4 Year In Home Study

Child Test Record Sheets, coded for raw data

Entries in blue denote column/field names and values used in the <u>raw data</u>.

This document created on 02 July 2007.

Notes:
1. For some items, the value codes used in the raw data may differ from the codes used in the final dataset
2. For all items, the variable names used in the raw data differ from the variable names used in the final dataset (starting with 'e')
3. In raw data generally, a 'missing' response is coded as -99 and 'not applicable' is coded as -77. These universal codes are not shown for every item in this document, for reasons of space. (Note that in the analysis dataset these are recoded to missing values.)
4. In the scores for the McCarthy Scales, missing scores were assigned the value 0 instead of -99.
5. The data items that are annotated in this document are generally coded scores, not the actual raw responses of the children (which are only available on the paper originals). The testers themselves coded the data and recorded the scores on these sheets, prior to data entry.
6. In most tests, only the final test score (often in a grey shaded box) was entered; sub-test scores were usually not entered.
7. All data in a score sheet is specific to a particular twin (either elder or younger). However, in the double-entered dataset the variables are duplicated for the co-twins, so data for both twins can be compared within a single row of the dataset. Hence each raw variable shown in this document, if it is included in the dataset, is renamed to two variables with names ending in '1' and '2', denoting the current twin (either elder or younger) and the co-twin respectively. This is more fully documented elsewhere.
8. This document only shows raw scores, not variables derived from the scores
9. The layout and formatting of the pages of the booklet have been slightly modified to incorporate the variable names and codes.

The variable names shown in this document generally refer to column names in the 'Child' table in the Access database 'inhome.mdb'. A few items on the first page are recorded in other tables, as stated.

Tester's Name: tester (ID number, coded from tester's name. This ID references an entry in the 'Tester' table, which contains the names as well as the IDs)

Child's First Name: _____

Child ID: twinid (number with 7 or 8 digits, as used in the TEDS admin database)

Date of Birth:

Date of Test: inhmdate (date value), in the 'InhomeAdmin' table

Comments: comments (free text), in the 'CommentsAndNotes' table

A.T.T. [ ] att (free numeric: hearing test result, measured in decibels)

McCARTHY SCALES

Test 1. BLOCK BUILDING: Discontinue after failure on both trials of 2 consecutive items.

	Score		Best
	Trial 1	Trial 2	Score
1. tower	(0-3)	(0-3)	(0-3)
2. chair	(0-2)	(0-2)	(0-2)
3. building	(0-2)	(0-2)	(0-2)
4. house	(0-3)	(0-3)	(0-3)
		Total	mc01blo (0-10) (Max = 10)

Test 2. PUZZLE SOLVING: Discontinue after 3 consecutive failures.

	Time limit	Performance time	Circle obtained score*
1. cat	30"		0 1
2. cow	30"		0 1
3. carrot	30"		0 1 2
4. pear	60"		1"-20" 0 1 2 3 4 5
5. bear	90"		31"-45" 1"-30" 0 1 2 3 4 5 6 7 8 9
6. bird	120"		31"-60" 1"-30" 0 1 2 3 4 5 6 7 8 9

* For items 4-6, bonus points for quick performance are given only if the child completes the puzzle perfectly.

Total	mc02puz (0-27) (Max = 27)

Test 3. PICTORIAL MEMORY

Exposure time	Response time	Response			Score
Allow 10"	Allow 90"	button ☐	fork ☐	paper clip ☐	mc03pic
		horse ☐	padlock ☐	pencil ☐	(0-6) (0-6)

Test 4. WORD KNOWLEDGE:

Part I. Picture Vocabulary		Score
1. apple ☐ tree ☐ house ☐ woman ☐ cow ☐		(0-5)
2. clock	Response:	(0-1)
3. sailboat	Response:	(0-1)
4. flower	Response:	(0-1)
5. purse	Response:	(0-1)
	Total (Part I)	mc04wrd1 (0-9) (Max = 9)

Discontinue if score on Part I is less than 6.

Part II. Oral Vocabulary - Discontinue after 4 consecutive failures.		Score (0-2)
1. towel	Response:	
2. coat	Response:	
3. tool	Response:	
4. thread	Response:	
5. factory	Response:	
6. shrink	Response:	
7. expert	Response:	
8. month	Response:	
9. concert	Response:	
10. loyal	Response:	

Total (Part II)   mc04wrd2 (0-20)   (Max = 20)

***Test 5. NUMBER QUESTIONS:** Discontinue after 4 consecutive failures

	Right answer	Response	Score (0-1)
1. How many ears do you have?	two		
2. How many noses do you have?	one		
3. How many heads do you have?	one		
4. If you have 2 toys and I give you 1 more, how many toys will you have?	three		
5. Suppose you had 4 balloons. If half of them broke, how many would be left?	two		
6. If I have 3 sweets in each hand, how many pieces do I have altogether?	six		
7. If you have 9 pennies and lose 2 of them, how many will you have left?	seven		
8. If I went to the store and bought a dozen apples, how many apples would that be?	twelve		
9. A box of crayons costs 29 pence and a colouring book costs 23 pence. How much more do the crayons cost than the colouring book?	six		
10. If you buy a toy ball for 20 pence, how much change should you get from a pound coin?	eighty		
11. I am thinking of a secret number. If you 2 times, the number is 8, what is the number?	four		
12. Four children shared 12 biscuits. If each child got the same number of biscuits, how many biscuits did each child get?	three		

Total   mc05num (0-12)   (Max = 12)

Test 6. TAPPING SEQUENCE

	Tapping order	Score			Best score
		trial 1	trial 2	trial 3	
1.	1 - 2 - 3 - 4	(0-2)	(0-2)	(0-2)	(0-2)
Continue only if 1 is correct. Discontinue after 2 consecutive failures on items 2-8					Score
2.	1 - 3 - 4				(0-1)
3.	2 - 4 - 1				(0-1)
4.	4 - 1 - 2 - 3				(0-1)
5.	2 - 3 - 1 - 4				(0-1)
6.	1 - 4 - 3 - 2 - 3				(0-1)
7.	4 - 2 - 3 - 1 - 2				(0-1)
8.	1 - 2 - 4 - 3 - 2 - 1				(0-1)

Total

mc06tap (0-9)
(Max = 9)

***Test 7. VERBAL MEMORY:

Part I. Words and Sentences: Discontinue Part I after three consecutive failures.	Score
1. toy - chair - light	(0-3)
2. doll - dark - coat	(0-3)
3. after - colour - funny - today	(0-4)
4. around - because - under - never	(0-4)
Do NOT stress the underlined words in items 5 and 6	
5. The boy said good-bye to his dog every morning before he went to school	(0-7)
6. The girl tied a pretty pink ribbon on her doll before she went out	(0-9)

Total (Part I)

mc07vrb1 (0-30)
(Max = 30)

Part II. Story: Give part II only if child earned 8 or more (out of 30) on Part I

Now I am going to read you a little story. Listen carefully, and we will see how well you can tell it back to me. You don't have to tell it back to me word-for-word. Just tell me the story as well as you can.

One day after school Bob was walking to the shop. On the way he saw a woman carrying some letters to a postbox. Suddenly, the wind blew the woman's letters into the street. Bob shouted, "I'll get them for you!" He looked both ways and saw that there were no cars coming. He ran into the street and picked up all of the letters. The woman was very happy to get her letters back. She thanked Bob for being such a kind and helpful boy.

	Response	Score (0-1)
1. Term used for Bob		
2. Term used for the woman		
3. Term used for the letters		
4. Bob walking to shop		
5. Bob saw woman		
6. Wind blew letters		
7. Bob shouted, "I'll get them for you!"		
8. Bob was careful		
9. Bob picked up letters		
10. Woman was happy		
11. Woman thanked Bob		

Total (Part II) `mc07vrb2 (0-11)` (Max = 11)

TEST 8 UNSUITABLE FOR THIS AGE

Test 9. LEG CO-ORDINATION: Discontinue after item 5 if both trials of items 1-5 are failed.

	Score		Best score	Notes
	trial 1	trial 2		
1. Walking backwards	(0-2)	(0-2)	(0-2)	
2. Walking on tiptoe	(0-2)	(0-2)	(0-2)	
3. Walking in a straight line	(0-2)	(0-2)	(0-2)	
4. Standing on one foot	(0-2)	(0-2)	(0-2)	
5. Standing on other foot	(0-2)	(0-2)	(0-2)	
6. Skipping	(0-3)	(0-3)	(0-3)	

Total `mc09leg (0-13)` (Max = 13)

Test 10. ARM CO-ORDINATION:
Part I. Ball bouncing

Number of bounces	15	12-14	9-11	6-8	3-5	2	1	0
Score	7	6	5	4	3	2	1	0

Trial 1		Trial 2		Best Score	Preferred Hand
Bounces	Score	Bounces	Score		
(0-15)	(0-7)	(0-15)	(0-7)	mc10arm1 (0-7) (0-7)	R L B

Part II. Beanbag catch - Give even if Part I failed. Discontinue Part II if all 3 trials of item 1 are failed				
	Trial	Score		
1. Both hands	1	(0-1)		
	2	(0-1)		
	3	(0-1)		
2. Preferred hand	1	(0-1)	Preferred hand	
	2	(0-1)	R L	
	3	(0-1)		
3. Other hand	1	(0-1)		
	2	(0-1)		
	3	(0-1)		
Total (Part II)		mc10arm2 (0-9) (Max = 9)		

Test 10 Part III. Beanbag target game - Give Part III even if Part II is failed				
	Trial	Score		
1. Preferred hand	1	(0-2)	Preferred hand	
	2	(0-2)	R L	
	3	(0-2)		
3. Other hand	1	(0-2)		
	2	(0-2)		
	3	(0-2)		
Total (Part III)		mc10arm3 (0-12) (Max = 12)		

Test 11. IMITATIVE ACTION

	Score (0-1)	
1. Cross feet		
2. Fold hands		
3. Twiddle thumbs		
4. Sight through tube		Eye used: R L
Total	mc11imi (0-4) (Max = 4)	

***Test 12. DRAW-A-DESIGN:** Discontinue after 3 consecutive failures

	Pass-Fail	Score	Preferred hand		
1. ◯		(0-1)	R	L	B
2. │		(0-1)	R	L	B
3. ▬		(0-1)	R	L	B
4. ⌐		(0-2)	R	L	B
5. ✳		(0-2)	R	L	B
6. ◉◯		(0-3)	R	L	B
7. ▨		(0-3)	R	L	B
8. ▱		(0-3)	R	L	B
9. ⧖		(0-3)	R	L	B
Total		mc12des (0-19) (Max = 19)			

***Test 13. DRAW-A-CHILD:** Administer only if child earned 1 or more points on Test 12

	Score (0-2)	Preferred hand	Child's comments
1. head		R L B	
2. hair			
3. eyes			
4. nose			
5. mouth			
6. neck			
7. trunk			
8. arms and hands			
9. attachment of arms			
10. legs and feet			

Total   **mc13chi (0-20)**   (Max = 20)

LATERALITY SUMMARY

Hand dominance				
Test 10, Part I	Ball bouncing	R	L	B
Test 10, Part II, item 2	Beanbag catch	R	L	
Test 10, Part III, item 1	Beanbag throw	R	L	
Tests 12 & 13, all items	Drawing	R	L	B
	Totals	R **mchandr (0-4)**	L **mchandl (0-4)**	B **mchandb (0-2)**

***Test 14. NUMERICAL MEMORY:** Discontinue Part I after failure on *both* trials of any item. If child earns 3 or more points on Part I, give Part II and discontinue after failure on any item.

Part I. Forward series				Part II. Backward series		
	trial 1	trial 2	Score (0-2)		trial 1	trial 2	Score (0-2)
1.	5 - 8	4 - 9		1.	9 - 6	4 - 1	
2.	6 - 9 - 2	5 - 8 - 3		2.	1 - 8 - 3	2 - 5 - 8	
3.	3 - 8 - 1 - 4	6 - 1 - 8 - 5		3.	5 - 2 - 4 - 9	6 - 1 - 8 - 3	
4.	4 - 1 - 6 - 9 - 2	9 - 4 - 1 - 8 - 3		4.	1 - 6 - 3 - 8 - 5	6 - 9 - 5 - 2 - 8	
5.	5 - 2 - 9 - 6 - 1 - 4	8 - 5 - 2 - 9 - 4 - 6		5.	4 - 9 - 6 - 2 - 1 - 5	3 - 8 - 1 - 6 - 2 - 9	
6.	8 - 6 - 3 - 5 - 2 - 9 - 1	5 - 3 - 8 - 2 - 1 - 9 - 6					

Total (Part I)   **mc14nm1 (0-12)**   (Max = 12)

Total (Part II)   **mc14nm2 (0-10)**   (Max = 10)

***Test 15. VERBAL FLUENCY

	Time limit	Verbatim response	Score (0-9)
1. **Things to eat** Examples: bread, potatoes	20"		
2. **Animals** Examples: cat, bear	20"		
3. **Things to wear** Example: shoes	20"		
4. **Things to ride** Example: bus	20"		
		Total	**mc15vf (0-36)** (Max =36)

Test 16. COUNTING AND SORTING: if child passed nine or more items on Test 5, give full credit on test 16. Otherwise, administer Test 15 and discontinue after four consecutive failures

	Score (0-1)
1. takes 2 blocks	
2. takes 3 more blocks	
3. answer: 5	
4. puts 2 blocks on each card	
5. answer:2	
6. puts 5 blocks on each card	
7. answer: 5	
8. point: 2nd block from left	
9. point: 4th block from right	
Total	**mc16cs (0-9)** (Max =9)

***Test 17. OPPOSITE ANALOGIES

	Score (0-1)
1. The sun is *hot*, and ice is _____.	
2. I throw the ball *up*, and then it comes _____.	
Continue only if child answers at least one of items 1 and 2 correctly, and discontinue after 3 consecutive failures on items 3-9	
3. An elephant is *big*, and a mouse is _____.	
4. Running is *fast*, and walking is _____.	
5. Cotton is *soft*, and rocks are _____.	
6. A lemon is *sour*, and sugar is _____.	
7. Feathers are *light*, and stones are _____.	
8. Syrup is *thick*, and water is _____.	
9. Sandpaper is *rough*, and glass is _____.	
Total	mc17opp (0-9) (Max =9)

Test 18. CONCEPTUAL GROUPING: discontinue after 4 consecutive failures

	Number right	Number wrong	Right minus wrong	Score
1. Little, big				(0-1)
2. Red, yellow, blue				(0-1)
3. Square, round				(0-1)
4. Square blocks	(0-6)	(0-6)	(0-6)	(0-2)
5. Big yellow blocks	(0-2)	(0-10)	(0-2)	(0-2)
6. Big round red block				(0-1)
7. Small blue square (put on all large blocks minus large blue square)				(0-1)
8. Large blue square				(0-1)
9. Large yellow circle and small yellow square				(0-2)
Total				mc18cg (0-12) (Max =12)

Hand dominance

Check one: (see pages 148-149 of manual)
☐ dominance established (right-handed)   ☐ dominance established (left-handed)
☐ dominance not established   ☐ not scorable

Eye used in sighting (Test 11, item 4)

Check one: (see page 149 of manual)
☐ right   ☐ left   ☐ not scorable

PHONOLOGICAL AWARENESS

Cards

Circle the card chosen as response (whether right or wrong). Code 1 for correct and 0 for incorrect. If child selects wrong item say "**No!**" with puppet shaking head, and have a puppet indicate which card is the right one, saying, for example, "**Lynn likes the bin because bin sounds like Lynn**".

Box position

L=left at 45', A= straight ahead, R=right at 45'.
The box should be at forearm's reach for the child.

Hand(s) used - coding used for items phon01h – phon12h below:
Use the following in the table below:
"Hands used" = 1=   left
"Hands used" = 2=   picked up card with left hand,
                and transferred to right hand to post
"Hands used" = 3=   used both hands to pick up and post
"Hands used" = 4=   picked up card with right hand,
                and transferred to left hand to post
"Hands used" = 5=   right

items phon01 – phon12 (in last column) are all coded as:
1=correct, 0=incorrect

Box position	Puppet	Cards				Hand(s) used (1/2/3/4/5)	Correct (1/0)
A	LYNN	chair	bin			phon01h	phon01
A	LYNN	tin	bowl			phon02h	phon02
A	TOAT	hat	boat			phon03h	phon03
A	TOAT	goat	duck			phon04h	phon04
R	DAN	spoon	ring	pan	key	phon05h	phon05
R	DAN	fan	peg	kite	bike	phon06h	phon06
L	WUG	chair	bed	door	rug	phon07h	phon07
L	WUG	plate	mug	knife	cake	phon08h	phon08
L	ZAP	can	plate	cap	frog	phon09h	phon09
L	ZAP	map	saw	mat	door	phon10h	phon10
R	PAT	hand	hat	shoe	fish	phon11h	phon11
R	PAT	sock	cap	tie	cat	phon12h	phon12

BRITISH ABILITY SCALES

<u>Verbal Comprehension</u>: "**What is this? Yes, it's a teddy bear. Have a good look at him**"

1 pt. each - all items on this page coded as: 1=correct, 0=incorrect

1) Show me teddy's legs	bas01	
2) Show me teddy's mouth	bas02	
3) Show me teddy's eyes	bas03	
4) Show me teddy's arms	bas04	
5) Show me teddy's ears	bas05	
6) Show me teddy's ribbon	bas06	
7) Give me the car *(horse not next to soldier - return to row)*	bas07	
8) Give me the pencil	bas08	
9) Give me the watch	bas09	
10) Give me the horse	bas10	
11) Put the horse in the box	bas11	
12) Put the button on the car	bas12	
13) Put the soldier under the horse	bas13	
14) Which one shows the time? *(remove horse)*	bas14	
15) Which one do we drive?	bas15	
16) Which one barks?	bas16	

(i) name items; ii) replace items after each question)

17) Show me the car; stand it up; now put the car in front of me	bas17	
18) Put a tree behind your back	bas18	
19) Make a boy stand on the bridge	bas19	
20) Make the van move to me	bas20	
21) Put the car under the bridge	bas21	
22) Make the two boys face each other	bas22	
23) Give me the car and the van at the same time	bas23	
24) Give me the bridge and then give me the little tree	bas24	
25) Before you give me the van, give me the little house	bas25	
26) Put a house on each side of the car	bas26	
27) Put a boy between the little tree and the big house	bas27	

GOLDMAN FRISTOE TEST OF ARTICULATION

SOUNDS-IN-WORDS RESPONSE MATRIX

		BLUE initial	*YELLOW* medial	*GREEN* final	all items on this page coded as follows:
1	p	gf01ini	gf01med	gf01fin	no error **1=correct**
2	m	gf02ini	gf02med	gf02fin	
3	n	gf03ini	gf03med	gf03fin	X error in production **0=incorrect**
4	w	gf04ini	■	■	
5	h	gf05ini	■	■	/ syllable not elicited **2=not elicited**
6	b	gf06ini	gf06med	gf06fin	
7	g	gf07ini	gf07med	gf07fin	
8	k	gf08ini	gf08med	gf08fin	
9	f	gf09ini	gf09med	gf09fin	
10	d	gf10ini	gf10med	gf10fin	
11	ŋ	gf11ini	gf11med	gf11fin	
12	j	gf12ini	■	■	
13	t	gf13ini	gf13med	gf13fin	
14		gf14ini	gf14med	gf14fin	
15	t	gf15ini	gf15med	gf15fin	
16	l	gf16ini	gf16med	gf16fin	
17	r	gf17ini	gf17med	gf17fin	
18	→	gf18ini	gf18med	gf18fin	
19	θ	gf19ini	gf19med	gf19fin	
20	v	gf20ini	gf20med	gf20fin	
21	s	gf21ini	gf21med	gf21fin	
22	z	gf22ini	gf22med	gf22fin	
23	ð	gf23ini	gf23med	■	

BLENDS

24	bl	gfb24bl
25	br	gfb25br
26	dr	gfb26dr
27	fl	gfb27fl
28	kl	gfb28kl
29	kr	gfb29kr
30	pl	gfb30pl
31	sk	gfb31sk
32	sl	gfb32sl
33	st	gfb33st
34	tr	gfb34tr
35	hw	gfb35hw

NONWORD REPETITION

Introduce the measure to the child as follows (or similar):
"**Now we're going to play a word game. I'm going to say some funny words and I want you to say them after me.**"

If the child is not responsive it can be helpful to say:
"**If you play this game with me, you'll be able to hear yourself on the tape recorder afterwards.**"

<u>Administration</u>

This test should be tape recorded. If there is any doubt about the child's pronunciation of the word, it is best to write the word down as it is pronounced by them, this can be double checked against the tape when coding.

Cover mouth when saying the words.

2 SYLLABLE		3 SYLLABLE		all items on this page coded as follows: 1=correct, 0=incorrect	
S	C	S	C		
				VONK (practice)	
		~		DOPELATE	non01
			~	GLISTERING	non02
~				PENNEL	non03
	~			HAMPENT	non04
	~			GLISTOW	non05
			~	FRESCOVENT	non06
		~		BANNIFER	non07
~				BALLOP	non08
			~	TRUMPETINE	non09
	~			SLADDING	non10
	~			TAFFLEST	non11
		~		BARRAZON	non12
		~		COMMERINE	non13
		~		THICKERY	non14
~				RUBID	non15
			~	BRASTERER	non16
~				DILLER	non17
~				BANNOW	non18
	~			PRINDLE	non19
			~	SKITICULT	non20

BUS STORY

I'm going to tell you a story about this bus [point]**, then, when I'm finished, I want *you* to tell *me* the story about this bus.**

1)   Once upon a time there was a very naughty bus.
      While his driver was trying to mend him, the bus decided to run away.
2)   He ran along the road beside a train.
      They made funny faces at each other and raced each other.
      But the bus had to go on the alone, because the rain went into a tunnel. He hurried into the city where he met a policeman who blew his whistle and shouted "stop, bus".
3)   But the naughty bus paid no attention and ran on into the country.
      He said, "I'm tired of going on the road". So he jumped over a fence.
      He met a cow who said, "Moo, I can't believe my eyes".
4)   The bus raced down the hill. As soon as he saw there was water at the bottom, he tried to stop. But he didn't know how to put on his brakes. So he fell in the pond with a splash and stuck in the mud. When the driver found where the bus was, he telephoned for a crane to pull him out and put him back on the road.

[switch on tape recorder]

Now *you* tell *me* the story. Once upon a time there was a..."

[turn pages as child tells story]

And then...

So...

Information Scoring Guide		Information Score	Transcription	Sentence Length	Subordinate Clauses
Bold type = 2 points (1 point if half response is correct)					
Normal type = 1 point					
bus	naughty				
driver	mending/fixing				
bus	**ran away/drove off**				
	met/ran with train				
	made faces				
	raced				
train	**in tunnel**				
bus	**alone**				
	into city/street				
	met/saw policeman				
policeman	blew whistle				
	said Stop				
bus	paid no attention				
	ran on/didn't stop				
	into country				
	tired of/bored with road				
	jumped over fence/gate				
	met/saw cow				
cow	moo				
	not believe eyes				
bus	**went downhill**				
	saw water				
	tried to stop	All four scores on this page are entered as free numeric data, with values from 0 upwards (there is no clearly-defined upper limit for any of them). The scores are integers for bussl and bussub. Decimal values are allowed for businf and busa5ls.			
	didn't know how				
	brake/stop				
	fell in water				
	splash				
	stuck				
	in mud				
driver	**found bus/him**	Information Total	TOTALS	**bussl**	**bussub**
	rang for crane				
crane	**lifted out/pulled up**	**businf**	A5LS	**busa5ls**	
bus	back on road				

ACTION PICTURES

Picture Number	Responses	Information Score	Grammar Score
....			
....			
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....			
....			
....			
....			
....	**Both scores on this page are entered as free numeric data, with values from 0 upwards (there is no clearly-defined upper limit for either of them).**		
....			
....			
....	**The scores are integers for actgram. Decimal values are allowed for actinf.**		
....			
....			

Total	**actinf**	**actgram**
Age Equivalence		

BAYLEY BEHAVIOUR RATINGS

A | **Positive affect**   `bayla`

1   No positive affect displayed
2   One or two brief displayed of positive affect
3   Three or more brief displays of positive affect
4   One or two intense, heightened or prolonged displays of positive affect
5   Three or more intense, heightened or prolonged displays of positive affect

B | **Negative affect**   `baylb`

1   Three or more intense, heightened or prolonged displays of negative affect
2   One or two intense, heightened or prolonged displays of negative affect
3   Three or more brief displays of negative affect
4   One or two brief displays of negative affect
5   No negative affect displayed

C | **Soothability when upset**   `baylc`

1   Cannot be soothed
2   Soothed only by being physically comforted (e.g., held, patted)
3   Soothed by being given a desired toy or object
4   Soothed by being spoken to
5   Does not need external assistance to be soothed

D | **Hypersensitivity to test materials and stimuli**   `bayld`

1   Constantly hypersensitive; hypersensitivity disrupts testing
2   Typically hypersensitive; returns to test activity in one or two instances
3   Occasionally hypersensitive
4   Typically reacts appropriately; hypersensitive in a few instances
5   Constantly reacts appropriately

E | **Energy**   `bayle`

1   Consistently lacks animation or energy; tired and lacklustre
2   Typically tired and lacklustre; one or two periods of animation or energy
3   Animated and energetic half the time; tired and lacklustre half the time
4   Typically animated or energetic; one or two periods of being tired
5   Consistently animated or energetic

F | **Adaptation to change in test materials**   `baylf`

1   Consistently resists relinquishing materials and/or refuses to accept new materials
2   Typically resists relinquishing materials and/or refuses to accept new materials; 1 or 2 easy transitions
3   Makes poor transitions half the time; makes good transitions half the time
4   Typically relinquishes materials and accepts new materials; 1 or 2 poor transitions
5   Consistently relinquishes materials and accepts new materials

G | **Interest in test materials and stimuli**   `baylg`

1 No interest
2 One or two displays of interest
3 Moderate interest
4 Much interest
5 Constant interest

H | **Initiative with tasks**   `baylh`

1 Consistently shows no initiative
2 Typically shows no initiative; 1 or 2 instances of initiative
3 Shows initiative half the time
4 Typically shows initiative; 1 or 2 instances of no initiative
5 Consistently shows initiative

I | **Exploration of objects and/or surroundings**   `bayli`

1 No exploration
2 1 or 2 instances of exploration
3 Moderate exploration
4 Much exploration
5 Constant exploration

J | **Attention to tasks**   `baylj`

1 Constantly off task; does not attend
2 Typically off task; attends in 1 or 2 instances
3 Off task half the time
4 Typically attends; attention wanders in 1 or 2 instances
5 Constantly attends

K | **Persistence in attempting to complete tasks**   `baylk`

1 Consistently lacks persistence
2 Typically not persistent; one or two instances of persistence
3 Lacks persistence half the time
4 Typically persistent; lacks persistence in 1 or 2 instances
5 Consistently persistent

L | **Enthusiasm towards tasks**   `bayll`

1 Consistently unenthusiastic; no particular interest beyond attending to the tasks
2 Typically unenthusiastic; enthusasm in 1 or 2 instances
3 Unenthusiastic half the time
4 Typically enthusiastic; unenthusiastic in 1 or 2 instances
5 Consistently enthusiastic

M | **Fearfulness**   `baylm`

1 Constantly fearful; never trusting
2 Typically fearful; one or two instances of trust
3 Fearful half the time; trusting half the time
4 Typically trusting; one or two instances of fear
5 Constantly trusting; never fearful

N | **Frustration with inability to complete tasks** `bayln`

1 Consistently becomes frustrated
2 Typically becomes frustrated
3 Occasionally becomes frustrated
4 Rarely becomes frustrated
5 Never becomes frustrated

O | **Orientation to examiner** `baylo`

1 Consistently avoids or resists; never responsive
2 Typically avoids or resists; 1 or 2 instances of responsiveness
3 Avoids or resists half the time; trusting half the time
4 Typically trusting; 1 or 2 instances of fear
5 Constantly trusting; never fearful

P | **Social engagement** `baylp`

1 No attempts to interact socially
2 One or two attempts in interact socially
3 Several attempts to interact socially
4 Many attempts to interact socially
5 Constant attempts to interact socially

Q | **Cooperation** `baylq`

1 Consistently resists suggestions or requests
2 Typically resists suggestions or requests; 1 or 2 instances of responsiveness
3 Resists suggestions or requests half the time; cooperates half the time
4 Typically cooperates; 1 or 2 instances of resistance
5 Consistently cooperates

R | **Gross-motor movement required by tasks** `baylr`

1 Consistently inappropriate
2 Typically inappropriate
3 Inappropriate half the time; 1 or 2 instances of appropriate gross-motor movement
4 Typically appropriate; 1 or 2 instances of inappropriate gross-motor movement
5 Consistently appropriate

S | **Fine-motor movement required by tasks** `bayls`

1 Consistently inappropriate
2 Typically inappropriate
3 Inappropriate half the time; 1 or 2 instances of appropriate fine-motor movement
4 Typically appropriate; 1 or 2 instances of inappropriate fine-motor movement
5 Consistently appropriate

T | **Control of movement** `baylt`

1 Consistently clumsy or jerky
2 Typically clumsy or jerky
3 Jerky or clumsy half the time; smooth or coordinated half the time
4 Typically smooth or coordinated
5 Consistently smooth or coordinated

U | **Hypotonicity**   `baylu`

1. Consistently hypotonic; like a rag doll
2. Typically hypotonic; 1 or 2 instances of normal muscle tone
3. Hypotonic half the time; normal muscle tone half the time
4. Typically normal muscle tone; 1 or 2 instances of hypotonicity
5. Absence of hypotonicity

V | **Hypertonicity**   `baylv`

1. Consistently hypertonic; muscles are rigid or tight
2. Typically hypertonic; 1 or 2 instances of normal muscle tone
3. Hypertonic half the time; normal muscle tone half the time
4. Typically normal muscle tone; 1 or 2 instances of hypertonicity
5. Absence of hypertonicity

W | **Tremulousness**   `baylw`

1. Constant
2. Frequent
3. Occasional
4. Infrequent
5. None

X | **Slow and delayed movements**   `baylx`

1. Consistently slow and delayed
2. Typically slow and delayed; 1 or 2 instances of movement that has appropriate timing and pacing
3. Slow and delayed half the time; appropriately timed and paced half the time
4. Typically appropriate timing and pacing; one or two instances of slow and delayed movement
5. Consistently appropriate timing and pacing

Y | **Frenetic movement**   `bayly`

1. Consistently frenetic
2. Typically frenetic; 1 or 2 instances of movement that has appropriate timing and pacing
3. Frenetic half the time; appropriately timed and paced half the time
4. Typically appropriate timing and pacing; one or two instances of frenetic movement
5. Consistently appropriate timing and pacing

Z | **Hyperactivity**   `baylz`

1. Consistently hyperactive; fidgety and agitated in movement
2. Typically hyperactive; one or two instances of appropriate activity level
3. Hyperactive half the time; appropriate activity half the time
4. Typically not hyperactive; one or two instances of hyperactivity
5. Consistently not hyperactive; never fidgety or agitated in movement

Factor Scores   (these scores not used)

1) Orientation/Engagement

add scores for: **A + E + G + H + I + L + M + O + P =**

2) Emotional/Regulation

add scores for: **B + D + F + J + K + N + O + Q + Y + Z =**

3) Motor Quality

add scores for: **R + S + T + U + V + W + X + Y =**

4) Additional Items

score for **C** only =

5) TOTAL RAW SCORE

add scores for all 26 items, **A - Z**

(NB: don't just add the factors above, because some items are used twice in them)

Observation of Separation Anxiety from Mother

1) Mother needs to come in sepmum

Yes = 1, No = 0

a) How long for? sepmuml

<5mins = 1, >5 mins = 2, N/A = -77

b) Protests when mother leaves? seppro

Yes = 1, No = 0, N/A = -77

c) Length of longest protest? sepprol

<2mins = 1, >2 mins = 2, N/A = -77

Number of times child protested at mother leaving
seppron (integer free numeric, 1 or more)

Observation of Separation Anxiety from Twin

1) Child resists being separated from twin septwin

Yes = 1, No = 0

a) How long for? septwinl

<5mins = 1, >5 mins = 2, N/A = -77