



## Section 5. Record of Performance

### Cognitive Domain

**Instructions:** Starting points are determined by the child's age. Score 1 if the child does exhibit the behavior described most of the time, or did when he or she was younger but has outgrown the behavior. Score 0 if the child does not exhibit the behavior described or exhibits the behavior inconsistently.

**Basal and Ceiling:** Begin at the starting point. Administer items until three consecutive items receive a score of 0 (i.e., to establish a ceiling). If the child receives a score of 0 on any of the first three items, test backward until the child scores a 1 on three items in a row (i.e., to establish a basal). If the child does not receive a score of 0 on three consecutive items while establishing a basal, return to highest item number scored and continue testing until a ceiling is established.

**\*Entry Points:** Birth–11 months: **Item 1**                      24–35 months: **Item 29**                      48–59 months: **Item 53**  
 12–23 months: **Item 19**                      36–47 months: **Item 40**                      60 months and older: **Item 65**

Item #	Score (1 or 0)	Item
*1.		turns head or moves eyes to visually explore surroundings
2.		moves hand to mouth
3.		looks at object for at least 3 seconds
4.		watches an object moved slowly through his or her line of sight
5.		looks back and forth between two objects
6.		inspects own hands
7.		holds toy placed in hand for 10 to 15 seconds
8.		mouths toys
9.		alternatively glances from hand to an object or from one hand to another
10.		repeats arm or leg movements to cause an action to occur again (e.g., shakes arm with rattle attached to wrist, kicks legs to move mobile attached to crib)
11.		gaze lingers where object moved slowly through line of sight disappears from view
12.		explores objects in a variety of ways (e.g., visually, turning it around, feeling all surfaces, banging and shaking)
13.		follows path of fast-moving object
14.		pulls cloth from face
15.		intentionally drops an object and watches it fall (e.g., drops spoon from high-chair tray and watches it fall)
16.		imitates familiar action after observing caregiver doing that action (e.g., claps hands)
17.		finds an object that is partially hidden
18.		transfers an object from one hand to the other to pick up second object
*19.		retrieves an object seen hidden under or behind a single barrier
20.		touches adult to have that person start or continue interesting game or action

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Item #	Score (1 or 0)	Item
48.		matches three pairs of objects that have the same function (e.g., comb and brush, bowl and plate)
49.		understands “more” and “less” (e.g., “Which pile has more?”)
50.		understands concept of “three” (e.g., “Give me three blocks.”)
51.		sorts objects by physical characteristics (Give child three or more pictures or objects across at least two variables, e.g., shape or color, and state, “Put these into groups that are alike.”)
52.		sorts objects into categories (Give child three or more pictures or objects for at least two categories, e.g., toys or animals, and state, “Put these into groups that are alike.”); may not be able to label the categories
*53.		identifies objects that do not belong in a group (e.g., recognizes that dog does not belong with food items) for three or more object sets
54.		imitates drawing of a face with at least three features
55.		retells story from picture book with reasonable accuracy
56.		builds pyramid of six blocks (adult models) 
57.		draws people, may be stick figures
58.		copies own name; may use large, irregular letters
59.		predicts what may happen next (e.g., ask child what may happen next in a story)
60.		identifies “first,” “last,” and “middle” (e.g., “Point to the child who is first in line.”)
61.		knows sequence of reading a book from left to right, top to bottom
62.		distinguishes between real and make-believe and living and nonliving (e.g., “Is the truck alive?” “Show me which of these things are make-believe.”)
63.		understands concept of “zero” (e.g., “Which cup has zero cubes?”)
64.		identifies “half” and “whole” objects
*65.		names 20 or more letters
66.		draws person with six recognizable parts
67.		prints first name legibly without a model
68.		identifies the larger of two numbers for three or more number sets (e.g., “Which is more, 2 or 3?” “Which is more, 8 or 6?”)
69.		matches the number of items in a set to the correct numeral for three or more sets; does not need to state numeral
70.		sorts groups of objects in more than one way (Give child pictures or objects across at least two categories, e.g., color, size, or shape, and state, “Put these into groups that are alike. Now sort them in another way.”)
71.		puts three pictures in a sequence to tell a story
72.		counts up to 20 objects
73.		draws five or more identifiable objects without a model
74.		arranges numbered tiles or cards (1–10) in sequenced order at least two times

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Item #	Score (1 or 0)	Item
75.		consistently tells month and day of birth
76.		names the days of the week in order
77.		writes first and last name from memory
78.		consistently tells own street name and town
79.		for numbers 1 through 30, can state the preceding and following numbers for three numbers (e.g., "What number comes before 19?" "What number comes after 19?")
80.		can state use of at least three body parts (e.g., "What do you do with your . . . eyes, nose, ears?")
81.		reads 10 or more printed words
82.		names the months of the year
83.		writes numerals 1 to 19 without model
84.		counts by rote from 1 to 100
85.		calculates five or more single-digit addition problems
86.		calculates five or more single-digit subtraction problems
87.		writes name, address, and phone number
88.		measures length to the inch and half inch using ruler

**TOTAL DOMAIN RAW SCORE**

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Item #	Score (1 or 0)	Item
21.		looks at pictures in a book (may pat or point to the pictures)
22.		rolls wheeled toys
23.		hands an object to an adult to have that person repeat or start a desired action (e.g., start windup toy)
24.		attempts to start toy if he or she has seen someone else make it work (e.g., a windup toy)
25.		places a small object into small container (e.g., a raisin into a small bottle)
26.		imitates scribbling
27.		demonstrates appropriate use of everyday items (e.g., pretends to drink from a cup, sweeps with a broom)
28.		combines two related objects during play (e.g., bowl and spoon, brush to doll's hair)
*29.		looks at picture book with adult, may name or point to simple objects
30.		manages three to four toys by setting one aside when given a new toy
31.		spontaneously names five or more objects
32.		stacks six to seven blocks
33.		imitates activities using substitute object to represent real one (e.g., stick for spoon, washcloth for doll blanket)
34.		matches five or more objects to a corresponding picture
35.		sequences related action in play involving two to three steps (e.g., feeds doll with bottle, then pats it on the back, then puts doll to bed)
36.		repeats finger plays with words and actions
37.		tells own age (may state or hold up appropriate number of fingers)
38.		understands concepts of "one" (e.g., "Give me one block."), "one more" (e.g., "Give me one more."), and "all" (e.g., "Give me all the blocks.")
39.		matches circle, square, and triangle
*40.		puts graduated sizes in order (e.g., nests four boxes or stacks rings on peg in order of size)
41.		states accurately whether boy or girl
42.		counts by rote to five
43.		counts up to five objects
44.		builds bridge using three blocks (adult models) 
45.		matches objects by color, shape, and size
46.		tells if objects are "heavy" or "light"
47.		understands concepts of "same" and "different" (e.g., "Are these two colors the same?")



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