



Screening Test Record Form

Bayley

Scales of Infant and Toddler Development™

THIRD EDITION

SCREENING TEST

Child's name: _____

Sex: M F ID #: _____

Examiner's name: _____

School/Child care program: _____

Reason for referral: _____

Subtest Scores

Subtests	Total Raw Score	Risk Category		
		At Risk	Emerging	Competent
Cognitive	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Receptive Communication	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Expressive Communication	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fine Motor	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Gross Motor	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Calculate Age			
	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
1–6 months			A
7–12 months			B
13–24 months			C
25–42 months			D

*Round child's age to the nearest month.

Comments:



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Cognitive Subtest

Reversal Rule: The child must obtain a score of 1 on the first item at the start point of any age to go forward. If the child obtains a score of zero on the first item, 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 four consecutive items.

Item	Materials	Score Criteria and Comments	Score
1. 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
2. Recognizes Caregiver	None	Score: Child's expression changes to indicate recognition of the caregiver.	1 0
3. Becomes Excited in Anticipation	None	Score: Child displays anticipatory excitement.	1 0
4. 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
5. Habituates to Picture (Balloons)	Stimulus Book (p. 5) Stopwatch ⌚ 30 seconds	Score: Child habituates within 30 seconds, displaying decrease in attention and interest.	1 0
6. Prefers Novel Picture (Ball)	Stimulus Book (pp. 7-9) Stopwatch ⌚ 15 seconds per page	Score: Child looks longer at ball than balloons in both presentations.	1 0
7. Responds to Novel Surroundings	None	Score: Child displays awareness of being in novel surroundings (e.g., startles, looks around).	1 0
8. 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
9. Pulls String Adaptively	Ring with string	Score: Child picks up string, purposely pulls to secure ring, and grasps ring.	1 0
10. Retains Both Blocks	2 blocks without holes	Score: Child holds both blocks simultaneously for at least 3 seconds.	1 0

C	Item	Materials	Score Criteria and Comments	Score
	11. Rings Bell Purposely	Bell	Score: Child holds bell by handle and purposely rings it.	1 0
	12. Looks at Pictures	Picture Book	Score: Child regards one or more specific pictures with interest or recognition.	1 0
	13. 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
	14. Searches for Missing Objects	3 blocks without holes Cup with handle	Trials: 2 Score: Child looks into empty cup for blocks.	1 0
	15. 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
D	16. 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
	17. Squeezes Object	Squeeze toy	Score: Child attempts to squeeze toy to make the sound.	1 0
	18. Finds Hidden Object (Reversed)	Small object of interest 2 washcloths	Trials: 2 Score: Child finds object 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
19 21	19. Pegboard Series: 2 Holes	Pegboard 6 yellow pegs Stopwatch ⌚ 70 seconds per trial	Trials: 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
	20. 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
21. Pegboard Series: 6 Pegs	Pegboard 6 yellow pegs Stopwatch 70 seconds	Trials: 3 Score: Child places all six pegs in pegboard within 70 seconds.	1 0
22. 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
23. Completes Pegboard: 25 Seconds	Pegboard 6 yellow pegs Stopwatch 25 seconds	Score: Child places all six pegs in pegboard within 25 seconds.	1 0
24. Matches Pictures	Stimulus Book (pp. 11–17)	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
25. 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
26. 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
27. Imitates a Two-Step Action	Small yellow duck Spoon	Trials: 3 Score: Child correctly imitates both steps.	1 0
28. Matches 3 Colors	Stimulus Book (p. 19) 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
29. Imaginary Play	Plastic cups Spoon Doll Washcloths Large ball Other objects of interest	Score: Child uses imaginary objects in play.	1 0
30. Concept Grouping: Color	Big and little ducks (blue and yellow)	Score: Child correctly identifies both blue ducks.	1 0

 Item	Materials	Score Criteria and Comments	Score
31. Concept Grouping: Size	Big and little ducks (red and yellow)	Score: Child correctly identifies both little ducks and both big ducks.	1 0
32. Compares Masses	2 big blue ducks	Score: Child correctly identifies heavy duck when placed in both left and right hands.	1 0
33. Matches Size	Big red duck Big blue duck Little yellow duck	Score: Child correctly identifies big blue duck.	1 0
 Total Raw Score (Cog)			/33



Comments

Sample



Receptive Communication Subtest

Reversal Rule: The child must obtain a score of 1 on the first item at the start point of any age to go forward. If the child obtains a score of zero on the first item, 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 four consecutive items.

Item	Materials	Score Criteria and Comments	Score
A 1. Calms When Spoken To	None	Score: Child calms when spoken to.	1 0
			1 0
2. Reacts to Sounds in the Environment	Squeeze toy	Score: Child clearly reacts to the sound presented.	1 0
			1 0
3. Responds to a Person's Voice	None	Score: Child clearly responds to the person's voice.	1 0
			1 0
B 4. Searches With Head Turn	Bell Rattle	Score: Child purposely turns head toward source of the sound.	1 0
			1 0
5. Discriminates Sounds	Paper Rattle	Score: Child clearly responds to sound of the rattle.	1 0
			1 0
6. Sustained Play With Objects	Objects of interest Stopwatch 60 seconds	Score: Child interacts with objects for at least 60 seconds.	1 0
			1 0
7. 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
			1 0
C 8. Interrupts Activity	Objects of interest	Score: Child looks up and briefly pauses during play when you call his or her name.	1 0
			1 0
9. Recognizes 2 Familiar Words	None	Score: Child responds differentially to at least two familiar words.	1 0
			1 0
10. 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
			1 0
11. Responds to Request for Social Routines	None	Score: Child responds in an appropriate manner to at least one spoken request.	1 0
			1 0

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Item	Materials	Score Criteria and Comments	Score
12. Identifies Object Series: 1 Correct	Story Book Plastic cup Spoon Large 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
13. Identifies Object in the Environment	None	Score: Child correctly identifies object you name.	1 0
14. Understands Inhibitory Words	2 ducks 6 blocks	Score: Child pauses in response to inhibitory words during a play routine.	1 0
15. Identifies Object Series: 3 Correct	Story Book Plastic cup Spoon Large 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
16. Identifies 3 Pictures	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
17. 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
18. Identifies 5 Parts of the Body	Doll	Score: Child correctly points to at least five body parts.	1 0
19. Follows Two-Part Directions	3 objects of interest	Score: Child correctly follows at least one two-part direction in its entirety.	1 0
20. 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
21. Understands Use of Objects	Stimulus Book (p. 23)	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

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Item	Materials	Score Criteria and Comments	Score
22. Understands Pronouns (Him, Me, My, You, Your)	Doll 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
23. Understands Label of One*	Stimulus Book (p. 25)	Score: Child identifies correct picture.	1 0
24. Understands Pronouns (They, She, He)	Stimulus Book (pp. 27–31)	Score: Child correctly identifies at least two pictures. <input type="checkbox"/> They <input type="checkbox"/> She <input type="checkbox"/> He	1 0
 Total Raw Score (RC)			/24

Sample



Sample



Expressive Communication Subtest

Reversal Rule: The child must obtain a score of 1 on the first item at the start point of any age to go forward. If the child obtains a score of zero on the first item, 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 four consecutive items.

Item	Materials	Score Criteria and Comments	Score
A B 1. Social Smile	None	Score: Child smiles in response to speaker's attention.	1 0
2. Vocalizes Mood	None	Score: Child produces vocalizations that express at least one mood.	1 0
3. Undifferentiated Nasal Sounds	None	Score: Child produces nasal vocalizations.	1 0
4. Social Vocalizing or Laughing	None	Score: Child vocalizes or laughs in response to speaker's attention.	1 0
5. 2 Vowel Sounds	None	Score: Child vocalizes at least two different, distinct vowel sounds.	1 0
C 6. Gets Attention	None	Score: Child tries to get attention from you or others.	1 0
7. Uses Gestures	None	Score: Child uses at least one gesture to make wants known.	1 0
8. 1 Consonant-Vowel Combination	None	Score: Child imitates at least one repetitive consonant-vowel combination.	1 0
9. Participates in Play Routine	Objects of interest	Score: Child actively participates in at least one play routine.	1 0
10. Jabbers Expressively	None	Score: Child produces at least one vocalization that contains inflections and is expressive.	1 0
11. Uses One-Word Approximations	None	Score: Child produces at least 1 one-word approximation.	1 0

Item	Materials	Score Criteria and Comments	Score
12. Directs Attention of Other	Objects of interest	Score: Child points to or shows you at least one object.	1 0
13. Imitates Word	None	Score: Child imitates at least one word, even if imitation consists of vowels only.	1 0
14. Initiates Play Interaction	Objects of interest	Score: Child initiates at least one interaction for play.	1 0
15. 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
16. Uses 8 Words Appropriately	Objects of interest	Score: Child uses at least eight different words appropriately.	1 0
17. Imitates a Two-Word Utterance	None	Score: Child imitates a two-word or multiple-word utterance.	1 0
18. 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
19. 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
20. Uses Multiple-Word Utterances	None	Score: Child uses at least two multiple-word utterances.	1 0
21. Names 1 Action 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

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Item	Materials	Score Criteria and Comments	Score
22. Makes a Contingent Utterance	None	Score: Child produces at least one contingent utterance.	1 0
23. Uses Verb + <i>ing</i>	Stimulus Book (p. 35)	Score: Child uses verb with <i>-ing</i> to describe at least one pictured action.	1 0
24. Uses Plurals	Stimulus Book (p. 37)	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
 Total Raw Score (EC)			/24

Sample



Comments

Sample



Fine Motor Subtest

Reversal Rule: The child must obtain a score of 1 on the first item at the start point of any age to go forward. If the child obtains a score of zero on the first item, 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 four consecutive items.

Item	Materials	Score Criteria and Comments	Score
A 1. Eyes Follow Moving Person	None	Score: Child's eyes follow moving person through midline to left and right.	1 0
2. Eyes Follow Ring (Horizontal)	Ring with string	Trials: 3 Score: Child's eyes follow ring through one complete excursion.	1 0
3. Attempts to Bring Hand to Mouth	None	Score: Child purposely attempts to place his or her hand in mouth.	1 0
4. Retains Ring	Ring with string	Score: Child retains ring for at least 2 seconds.	1 0
5. 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
B 6. 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
7 9 7. 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
8 11 8. Food Pellet Series: Whole Hand Grasp	Food pellet	Score: Child uses his or her whole hand to grasp pellet.	1 0
7 9 9. 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
C 10. Lifts Cup by Handle	Cup with handle	Score: Child lifts cup by handle using one hand.	1 0
8 11 11. 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

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Item	Materials	Score Criteria and Comments	Score
12. Grasp Series: Palmar Grasp	Crayon Sheet of blank unlined white paper	Score: Child grasps crayon using a palmar grasp while making a mark on the paper.	1 0
13. Isolates Extended Index Finger	Pegboard	Score: Child extends his or her index finger while keeping other fingers curled.	1 0
14. Scribbles Spontaneously	Crayon Sheet of blank unlined white paper	Score: Child spontaneously and purposely scribbles on the paper.	1 0
15. Block Stacking Series: 2 Blocks	12 blocks	Trial: 3 Score: Child stacks at least two blocks. Number of blocks in tallest tower:	1 0
16. Imitates Stroke Series: Random	2 crayons Sheet of blank unlined white paper	Score: Child produces a stroke in any direction.	1 0
17. 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
18. Grasp Series: Transitional Grasp	Crayon Sheet of blank unlined white paper	Score: Child grasps crayon using fingers and partial thumb opposition while making a mark on the paper.	1 0
19. Grasp Series: Intermediate (Tripod) Grasp	Crayon Sheet of blank unlined white paper	Score: Child grasps crayon using a static tripod (thumb and two fingers) or quadrupod (thumb and three fingers) grasp while making a mark on the paper.	1 0
20. Block Stacking Series: 6 Blocks	12 blocks	Trial: 3 Score: Child stacks at least six blocks.	1 0
21. Uses Hand to Hold Paper in Place	Crayon 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
22. 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

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Item	Materials	Score Criteria and Comments	Score
23. Imitates Stroke Series: Circular	2 crayons Sheet of blank unlined white paper	Score: Child produces a mostly curved shape.	1 0
24. Strings 3 Blocks	Shoelace 3 blocks with holes	Score: Child strings at least three blocks on shoelace.	1 0
25. Snips Paper	2 blank index cards (3" x 5") Safety scissors	Score: Child makes two snips at least ½ inch long.	1 0
26. Grasp Series: Dynamic Grasp	Crayon Sheet of blank unlined white paper	Score: Child grasps crayon using a mature, controlled, dynamic grasp while making a mark on the paper.	1 0
27. Builds Wall	8 blocks	Score: Child replicates wall.	1 0
 Total Raw Score (FM)			/27

Sample



Comments

Sample



Gross Motor Subtest

Reversal Rule: The child must obtain a score of 1 on the first item at the start point of any age to go forward. If the child obtains a score of zero on the first item, 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 four consecutive items.

Item	Materials	Score Criteria and Comments	Score
1. Controls Head While Upright Series: Lifts Head	Stopwatch	Score: Child intermittently lifts head free of your shoulder without support.	1 0
		Time head held upright:	
2. Controls Head While Upright Series: 3 Seconds	Stopwatch	Score: Child holds head erect for at least 3 seconds without support.	1 0
		Time head held upright:	
3. 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
4. Makes Crawling Movements	None	Score: Child makes any alternating crawling movements with his or her legs.	1 0
5. Controls Head While Upright Series: 15 Seconds	Stopwatch 15 seconds	Score: Child holds head erect and steady for at least 15 seconds without support.	1 0
6. Elevates Trunk While Prone: Elbows and Forearms	Object of interest	Score: Child elevates head and upper trunk by pushing up on elbows or forearms.	1 0
7. Sits With Support Series: Briefly	Stopwatch	Score: Child tenses muscles in an effort to maintain sitting position.	1 0
		Elapsed time sitting:	
8. Sits With Support Series: 30 Seconds	Stopwatch 30 seconds	Score: Child sits with slight support for at least 30 seconds.	1 0
9. Rolls From Back to Sides	Bell or rattle	Score: Child turns from back to both right and left sides.	1 0

Item	Materials	Score Criteria and Comments	Score
10. Rolls From Back to Stomach	Bell or rattle	Score: Child rolls from back to stomach, rolling from either side.	1 0
11. 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
12. Crawls On Stomach	Object of interest	Score: Child uses both arms to move forward on stomach approximately three feet or more.	1 0
13. Walks Series: With Support	None	Score: Child walks by making coordinated, alternating stepping movements.	1 0
14. Sits Down With Control	None	Score: Child purposely lowers from a standing to a sitting position in a controlled manner.	1 0
15. Stands Alone	None	Score: Child stands alone for at least 3 seconds after you release his or her hands.	1 0
16. Walks Series: Alone With Coordination	None	Score: Child takes at least five steps independently, displaying coordination and balance.	1 0
17. Squats Without Support	Object of interest	Score: Child moves from standing to squatting to standing while maintaining balance without using any support.	1 0
18. Walks Down Stairs With 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
19. 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 without support:	1 0
20. Jumps From Bottom Step	Stairs	Score: Child jumps to floor.	1 0

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Item	Materials	Score Criteria and Comments	Score
21. Kicks Ball	Large ball	Trials: 3 Score: Child maintains balance while kicking ball in a forward direction at least 2 feet.	1 0
22. 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
23. 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
24. Jumps Forward 4 Inches	Stepping path	Trials: 3 Score: Child jumps at least 4 inches in any trial.	1 0
25. Balances on Right Foot for 2 Seconds, Alone	Stopwatch	Score: Child balances alone on right foot for at least 2 seconds.	1 0
26. Balances on Left Foot Series: 2 Seconds, Alone	Stopwatch	Score: Child balances alone on left foot for at least 2 seconds.	1 0
27. Walks Backward Close to Path	Stepping path	Score: Child walks backward unassisted close to the path for at least 5 feet.	1 0
28. 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
Total Raw Score (GM)			/28

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Comments

Sample



Bayley

Scales of Infant and
Toddler Development™

THIRD EDITION

SCREENING
TEST

PEARSON

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