

Section 5. Record of Performance

Social–Emotional 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 28** 48–59 months: **Item 46**
 12–23 months: **Item 16** 36–47 months: **Item 38** 60 months and older: **Item 51**

Item #	Score (1 or 0)	Item
*1.		relaxes body when held
2.		stops crying when talked to, picked up, or comforted
3.		establishes eye contact for at least a few seconds
4.		looks at adult face for several seconds
5.		smiles reflexively
6.		interacts by smiling and cooing
7.		recognizes familiar faces and objects (e.g., parent, bottle); reacts by waving arms and legs or squealing with excitement
8.		expresses feelings such as anger, tiredness, excitement, and hunger
9.		laughs, squeals, or shows enjoyment when caregiver involves child in play (e.g., moves hands to act out pat-a-cake, bounces on knee)
10.		comforts self (i.e., quits fussing by himself or herself)
11.		laughs when head is covered with cloth
12.		knows the difference between caregivers and strangers (e.g., smiles at loved ones; stares, quiets, or refuses to smile with stranger)
13.		smiles at or pats own image in the mirror
14.		when someone calls the child’s name, he or she looks at the person and vocalizes
15.		extends arms to familiar persons
*16.		shows preference for certain toys, activities, or places (e.g., interacts positively vs. negative response)
17.		expresses affection (e.g., hugging, patting, special looks, resting head)
18.		plays simple games (e.g., peek-a-boo, pat-a-cake)
19.		imitates facial expressions, actions, and sounds
20.		repeats activity that elicits laughter or positive response from others

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Item #	Score (1 or 0)	Item
21.		brings toys to share with caregiver
22.		plays well for brief time in groups of two or three children; at least some interaction among children
23.		spontaneously greets familiar person by hugging or other appropriate gesture
24.		separates from parent in familiar surroundings without crying
25.		attempts to comfort others in distress (e.g., comforts a child who is hurt or distressed)
26.		insists on trying to do many things without help (e.g., eating with spoon, putting on a coat)
27.		enjoys simple make-believe play (e.g., pretends he or she is the parent, is an animal, doll is a baby)
*28.		shows pride in accomplishments
29.		quietly listens to story, music, movie, or TV
30.		sings familiar songs with adult
31.		uses “please” and “thank you” appropriately; may need to be reminded
32.		asks for assistance when having difficulty
33.		looks at person when speaking with him or her
34.		usually takes turns
35.		recognizes when another person is happy or sad
36.		avoids common dangers (e.g., sharp knives, fire, hot stove)
37.		plays dress-up
*38.		shows off by repeating rhymes, songs, or dances for others
39.		changes from one activity to another when required by teacher or parent
40.		interacts appropriately with others during group games or activities
41.		knows and follows classroom rules
42.		gains attention from peers in appropriate ways
43.		plays group board or card games
44.		volunteers for tasks
45.		quiets down after active play
*46.		likes competitive games
47.		returns objects to their appropriate place

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Item #	Score (1 or 0)	Item
48.		accepts mild, friendly teasing
49.		explains rules of a game to others
50.		expresses anger with nonaggressive words rather than with physical action
*51.		offers item or activity to another in exchange for an item or activity
52.		accepts valid criticism without crying, pouting, or refusing to continue
53.		asks before using another's belongings
54.		provides or offers assistance to others when appropriate
55.		helps with group projects
56.		ends conversations with "good-bye" or other appropriate phrase
57.		apologizes if he or she hurts someone's feelings
58.		remains calm when small requests are denied (e.g., cannot have a snack)
59.		works alone at chore for 20 to 30 minutes
60.		completes pencil/paper games (e.g., dot-to-dot, hidden pictures, mazes)
61.		initiates group activities
62.		congratulates others when appropriate
63.		answers the phone, remembers a simple message, and delivers it to the correct person

TOTAL DOMAIN RAW SCORE