> Flower	1 0
82. Object Assembly (Dog)	Dog puzzle Stopwatch 90 seconds	Trials: 2 Score: Child correctly assembles object within 90 seconds in either trial.	1 0
83. Discriminates Patterns	Stimulus Book (pp. 63–67)	Score: Child correctly identifies out-of-place object for all three pages. <input type="checkbox"/> Square <input type="checkbox"/> Triangle <input type="checkbox"/> E	1 0

Item	Materials	Score Criteria and Comments	Score
84. Spatial Memory	Memory Cards	Score: Child correctly identifies the correct pairs of cards for the first two objects. <input type="checkbox"/> Tops <input type="checkbox"/> Flowers <input type="checkbox"/> Cars	1 0
85. Counts (Cardinality)	10 blocks	Score: Child correctly responds to both parts.	1 0
86. Number Constancy	5 blocks	Score: Child correctly answers both questions.	1 0
87. Laces Card	Lacing card Shoelace	Score: Child laces shoelace through entire lacing card, in proper order without skipping holes or lacing around side of card.	1 0
88. Classifies Objects	Stimulus Book (pp. 69–73)	Score: Child correctly identifies all three objects that don't belong. <input type="checkbox"/> Banana <input type="checkbox"/> Lamp <input type="checkbox"/> Train	1 0
89. Understands Concept of More	9 blocks 1 red disc 3 red pegs	Score: Child correctly responds to all four administrations. <input type="checkbox"/> First <input type="checkbox"/> Second <input type="checkbox"/> Third <input type="checkbox"/> Fourth	1 0
90. Repeats Number Sequences	None	Score: Child correctly repeats at least four number sequences. <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	1 0
91. Completes Patterns	Pegboard Red, blue, and yellow pegs	Score: Child places correct pegs in pegboard for all three patterns. 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	1 0
Total Raw Score (Cog)			/91



Sample



Language Scale

Receptive Communication Subtest

Reversal Rule: The child must obtain scores of 1 on the first three consecutive items at the start point of any age to go forward. If the child obtains a score of zero on any of the first three items, go back to the start point for the previous age and administer those items.

Discontinue Rule: Stop administration when the child obtains scores of zero on five consecutive items.

Item	Materials	Score Criteria and Comments	Score
A B 1. Regards Person Momentarily	None	Score: Child fixes gaze on the person for at least 2 seconds.	1 0
C 2. Tolerates Attention	None	Score: Child tolerates attention and does not show signs of distress.	1 0
D E 3. Calms When Spoken To	None	Score: Child calms when spoken to.	1 0
4. Reacts to Sounds in the Environment	Squeeze toy	Score: Child clearly reacts to the sound presented.	1 0
5. Responds to a Person's Voice	None	Score: Child clearly responds to the person's voice.	1 0
F G 6. Searches With Head Turn	Bell Rattle	Trials: 2 Score: Child purposely turns head toward source of the sound.	1 0
H 7. Discriminates Sounds	Paper Rattle	Score: Child clearly responds to sound of the rattle.	1 0
I 8. Sustained Play With Objects	Objects 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	Objects 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

Item	Materials	Score Criteria and Comments	Score
12. Responds to No-No	Objects of interest	Score: Child stops reaching for object in response to no-no .	1 0
13. Attends to Other's Play Routine	Stopwatch 60 seconds	Score: Child maintains attention and enjoys interacting with you in a play routine for at least 60 seconds.	1 0
14. Responds to Request for Social Routines	None	Score: Child responds in an appropriate manner to at least one spoken request.	1 0
15. Identifies Object Series: 1 Correct	Story Book Plastic cup Spoon Small ball Doll	Score: Child correctly identifies at least one object. <input type="checkbox"/> Book <input type="checkbox"/> Spoon <input type="checkbox"/> Doll <input type="checkbox"/> Cup <input type="checkbox"/> Ball	1 0
16. Identifies Object in the Environment	None	Score: Child correctly identifies object you name.	1 0
17. Identifies Picture Series: 1 Correct	Picture Book (pp. 1-5)	Score: Child correctly identifies at least one test item picture. <input type="checkbox"/> Cookie <input type="checkbox"/> Shoe(s) <input type="checkbox"/> Car <input type="checkbox"/> Balloon(s) <input type="checkbox"/> Bird <input type="checkbox"/> Bed <input type="checkbox"/> Kitten <input type="checkbox"/> Spoon <input type="checkbox"/> Ball <input type="checkbox"/> Book <input type="checkbox"/> Bottle <input type="checkbox"/> Apple	1 0
18. Understands Inhibitory Words	2 ducks 6 blocks	Score: Child pauses in response to inhibitory words during a play routine.	1 0
19. Identifies Object Series: 3 Correct	Story Book Plastic cup Spoon Small ball Doll	Score: Child correctly identifies at least three 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	Doll or bear Spoon Comb Facial tissue	Score: Child correctly responds to at least two directions with the doll or bear.	1 0
21. Identifies Picture Series: 3 Correct	Picture Book (pp. 1-5)	Score: Child correctly identifies at least three test item pictures. <input type="checkbox"/> Cookie <input type="checkbox"/> Shoe(s) <input type="checkbox"/> Car <input type="checkbox"/> Balloon(s) <input type="checkbox"/> Bird <input type="checkbox"/> Bed <input type="checkbox"/> Kitten <input type="checkbox"/> Spoon <input type="checkbox"/> Ball <input type="checkbox"/> Book <input type="checkbox"/> Bottle <input type="checkbox"/> Apple	1 0

Item	Materials	Score Criteria and Comments	Score
22. Identifies 3 Clothing Items	None	Score: Child correctly identifies at least three clothing items.	1 0
23. Identifies Action Picture Series: 1 Correct	Picture Book (pp. 6-9)	Score: Child correctly identifies at least one picture. <input type="checkbox"/> Waving <input type="checkbox"/> Sleeping <input type="checkbox"/> Drinking <input type="checkbox"/> Washing <input type="checkbox"/> Riding <input type="checkbox"/> Eating <input type="checkbox"/> Reading <input type="checkbox"/> Running	1 0
24. Identifies 5 Parts of the Body	Doll	Score: Child correctly points to at least five body parts.	1 0
25. Follows Two-Part Directions	3 objects of interest	Score: Child correctly follows at least one two-part direction in its entirety.	1 0
26. Identifies Action Picture Series: 3 Correct	Picture Book (pp. 6-9)	Score: Child correctly identifies at least three pictures. <input type="checkbox"/> Waving <input type="checkbox"/> Sleeping <input type="checkbox"/> Drinking <input type="checkbox"/> Washing <input type="checkbox"/> Riding <input type="checkbox"/> Eating <input type="checkbox"/> Reading <input type="checkbox"/> Running	1 0
27. Understands Use of Objects	Stimulus Book (p. 79)	Score: Child correctly identifies at least three pictures. <input type="checkbox"/> Tricycle <input type="checkbox"/> Scissors <input type="checkbox"/> Shoe <input type="checkbox"/> Pot <input type="checkbox"/> Crayon <input type="checkbox"/> Glass	1 0
28. Understands Part/Whole Relationships	Stimulus Book (p. 81)	Score: Child correctly identifies at least three objects you name.	1 0
29. Identifies Action Picture Series: 5 Correct	Picture Book (pp. 6-9)	Score: Child correctly identifies at least five pictures. <input type="checkbox"/> Waving <input type="checkbox"/> Sleeping <input type="checkbox"/> Drinking <input type="checkbox"/> Washing <input type="checkbox"/> Riding <input type="checkbox"/> Eating <input type="checkbox"/> Reading <input type="checkbox"/> Running	1 0
30. Understands Pronouns (Him, Me, My, You, Your)	Bear 3 plastic cups 3 spoons	Score: Child correctly responds to directions, understanding 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 Sizes	Stimulus Book (p. 83)	Score: 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

Item	Materials	Score Criteria and Comments	Score
32. Understands Prepositions Series: 2 Correct	Cup with handle Shoelace Block with hole	Score: Child correctly follows directions for at least two tasks. <input type="checkbox"/> On <input type="checkbox"/> Around <input type="checkbox"/> Between <input type="checkbox"/> Through <input type="checkbox"/> Against <input type="checkbox"/> In/After	1 0
33. Understands Possessives	Stimulus Book (pp. 85–89)	Score: Child correctly identifies the object in at least two pictures. <input type="checkbox"/> Boy's car <input type="checkbox"/> Baby's bear <input type="checkbox"/> Cat's ball	1 0
34. Understands Verb + ing	Stimulus Book (pp. 91–93)	Score: Child correctly identifies both pictures.	1 0
35. Identifies Colors	Stimulus Book (p. 95)	Score: Child correctly identifies at least four of the colors named. <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/> Green <input type="checkbox"/> Brown <input type="checkbox"/> Purple <input type="checkbox"/> White	1 0
36. Understands Label of One	Stimulus Book (p. 97)	Score: Child identifies correct picture.	1 0
37. Understands Pronouns (They, She, He)	Stimulus Book (pp. 99–103)	Score: Child correctly identifies at least two 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: Child correctly identifies both pronoun objects in at least three pictures. 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 Blocks <input type="checkbox"/> Her <input type="checkbox"/> His	1 0
39. Understands Plurals	Stimulus Book (p. 107)	Score: Child correctly identifies all four pictures.	1 0
40. Understands More	Stimulus Book (pp. 109–111)	Score: Child correctly identifies both pictures.	1 0
41. Understands Most	Stimulus Book (pp. 113–115)	Score: Child correctly identifies both pictures.	1 0

Item	Materials	Score Criteria and Comments	Score
42. Understands Prepositions Series: 4 Correct	Cup with handle Shoelace Block with hole	Score: Child correctly follows directions for at least four tasks. <input type="checkbox"/> On <input type="checkbox"/> Around <input type="checkbox"/> Between <input type="checkbox"/> Through <input type="checkbox"/> Against <input type="checkbox"/> In/After	1 0
43. Understands Negatives in Sentences	Stimulus Book (pp. 117–121)	Score: Child correctly identifies all three pictures. <input type="checkbox"/> Baby <input type="checkbox"/> Chicken <input type="checkbox"/> Child	1 0
44. Understands Past Tense	Stimulus Book (pp. 123–125)	Score: Child correctly identifies both pictures.	1 0
45. Understands Labels for Mass	Stimulus Book (pp. 127–131)	Score: Child identifies the correct object in all three pairs of pictures. <input type="checkbox"/> Heavy <input type="checkbox"/> Light <input type="checkbox"/> Light	1 0
46. Understands Least	Stimulus Book (pp. 133–135)	Score: Child correctly identifies both pictures.	1 0
47. Understands Less	Stimulus Book (pp. 137–139)	Score: Child correctly identifies both pictures.	1 0
48. Understands Descriptive Labels	Stimulus Book (p. 141)	Score: Child correctly identifies at least one animal for all four descriptions.	1 0
49. Identifies Categories of Objects	Stimulus Book (pp. 143–145)	Score: Child correctly identifies all items in a category for all six categories, without including any extraneous items. <input type="checkbox"/> Feed <input type="checkbox"/> Wear <input type="checkbox"/> Furniture <input type="checkbox"/> Fruit <input type="checkbox"/> Edible <input type="checkbox"/> Toys	1 0
Total Raw Score (RC)			/49



Sample



Language Scale

Expressive Communication Subtest

Reversal Rule: The child must obtain scores of 1 on the first three consecutive items at the start point of any age to go forward. If the child obtains a score of zero on any of the first three items, go back to the start point for the previous age and administer those items.

Discontinue Rule: Stop administration when the child obtains scores of zero on five consecutive items.

Item	Materials	Score Criteria and Comments	Score
1. Undifferentiated Throaty Sounds	None	Score: Child produces soft, throaty, gurgling sounds.	1 0
2. Social Smile	None	Score: Child smiles in response to speaker's attention.	1 0
3. Vocalizes Mood	None	Score: Child produces vocalizations that express at least one mood.	1 0
4. Undifferentiated Nasal Sounds	None	Score: Child produces nasal vocalizations.	1 0
5. Social Vocalizing or Laughing	None	Score: Child vocalizes or laughs in response to speaker's attention.	1 0
6. 2 Vowel Sounds	None	Score: Child vocalizes at least two different, distinct vowel sounds.	1 0
7. Gets Attention	None	Score: Child tries to get attention from you or others.	1 0
8. 2 Consonant Sounds	Objects 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
11. Participates in Play Routine	Objects of interest	Score: Child actively participates in at least one play routine.	1 0

Item	Materials	Score Criteria and Comments	Score
12. Jabbers Expressively	None	Score: Child produces at least one vocalization that contains inflections and is expressive.	1 0
13. Consonant-Vowel Combination Series: 4 Combinations	None	Score: Child imitates at least four different repetitive consonant-vowel combinations.	1 0
14. Uses One-Word Approximations	None	Score: Child produces at least 1 one-word approximation.	1 0
15. Directs Attention of Other	Objects of interest	Score: Child points to or shows you at least one object.	1 0
16. Imitates Word	None	Score: Child imitates at least one word, even if imitation consists of vowels only.	1 0
17. Initiates Play Interaction	Objects of interest	Score: Child initiates at least one interaction for play.	1 0
18. Uses Words Appropriately Series: 2 Words	Objects of interest	Score: Child uses at least two different words appropriately.	1 0
19. Uses Word to Make Wants Known	None	Score: Child uses at least one word to make wants known.	1 0
20. Names Object Series: 1 Object	Story Book Small ball Doll Spoon Plastic cup	Score: Child correctly names at least one object.	1 0
21. Combines Word and Gesture	None	Score: Child uses at least one word and gesture combination.	1 0
22. Names Picture Series: 1 Picture	Picture Book (pp. 10–15)	Score: Child correctly names at least one picture. <input type="checkbox"/> Cookie <input type="checkbox"/> Bottle <input type="checkbox"/> Shoe(s) <input type="checkbox"/> Car <input type="checkbox"/> Bird <input type="checkbox"/> Balloon(s) <input type="checkbox"/> Bed <input type="checkbox"/> Kitten <input type="checkbox"/> Ball <input type="checkbox"/> Spoon <input type="checkbox"/> Apple <input type="checkbox"/> Book	1 0
23. Uses Words Appropriately Series: 8 Words	Objects of interest	Score: Child uses at least eight different words appropriately.	1 0

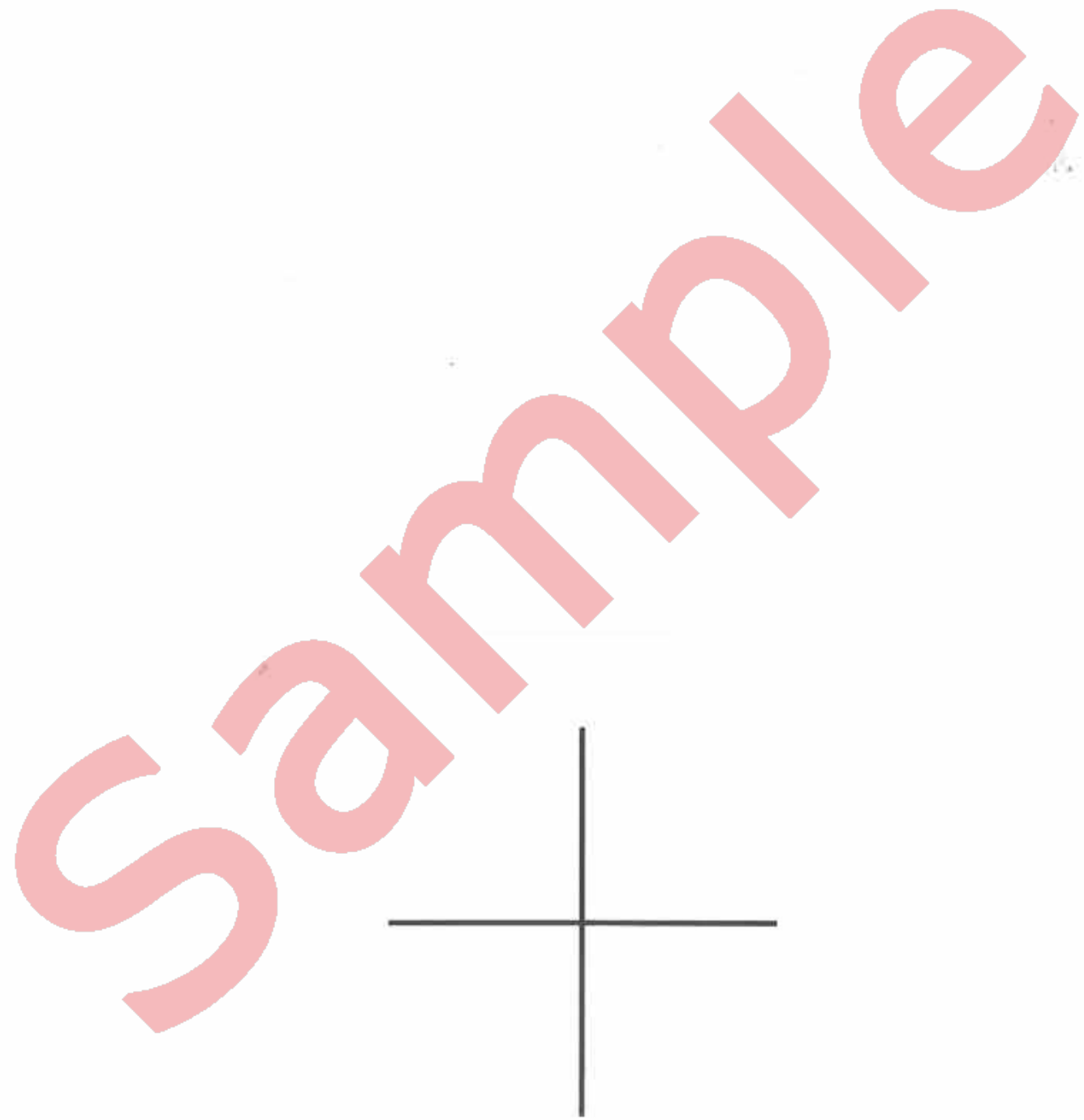
Child's name: _____

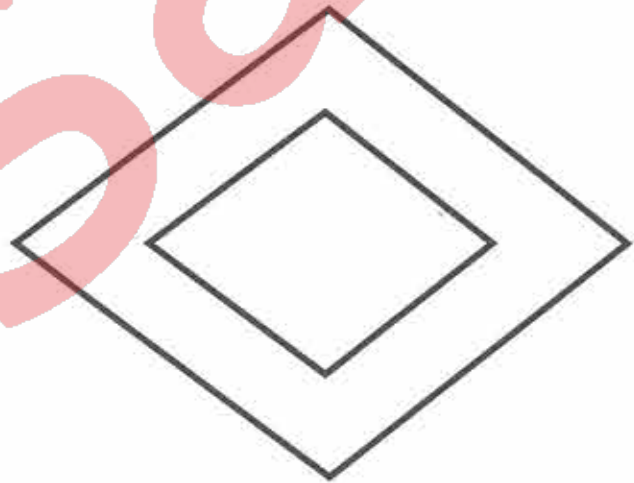
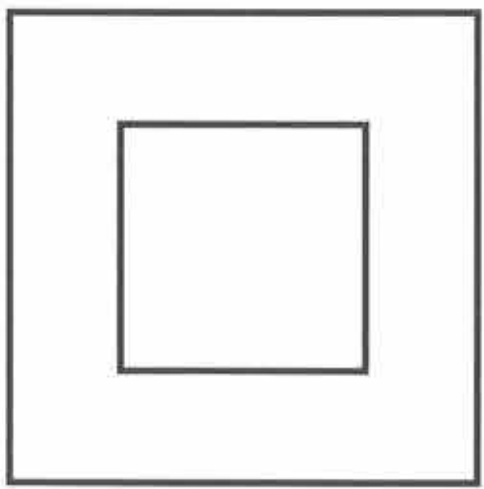
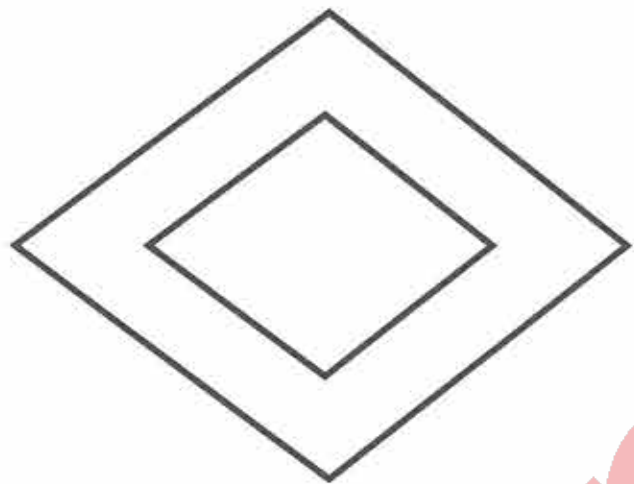
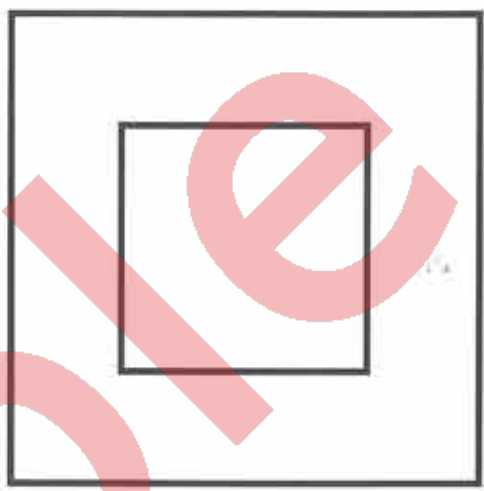
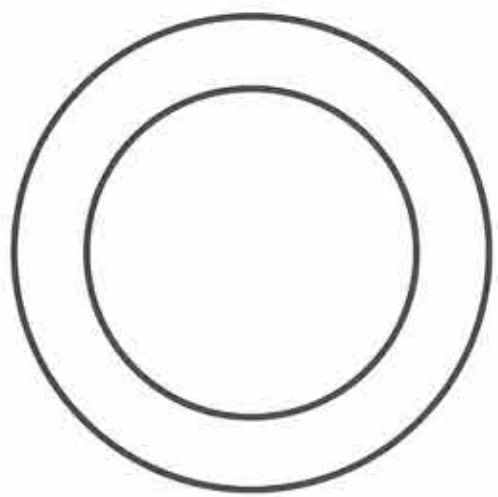
Copies Designs

Sample

Child's name: _____

Traces Designs

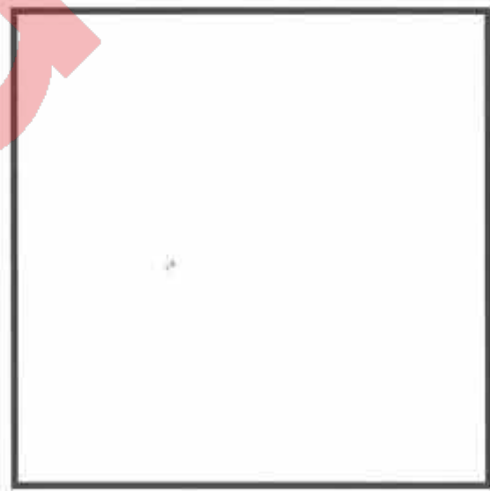




Sample

Sample

Sample



Sample

Item	Materials	Score Criteria and Comments	Score
24. Answers Yes or No Verbally in Response to Questions	Objects of interest	Score: Child uses <i>yes</i> or <i>no</i> appropriately in at least two responses.	1 0
25. Imitates a Two-Word Utterance	None	Score: Child imitates a two-word or multiple-word utterance.	1 0
26. Uses a Two-Word Utterance	None	Score: Child produces at least one utterance that includes two or more words, each of which denotes a different concept.	1 0
20 27 P 27. Names Object Series: 3 Objects	Story Book Small ball Doll Spoon Plastic cup	Score: Child correctly names at least three objects.	1 0
22 28 28. Names Picture Series: 5 Pictures	Picture Book (pp. 10–15)	Score: Child correctly names at least five pictures. <input type="checkbox"/> Cookie <input type="checkbox"/> Bottle <input type="checkbox"/> Shoe(s) <input type="checkbox"/> Car <input type="checkbox"/> Bird <input type="checkbox"/> Balloon(s) <input type="checkbox"/> Bed <input type="checkbox"/> Kitten <input type="checkbox"/> Ball <input type="checkbox"/> Spoon <input type="checkbox"/> Apple <input type="checkbox"/> Book	1 0
29. Uses Multiple-Word Utterances	None	Score: Child uses at least two multiple-word utterances.	1 0
30. Uses Pronouns	Objects of interest	Score: Child uses at least one pronoun.	1 0
31 35 37 31. Names Action Picture Series: 1 Picture	Picture Book (pp. 16–21)	Score: Child correctly names the action in at least one picture. <input type="checkbox"/> Eating <input type="checkbox"/> Hugging <input type="checkbox"/> Yawning <input type="checkbox"/> Playing <input type="checkbox"/> Running <input type="checkbox"/> Mopping <input type="checkbox"/> Sleeping <input type="checkbox"/> Kicking <input type="checkbox"/> Washing <input type="checkbox"/> Swimming <input type="checkbox"/> Swinging <input type="checkbox"/> Vacuuming	1 0
32. Poses Multiple-Word Questions	None	Score: Child poses at least one two-word or multiple-word question.	1 0
33. Makes a Contingent Utterance	None	Score: Child produces at least one contingent utterance.	1 0
34. Uses Verb + <i>ing</i>	Stimulus Book (p. 151)	Score: Child uses verb with <i>-ing</i> to describe at least one pictured action.	1 0

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Item	Materials	Score Criteria and Comments	Score
35. Names Action Picture Series: 3 Pictures	Picture Book (pp. 16–21)	Score: Child correctly names the action in at least three pictures. <input type="checkbox"/> Eating <input type="checkbox"/> Hugging <input type="checkbox"/> Yawning <input type="checkbox"/> Playing <input type="checkbox"/> Running <input type="checkbox"/> Mopping <input type="checkbox"/> Sleeping <input type="checkbox"/> Kicking <input type="checkbox"/> Washing <input type="checkbox"/> Swimming <input type="checkbox"/> Swinging <input type="checkbox"/> Vacuuming	1 0
36. Uses Different Word Combinations	None	Score: Child produces sentences matching at least three of the listed sentence structures. <input type="checkbox"/> Noun + verb <input type="checkbox"/> Noun + verb + location <input type="checkbox"/> Verb + noun <input checked="" type="checkbox"/> Noun + verb + adjective <input type="checkbox"/> Adjective + noun <input type="checkbox"/> Other:	1 0
37. Names Action Picture Series: 5 Pictures	Picture Book (pp. 16–21)	Score: Child correctly names the action in at least five pictures. <input type="checkbox"/> Eating <input type="checkbox"/> Hugging <input type="checkbox"/> Yawning <input type="checkbox"/> Playing <input type="checkbox"/> Running <input type="checkbox"/> Mopping <input type="checkbox"/> Sleeping <input type="checkbox"/> Kicking <input type="checkbox"/> Washing <input type="checkbox"/> Swimming <input type="checkbox"/> Swinging <input type="checkbox"/> Vacuuming	1 0
38. Uses Plurals	Stimulus Book (p. 153)	Score: Child correctly uses plural forms to name at least five pictures. <input type="checkbox"/> Books <input type="checkbox"/> Socks <input type="checkbox"/> Cookies <input type="checkbox"/> Shoes <input type="checkbox"/> Blocks <input type="checkbox"/> Horses <input type="checkbox"/> Babies	1 0
39. Answers What and Where Questions	Stimulus Book (p. 155)	Score: Child correctly responds to at least two questions. <input type="checkbox"/> What is he going to do? <input type="checkbox"/> What does he have? <input type="checkbox"/> Where is this boy?	1 0
40. Uses Possessives	Stimulus Book (p. 157)	Score: Child uses a possessive pronoun or the 's ending.	1 0
41. Names 4 Colors	Stimulus Book (p. 159)	Score: Child correctly names at least four colors. <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/> Brown <input type="checkbox"/> Green <input type="checkbox"/> White <input type="checkbox"/> Purple	1 0
42. Answers Questions Logically (Related to Functions)	None	Score: Child gives logical answers to at least two questions. <input type="checkbox"/> Sleepy <input type="checkbox"/> Dirty <input type="checkbox"/> Cold	1 0

Item	Materials	Score Criteria and Comments	Score
43. Tells How an Object is Used	Picture Book (pp. 22–23)	Score: Child describes a logical function for all five objects. <input type="checkbox"/> Cup <input type="checkbox"/> Toothbrush <input type="checkbox"/> Shoes <input type="checkbox"/> Scissors <input type="checkbox"/> Tricycle	1 0
44. Uses Prepositions	Spoon Plastic cup	Score: Child correctly uses at least two prepositions.	1 0
45. Uses Present Progressive Form	Objects of interest	Score: Child uses present progressive verb form in at least half of his or her spontaneous utterances that require present progressive form.	1 0
46. Describes Pictures Series: Uses 4–5 Word Sentences	Stimulus Book (pp. 161–169)	Score: Child uses a four- to five-word sentence at least twice during the testing time.	1 0
47. Describes Pictures Series: Uses Past Tense	Stimulus Book (pp. 161–169)	Score: Child uses at least three past tense verbs.	1 0
48. Describes Pictures Series: Uses Future Tense	Stimulus Book (pp. 161–169)	Score: Child uses at least three instances of future tense.	1 0
Total Raw Score (EC)			/48

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Sample



Motor Scale

Fine Motor Subtest

Reversal Rule: The child must obtain scores of 1 on the first three consecutive items at the start point of any age to go forward. If the child obtains a score of zero on any of the first three items, go back to the start point for the previous age and administer those items.

Discontinue Rule: Stop administration when the child obtains scores of zero on five consecutive items.

Item	Materials	Score Criteria and Comments	Score
A B C 1. Hands Are Fisted	None	Score: Child's hands are fisted a majority of the time.	1 0
2. Eyes Follow Moving Person	None	Score: Child's eyes follow moving person through midline to left and right.	1 0
3. Eyes Follow Ring (Horizontal)	Ring with string	Trials: 3 Score: Child's eyes follow ring through one complete excursion.	1 0
4. Eyes Follow Ring (Vertical)	Ring with string	Trials: 3 Score: Child's eyes follow ring through one complete excursion.	1 0
D 5. Attempts to Bring Hand to Mouth	None	Score: Child purposely attempts to place his or her hand in mouth.	1 0
6. Retains Ring	Ring with string	Score: Child retains ring for at least 2 seconds.	1 0
7. Eyes Follow Ring (Circular)	Ring with string	Trials: 3 Score: Child's eyes follow ring through one complete excursion (upper and lower halves of the circle).	1 0
8. Head Follows Ring	Ring with string	Trials: 3 Score: Child turns his or her head to follow ring through one complete excursion.	1 0
9. Eyes Follow Rolling Ball	Small ball	Score: Child's eyes follow ball as it moves past midline on both sides.	1 0
E 10. Keeps Hands Open	None	Score: Child holds his or her hands open most of the time when not attempting a task.	1 0

Item	Materials	Score Criteria and Comments	Score
11. Rotates Wrist	Block, rattle, bell, or other small object	Score: Child freely rotates wrist from palm down to palm up when manipulating a small object.	1 0
12. Grasps Suspended Ring	Ring with string	Trials: 2 Score: Child uses at least one hand to grasp ring for at least 2 seconds.	1 0
13. Block Series: Reaches for Block	Block without hole	Trials: 2 Score: Child extends one or both arms forward to reach block. Child does not have to grasp block.	1 0
14. Block Series: Touches Block	Block without hole	Trials: 2 Score: Child extends one or both arms forward and touches block with any part of either hand.	1 0
15. Block Series: Whole Hand Grasp	Block without hole	Trials: 2 Score: Child picks up block using one or both hands.	1 0
16. Reaches Unilaterally	Object of interest	Score: Child tends to reach with a single hand more often than with both hands.	1 0
17. Food Pellet Series: Raking Grasp	Food pellet	Score: Child rakes at pellet, attempting to grasp pellet, even if he or she does not succeed in grasping it.	1 0
18. Block Series: Partial Thumb Opposition	Block without hole	Trials: 2 Score: Child grasps block so that thumb is partially opposed to the fingers.	1 0
19. Transfers Ring	Ring (without string)	Score: Child transfers ring from hand to hand.	1 0
20. Food Pellet Series: Whole Hand Grasp	Food pellet	Score: Child uses his or her whole hand to grasp pellet.	1 0
21. Transfers Block	Block without hole	Score: Child transfers block from hand to hand.	1 0
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

Item	Materials	Score Criteria and Comments	Score
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
28. Grasp Series: Palmar Grasp	Crayon or pencil Sheet of blank unlined white paper	Score: Child grasps crayon or pencil using a palmar grasp while making a mark on the paper.	1 0
29. Isolates Extended Index Finger	Pegboard	Score: Child extends his or her index finger while keeping other fingers curled.	1 0
30. Scribbles Spontaneously	Crayon or pencil Sheet of blank unlined white paper	Score: Child spontaneously and purposely scribbles on the paper.	1 0
31. Block Stacking Series: 2 Blocks	12 blocks	Trials: 3 Score: Child stacks at least two blocks. Number of blocks in tallest tower:	1 0
32. Imitates Stroke Series: Random	2 crayons Sheet of blank unlined white paper	Score: Child produces a stroke in any direction.	1 0
33. Places 10 Pellets in Bottle (60 Seconds)	12 food pellets Bottle without lid Stopwatch 60 seconds	Score: Child places 10 pellets in bottle in 60 seconds or less, one pellet at a time.	1 0
34. Grasp Series: Transitional Grasp	Crayon or pencil Sheet of blank unlined white paper	Score: Child grasps crayon or pencil using fingers and partial thumb opposition while making a mark on the paper.	1 0

Item	Materials	Score Criteria and Comments	Score
35. Coins in Slot	Bank 5 small coins (pennies, nickels, and/or dimes)	Score: Child places at least three coins into slot.	1 0
36. Connecting Blocks: Apart	Connecting block set	Score: Child takes all the blocks apart.	1 0
37. Grasp Series: Intermediate (Tripod) Grasp	Crayon or pencil Sheet of blank unlined white paper	Score: Child grasps crayon or pencil using a static tripod (thumb and two fingers) or quadrupod (thumb and three fingers) grasp while making a mark on the paper.	1 0
38. Block Stacking Series: 6 Blocks	12 blocks	Trials: 3 Score: Child stacks at least six blocks. Number of blocks in tallest tower:	1 0
39. Uses Hand to Hold Paper in Place	Crayon or pencil Sheet of blank unlined white paper	Score: Child holds paper in place with one hand while he or she scribbles or draws with the other.	1 0
40. Imitates Stroke Series: Horizontal	2 crayons Sheet of blank unlined white paper	Score: Child's horizontal stroke is within approximately 30° of your horizontal line.	1 0
41. Imitates Stroke Series: Vertical	2 crayons Sheet of blank unlined white paper	Score: Child's vertical stroke is within approximately 30° of your vertical line.	1 0
42. Connecting Blocks: Together	Connecting block set	Score: Child puts all the blocks together. At least two connector knobs on each block should be correctly aligned and secured to another block.	1 0
43. Imitates Stroke Series: Circular	2 crayons Sheet of blank unlined white paper	Score: Child produces a mostly curved shape.	1 0
44. Builds Train of Blocks	10 blocks	Score: Child places at least four blocks in a row.	1 0
45. Strings 3 Blocks	Shoelace 3 blocks with holes	Score: Child strings at least three blocks on shoelace.	1 0

Item	Materials	Score Criteria and Comments	Score
46. Imitates Hand Movements	None	Score: Child correctly imitates at least two of the three positions. For Position 3, child must make circular movements but need not move his or her hands in the same directions that you demonstrate. <input type="checkbox"/> Position 1 <input type="checkbox"/> Position 2 <input type="checkbox"/> Position 3	1 0
47. Snips Paper	2 blank index cards (3" x 5") Safety scissors	Score: Child makes two snips at least ½ inch long.	1 0
48. Grasp Series: Dynamic Grasp	Crayon or pencil Sheet of blank unlined white paper	Score: Child grasps crayon or pencil using a mature, controlled, dynamic grasp while making a mark on the paper.	1 0
49. Tactilely Discriminates Shapes	2 yellow pegs 2 blocks without holes 2 blue square pieces Drawstring bag	Score: Child correctly identifies at least two objects. <input type="checkbox"/> Peg <input type="checkbox"/> Block <input type="checkbox"/> Square	1 0
50. Builds Wall	8 blocks	Score: Child replicates wall.	1 0
51. Cuts Paper	2 blank index cards (3" x 5") Safety scissors	Score: Child cuts index card in half or makes a cut that is approximately four or more inches long.	1 0
52. Builds Bridge	6 blocks	Score: Child replicates bridge.	1 0
53. Imitates Plus Sign	Crayon or pencil Sheet of blank unlined white paper	Score: Child produces two intersecting lines; one is within 30° of horizontal and one is within 30° of vertical.	1 0
54. Block Stacking Series: 8 Blocks	12 blocks	Trials: 3 Score: Child stacks at least eight blocks. Number of blocks in tallest tower:	1 0
55. Cuts On Line	2 blank index cards (3" x 5") Safety scissors Crayon or pencil	Score: Child cuts index card along the line to make a cut that is approximately four or more inches long, within ½ inch of the line.	1 0
56. Builds T	10 blocks	Score: Child replicates T.	1 0

Item	Materials	Score Criteria and Comments	Score
57. Buttons 1 Button	Button sleeve	Score: Child buttons sleeve.	1 0
58. Builds Steps	12 blocks	Score: Child replicates steps.	1 0
59. Traces Designs	Pencil Traces Designs Sheet (in Record Form)	Score: Child correctly traces at least two designs.	1 0
60. Imitates Square	Crayon or pencil Sheet of blank unlined white paper	Score: Child produces a four-sided figure with four distinct corners and gaps no larger than ¼ inch at the corners.	1 0
61. Copies Plus Sign	Crayon or pencil Copies Designs Sheet with plus sign (in Record Form)	Score: Child produces two intersecting lines; one is within 30° of horizontal and one is within 30° of vertical.	1 0
62. Taps Finger	Stopwatch ⌚ 15 seconds	Score: Child taps at least 20 times within 15 seconds for both hands.	1 0
63. Places 20 Pellets in Bottle	Food pellets Bottle (without lid) Stopwatch ⌚ 15 seconds	Score: Child places 20 pellets in bottle within 15 seconds, one pellet at a time.	1 0
64. Cuts Circle	Safety scissors Cuts Designs Sheet* Stopwatch ⌚ 60 seconds	Score: Child cuts out circle within ½ inch of the line.	1 0
65. Cuts Square	Safety scissors Cuts Designs Sheet* Stopwatch ⌚ 60 seconds	Score: Child cuts out square within ½ inch of the line.	1 0
66. Copies Square	Crayon or pencil Copies Designs Sheet with square (in Record Form)	Score: Child produces a four-sided figure with four distinct corners and gaps no larger than ¼ inch at the corners.	1 0
*Photocopied from Administration Manual, Appendix G.			
Total Raw Score (FM)			/66



Motor Scale

Gross Motor Subtest

Reversal Rule: The child must obtain scores of 1 on the first three consecutive items at the start point of any age to go forward. If the child obtains a score of zero on any of the first three items, go back to the start point for the previous age and administer those items.

Discontinue Rule: Stop administration when the child obtains a score of zero on five consecutive items.

Item	Materials	Score Criteria and Comments	Score
1. Thrusts Legs in Play	None	Score: Child randomly thrusts legs several times.	1 0
2. Thrusts Arms in Play	None	Score: Child randomly thrusts arms several times.	1 0
3. Controls Head While Upright Series: Lifts Head	Stopwatch	Score: Child intermittently lifts head free of your shoulder without support. Time head held upright:	1 0
4. Controls Head While Upright Series: 3 Seconds	Stopwatch	Score: Child holds head erect for at least 3 seconds without support. Time head held upright:	1 0
5. Turns Head to Sides	Object of interest	Score: Child turns head from one side to the other by raising his or her head off the supporting surface enough to clear the nose. Child must be able to turn to both sides.	1 0
6. Makes Crawling Movements	None	Score: Child makes any alternating crawling movements with his or her legs.	1 0
7. Controls Head in Dorsal Suspension	None	Score: Child maintains head in midline or lifts head slightly.	1 0
8. Controls Head in Ventral Suspension	None	Score: Child maintains head in midline or lifts head slightly.	1 0
9. Controls Head While Upright Series: 15 Seconds	Stopwatch ⌚ 15 seconds	Score: Child holds head erect and steady for at least 15 seconds without support. Time head held upright:	1 0

Item	Materials	Score Criteria and Comments	Score
10. Holds Head in Midline	Object of interest Stopwatch ⌚ 5 seconds	Score: Child holds head in midline for at least 5 seconds.	1 0
11. Holds Head Upright While Carried	None	Score: Child holds head erect and steady without support while being moved.	1 0
12. Controls Head While Prone Series: 45°	Object of interest	Score: Child maintains raised head at least 45° from exam surface for at least 2 seconds. If child holds head at 90°, record elapsed time:	1 0
13. Rights Head	None	Score: Child keeps head balanced and in same plane as body or child overcompensates by tilting head toward the vertical plane.	1 0
14. Rolls From Side to Back	None	Score: Child actively turns from both sides to his or her back.	1 0
15. Elevates Trunk While Prone Series: Elbows and Forearms	Object of interest	Score: Child elevates head and upper trunk by pushing up on elbows or forearms.	1 0
16. Sits With Support Series: Briefly	Stopwatch	Score: Child tenses muscles in an effort to maintain sitting position. Elapsed time:	1 0
17. Controls Head While Prone Series: 90°	Object of interest Stopwatch ⌚ 5 seconds	Score: Child maintains head at least 90° from exam surface for at least 5 seconds.	1 0
18. Elevates Trunk While Prone Series: Shifts Weight	Object of interest	Score: Child shifts weight from one arm to the other.	1 0
19. Sits With Support Series: 30 Seconds	Stopwatch ⌚ 30 seconds	Score: Child sits with slight support for at least 30 seconds.	1 0
20. Rolls From Back to Sides	Bell or rattle	Score: Child turns from back to both right and left sides.	1 0
21. Elevates Trunk While Prone Series: Extended Arms	Object of interest	Score: Child supports weight on both hands.	1 0

Item	Materials	Score Criteria and Comments	Score
22. Sits Without Support Series: 5 Seconds	Stopwatch ⌚ 5 seconds	Score: Child sits alone without support for at least 5 seconds. Elapsed time:	1 0
23. Pulls Up to Sit	None	Score: Child holds onto your thumbs to pull up to sit.	1 0
24. Grasps Foot With Hands	Facial tissue	Score: Child brings one or both feet up to hands (above the hips) and grasps a foot.	1 0
25. Rolls From Back to Stomach	Bell or rattle	Score: Child rolls from back to stomach, rolling from either side.	1 0
26. Sits Without Support Series: 30 Seconds	Stopwatch ⌚ 30 seconds	Score: Child sits alone without support for at least 30 seconds.	1 0
27. Sits Without Support and Holds Object	Object of interest Stopwatch ⌚ 60 seconds	Score: Child sits alone for at least 60 seconds while manipulating an object.	1 0
28. Rotates Trunk While Seated	Bell or object of interest	Score: Child rotates his or her trunk and reaches for object.	1 0
29. Makes Stepping Movements	None	Score: Child makes at least two stepping movements that propel him or her forward, even if child does not fully support own weight.	1 0
30. Crawls Series: On Stomach	Object of interest	Score: Child uses both arms to move forward on stomach approximately three feet or more.	1 0
31. Crawls Series: Crawl Position	Object of interest	Score: Child moves from lying prone to being up on hands and knees.	1 0
32. Moves From Sitting to Hands and Knees	Object of interest	Score: Child moves from a seated position to hands and knees.	1 0
33. Supports Weight	None	Score: Child supports own weight for at least 2 seconds.	1 0

Item	Materials	Score Criteria and Comments	Score
34. Crawls Series: Crawl Movement	Object of interest	Score: Child makes forward progress of at least 5 feet by crawling on hands and knees.	1 0
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 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: Child comes to a standing position, rolling first to a prone or quadruped position, without using any support.	1 0
42. Walks Series: Alone	None	Score: Child takes at least three steps without support, even if gait is stiff-legged and wobbly.	1 0
43. Walks Series: Alone With Coordination	None	Score: Child takes at least five steps independently, displaying coordination and balance.	1 0
44. Throws Ball	Small ball	Score: Child purposely throws ball forward.	1 0

Item	Materials	Score Criteria and Comments	Score
45. Squats Without Support	Object of interest	Score: Child moves from standing to squatting to standing while maintaining balance without using any support.	1 0
46. Stands Up Series: Mature	None	Score: Child rolls to one side and stands without using any support.	1 0
47. Walks Up Stairs Series: Both Feet on Each Step, With Support	Stairs	Score: Child walks up at least three steps, using wall or handrail for support. Child places both feet on each step before stepping up to the next.	1 0
48. Walks Backward 2 Steps	None	Score: Child takes at least two steps backward unassisted.	1 0
49. Walks Down Stairs Series: Both Feet on Each Step, With Support	Stairs	Score: Child walks down at least three steps, using wall or handrail for support. Child places both feet on each step before stepping down to the next.	1 0
50. Runs With Coordination	Large ball	Score: Child runs with good coordination.	1 0
51. Balances on Right Foot Series: With Support	Stopwatch	Score: Child balances on right foot while you hold one of his or her hands. Elapsed time with support: Elapsed time without support:	1 0
52. Balances on Left Foot Series: With Support	Stopwatch	Score: Child balances on left foot while you hold one of his or her hands. Elapsed time with support: Elapsed time without support:	1 0
53. Walks Sideways Without Support	None	Score: Child takes at least two steps sideways without support.	1 0
54. Jumps From Bottom Step	Stairs	Score: Child jumps to floor.	1 0
55. Kicks Ball	Large ball	Trials: 3 Score: Child maintains balance while kicking ball in a forward direction at least 2 feet.	1 0

Item	Materials	Score Criteria and Comments	Score
56. Walks Forward on Path	Stepping path	Score: Child walks with at least one foot (i.e., left foot or right foot) on path for at least 5 feet.	1 0
57. Walks Up Stairs Series: Both Feet on Each Step, Alone	Stairs	Score: Child walks up three steps without using wall or handrail for support. Child places both feet on each step before stepping up to the next.	1 0
58. Walks Down Stairs Series: Both Feet on Each Step, Alone	Stairs	Score: Child walks down three steps without using wall or handrail for support. Child places both feet on each step before stepping up to the next.	1 0
59. Jumps Forward Series: 4 Inches	Stepping path	Trials: 3 Score: Child jumps at least 4 inches in any trial. Distance: Trial 1 Trial 2 Trial 3	1 0
60. Balances on Right Foot Series: 2 Seconds, Alone	Stopwatch	Score: Child balances alone on right foot for at least 2 seconds. Elapsed time with support: Elapsed time without support:	1 0
61. Balances on Left Foot Series: 2 Seconds, Alone	Stopwatch	Score: Child balances alone on left foot for at least 2 seconds. Elapsed time with support: Elapsed time without support:	1 0
62. Walks on Tiptoes 4 Steps	Stepping path	Score: Child takes at least four steps unassisted without touching heels to floor.	1 0
63. Walks Backward Close to Path	Stepping path	Score: Child walks backward unassisted close to the path for at least 5 feet.	1 0
64. Walks Up Stairs Series: Alternating Feet, Alone	Stairs	Score: Child walks up stairs without using wall or handrail for support and alternates feet on each step.	1 0
65. Imitates Postures	None	Score: Child correctly imitates at least two positions. <input type="checkbox"/> Position 1 <input type="checkbox"/> Position 2 <input type="checkbox"/> Position 3	1 0

Item	Materials	Score Criteria and Comments	Score
66. Stops From a Full Run	Stepping path	Trials: 3 Score: Child stops in a controlled fashion within two steps of end of the stepping path, in at least two trials.	1 0
67. Walks Down Stairs Series: Alternating Feet, Alone	Stairs	Score: Child walks down stairs without using wall or handrail for support and alternates feet on each step.	1 0
68. Hops 5 Feet	Stepping path	Score: Child hops on one foot for a distance of at least 5 feet.	1 0
69. Balances on Right Foot Series: 8 Seconds, Alone	Stopwatch 8 seconds	Score: Child balances alone on right foot for at least 8 seconds.	1 0
70. Balances on Left Foot Series: 8 Seconds, Alone	Stopwatch 8 seconds	Score: Child balances alone on left foot for at least 8 seconds.	1 0
71. Walks Heel to Toe	Stepping path	Trials: 2 Score: Child touches heel of one foot to toe of other foot two out of three steps during one trip down stepping path.	1 0
72. Jumps Forward Series: 24 Inches	Stepping path	Trials: 3 Score: Child jumps at least 24 inches in any trial.	1 0

Total Raw Score (GM) 172



Comments

Sample

Behavior Observation Inventory

Respond to each statement by placing a check mark in the column that describes how often the behavior was observed during testing. For the Caregiver Ratings, read the description of each behavior to the caregiver and ask him or her to rate the degree to which each statement is typical of the child's everyday behavior.

Examiner Rating				Caregiver Rating		
Was observed never or rarely during testing	Was observed some of the time during testing	Was observed most of the time during testing		Is not at all typical; the child is like this never or rarely	Is somewhat typical; the child is like this some of the time	Is very typical; the child is like this most of the time
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Positive Affect Smiles and laughs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Enthusiasm Shows enthusiasm or excitement	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Exploration Explores objects in the environment	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Ease of Engagement Readily takes part in activities	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cooperativeness Cooperates with adult requests	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Moderate Activity Works without becoming overly active or fidgety	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Adaptability to Change Adapts easily to changes in stimulation or changes in routine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Alertness Quiet and attentive; not drowsy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Distractibility Unable to focus on task; distraction interferes with performance on items	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Motor Tone Displays normal muscle tone: not overly stiff (high tone), floppy (low tone), or with tremors	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Tactile Defensiveness Overly sensitive to touch or textures	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fear/Anxiety Approaches new tasks with apprehension; looks to caregiver for reassurance	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Negative Affect Cries, frowns, whines, or complains	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>




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