

CARING FOR HOME

DAILY LIVING DOMAIN

Response Options: 2 = Usually or Often, 1 = Sometimes, 0 = Never

Check if Est.

- 22. Prepares and eats leftovers. 2 1 0
- 23. Uses household products correctly. Examples: Laundry detergent, furniture polish, glass cleaner. 2 1 0
- 24. Puts leftover food away. Examples: In plastic bags or wrap, in containers. 2 1 0
- 25. Secures the home when he/she leaves. Examples: Locks doors, closes windows, turns on alarm. 2 1 0
- 26. Uses the stove or oven for cooking or baking. Must turn on and off by himself/herself. 2 1 0
- 27. Cleans bathroom: Toilet, sink, tub or shower, etc. 2 1 0
- 28. Does laundry. Must wash, dry, and fold/hang. 2 1 0
- 29. Notices when simple tasks around the house need to be done and does them. Examples: Replacing light bulbs, batteries, filters, vacuum cleaner bag. 2 1 0
- 30. Prepares a full meal with three or more food items. 2 1 0

Comments or Observations: _____

Calculation of % Est (see Manual)		Raw Score Calculation	
Office Use Only	No. of Est <input type="text"/> A	Highest-Numbered Basal Item <input type="text"/> × 2 = <input type="text"/> C	
	No. of Items Answered <input type="text"/> B	Points Between Basal and Ceiling <input type="text"/> D	
	(A ÷ B) × 100 = <input type="text"/> % Est	dom Raw Score <input type="text"/> C ÷ D	

LIVING IN THE COMMUNITY

DAILY LIVING DOMAIN

Response Options: 2 = Usually or Often, 1 = Sometimes, 0 = Never

Check if Est.

- 0-8 1. Talks with someone he/she knows using a phone, computer, or other electronic device. Does not need to place the call. 2 1 0
- 2. Counts at least 10 objects, one by one. 2 1 0
- 3. Stays near you in public places. Being carried, pushed in a stroller, etc. does not count. 2 1 0
 Score 2 if he/she did this when younger, but has now outgrown it.
- 4. Understands that money is used to buy things. Does not have to actually use money himself/herself. 2 1 0
- 5. Understands that a clock is used to tell time. Does not have to tell time himself/herself. 2 1 0
- 6. Operates at least two technology devices for entertainment. Examples: Television, DVD player, music player, handheld game, computer used for entertainment. 2 1 0
- 7. Understands car passenger safety rules and follows them. Examples: Keeps his/her seat belt on, does not distract the driver. 2 1 0
- 8. Uses good manners when eating in public. Examples: Uses utensils, sits properly, does not disrupt others. 2 1 0
- 9. Knows all seven days of the week in order. 2 1 0
- 9-11 10. Respects people's right to privacy. Examples: While using the restroom or changing clothes, not opening others' mail. 2 1 0
- 11. Knows the name for a penny, nickel, dime, and quarter. Does not have to know their value. 2 1 0
- 12. Looks both ways when crossing streets or roads. 2 1 0
- 13. Understands that some things cost more than others. 2 1 0
- 14. Says the current day of the week when you ask. 2 1 0

Response Options: 2 = Usually or Often, 1 = Sometimes, 0 = Never Check if Est.

15. Understands signs or symbols that mean danger. Examples: Skull and crossbones for poison, circle with slash for "don't do."	2	1	0	<input type="checkbox"/>
16. Understands and follows community rules and laws. Examples: Not littering, pet control, respecting others' property.	2	1	0	<input type="checkbox"/>
12+ 17. Knows how to make a call in an emergency. Examples: Knows how to call 911 or an emergency contact.	2	1	0	<input type="checkbox"/>
18. Obeys traffic lights and <i>Walk/Don't Walk</i> signs when crossing streets or roads.	2	1	0	<input type="checkbox"/>
19. Calls others using a phone, computer, or other electronic device.	2	1	0	<input type="checkbox"/>
20. Tells time using a digital clock or watch.	2	1	0	<input type="checkbox"/>
21. Knows the difference between bills of different values (\$1, \$5, \$10 bills, etc.).	2	1	0	<input type="checkbox"/>
22. Knows the value of a penny (1 cent), nickel (5 cents), dime (10 cents), and quarter (25 cents).	2	1	0	<input type="checkbox"/>
23. Avoids dangerous or risky activities or situations. Examples: Walking in an unsafe area, jumping off high places, picking up a hitchhiker.	2	1	0	<input type="checkbox"/>
24. Finds a date on a calendar when you ask. Examples: Today's date, his/her birthday.	2	1	0	<input type="checkbox"/>
25. Uses money to make small purchases on his/her own. Examples: Candy, stickers.	2	1	0	<input type="checkbox"/>
26. Sets a short-term goal and achieves it. Example: Completes all homework by Thursday night to have the weekend free.	2	1	0	<input type="checkbox"/>
27. Combines coins to make a specific amount. Example: 87 cents.	2	1	0	<input type="checkbox"/>
28. Gets up on time when needed. Examples: Sets alarm, asks a parent to wake him/her up.	2	1	0	<input type="checkbox"/>
29. Finds a phone number. Examples: Uses a contact list, the Internet, a phone book, 411.	2	1	0	<input type="checkbox"/>
30. Uses a clock to keep track of when to do something. Examples: When a TV show starts, when to meet a friend.	2	1	0	<input type="checkbox"/>
31. Acts safely when working and/or having fun. Examples: Wears safety equipment, is careful when operating tools and machinery.	2	1	0	<input type="checkbox"/>
32. Watches or listens to TV or radio or uses the Internet to get current information. Examples: News, weather, traffic.	2	1	0	<input type="checkbox"/>
33. Keeps money, phone, etc. secure when away from home. Examples: When shopping, eating out, traveling.	2	1	0	<input type="checkbox"/>
34. Carries or stores money/debit card/credit cards safely, without losing. Examples: In a wallet, purse, or money belt.	2	1	0	<input type="checkbox"/>
35. Uses technology for at least two kinds of tasks. Examples: Writing school papers or business documents, email for school or work, organizing information, finding information on the Internet.	2	1	0	<input type="checkbox"/>
36. Uses at least two social interaction technologies. Examples: Personal email, texting, social media, Skype™. Telephone calls do not count.	2	1	0	<input type="checkbox"/>
37. Understands the right to vote.	2	1	0	<input type="checkbox"/>
38. Considers quality and price when deciding what to buy.	2	1	0	<input type="checkbox"/>
39. Checks change to make sure it is correct after buying something.	2	1	0	<input type="checkbox"/>
40. Understands the right to start or stop a service. Examples: Phone or Internet service.	2	1	0	<input type="checkbox"/>
41. Understands the right to report a problem with a product, a service, his/her living situation, etc.	2	1	0	<input type="checkbox"/>
42. Sets a goal that can be done in six months or more and achieves it. Examples: Works and saves money to buy something expensive, gets in better physical shape.	2	1	0	<input type="checkbox"/>
43. Has worked to earn money outside the family. Examples: Babysitting or yard work for a neighbor, having a job. <input type="checkbox"/> Score 2 for Yes or 0 for No.	2	0		<input type="checkbox"/>
44. When needed, travels one mile or more to a place where he/she has gone many times. May walk, bike, drive, use public transportation, etc., but must be able to do it on his/her own.	2	1	0	<input type="checkbox"/>
45. Uses a map (city, highway, bus, or GPS/electronic device) to figure out how to get somewhere when needed.	2	1	0	<input type="checkbox"/>

LIVING IN THE COMMUNITY

DAILY LIVING DOMAIN

Response Options: 2 = Usually or Often, 1 = Sometimes, 0 = Never

Check if Est.

46. Understands the right to see records or other information about himself/herself. Examples: School or medical records, credit history.	2	1	0	<input type="checkbox"/>
47. Calls if he/she will be late or absent for school, work, an appointment, etc.	2	1	0	<input type="checkbox"/>
48. At a restaurant, gets seating, chooses what to order, places order, and pays for his/her meal. Must do all of these things on his/her own, including paying.	2	1	0	<input type="checkbox"/>
49. When needed, travels one mile or more to a new place. May walk, bike, drive, use public transportation, etc., but must be able to do it on his/her own.	2	1	0	<input type="checkbox"/>
50. Plans for his/her daily expenses and sticks to the plan. Examples: How much he/she needs for meals, bus fare.	2	1	0	<input type="checkbox"/>
51. Sets a long-range goal that takes two years or more and achieves it. Examples: Makes a sports or academic team, gets into college.	2	1	0	<input type="checkbox"/>
52. Uses a bank account responsibly: Keeps money in the account, keeps tracks of the balance, doesn't overdraw, etc.	2	1	0	<input type="checkbox"/>
53. Buys groceries and household supplies when needed.	2	1	0	<input type="checkbox"/>
54. Has held a job (10 hours or more a week) for at least one month. <input type="checkbox"/> Score 2 for Yes or 0 for No.	2	0		<input type="checkbox"/>
55. Uses a credit or debit card in his/her name responsibly.	2	1	0	<input type="checkbox"/>
56. Plans for his/her monthly expenses and sticks to the plan. Examples: How much he/she needs for rent, utilities.	2	1	0	<input type="checkbox"/>
57. Pays his/her bills on time.	2	1	0	<input type="checkbox"/>
58. Has held the same job (10 hours or more a week) for at least one year. <input type="checkbox"/> Score 2 for Yes or 0 for No.	2	0		<input type="checkbox"/>

Comments or Observations: _____

Calculation of % Est (see Manual)		Raw Score Calculation	
Office Use Only	No. of Est <input type="text"/> A	Highest-Numbered Basal Item <input type="text"/> × 2 = <input type="text"/> C	
	No. of Items Answered <input type="text"/> B	Points Between Basal and Ceiling <input type="text"/> D	
	$(A \div B) \times 100 =$ <input type="text"/> % Est	cmm Raw Score <input type="text"/> C + D	

RELATING TO OTHERS

SOCIAL SKILLS AND RELATIONSHIPS DOMAIN

Response Options: 2 = Usually or Often, 1 = Sometimes, 0 = Never

Check if Est.

0-9	1. Recognizes family members or other people he/she knows well.	2	1	0	<input type="checkbox"/>
	2. Shows at least three different emotions. Examples: Happy, sad, surprised, afraid, upset.	2	1	0	<input type="checkbox"/>
	3. Smiles or makes sounds when someone he/she knows comes up to him/her.	2	1	0	<input type="checkbox"/>
	4. Looks at your face.	2	1	0	<input type="checkbox"/>
	5. Smiles in response to a smile or a friendly voice.	2	1	0	<input type="checkbox"/>
	6. Tries to interact with others. Examples: Smiles or makes noises at someone, reaches for someone.	2	1	0	<input type="checkbox"/>
10+	7. Reaches for you when you hold out your arms to him/her. <input type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
	8. Gives affection to people he/she knows. Examples: Touches, hugs, kisses, cuddles.	2	1	0	<input type="checkbox"/>

Response Options: 2 = Usually or Often, 1 = Sometimes, 0 = Never

Check
if
Est.

9. Looks around from time to time to be sure that someone who he/she knows is nearby. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
10. Acts interested in children his/her age, apart from brothers or sisters. Examples: Watches them, smiles at them.	2	1	0	<input type="checkbox"/>
11. Recognizes himself/herself in a mirror or photo.	2	1	0	<input type="checkbox"/>
12. Smiles when he/she gets praise or compliments. Examples: "Good job," "That's a nice shirt."	2	1	0	<input type="checkbox"/>
13. Imitates (copies) you when you make a happy, sad, or surprised face. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
14. Realizes when others are happy, sad, surprised, afraid, upset, etc.	2	1	0	<input type="checkbox"/>
15. Imitates (copies) an activity while someone else is doing it. Examples: Pretending to shave, put on makeup, vacuum, hammer nails. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
16. Makes good eye contact when he/she interacts with people.	2	1	0	<input type="checkbox"/>
17. Uses actions or words to show others that he/she feels happy for them, sad for them, or concerned about them. Examples: Hugs, holds hands, asks "Are you OK?"	2	1	0	<input type="checkbox"/>
18. Says how family members are related to him/her. Examples: "That's my mom," "He's my brother."	2	1	0	<input type="checkbox"/>
19. Uses words to express his/her emotions. Examples: "I'm happy," "I'm scared," "I don't like him."	2	1	0	<input type="checkbox"/>
20. Talks with the right loudness, speed, and level of excitement for the conversation.	2	1	0	<input type="checkbox"/>
21. Answers politely when adults who he/she knows make small talk. Examples: If asked "How are you?" says "I'm fine"; if told "You look nice," says "Thank you."	2	1	0	<input type="checkbox"/>
22. Imitates (copies) an activity several hours after watching someone else do it. Examples: Pretending to shave, put on makeup, vacuum, hammer nails. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
23. Has a best friend or a few good friends. <input checked="" type="checkbox"/> Score 2 for Yes or 0 for No.	2	0		<input type="checkbox"/>
24. Tries to make friends with others his/her age. Examples: Asks for a play date, asks to go somewhere with another child.	2	1	0	<input type="checkbox"/>
25. Does things to try to please others. Examples: Makes someone a card or gift, helps without being asked.	2	1	0	<input type="checkbox"/>
26. Keeps a proper distance from others in social situations. Example: Does not get too close to another person when talking.	2	1	0	<input type="checkbox"/>
27. Is a good friend: Treats his/her friends fairly and with respect, is supportive, etc.	2	1	0	<input type="checkbox"/>
28. Knows that others might not like and dislike the same things that he/she does. Examples: Kinds of food, movies.	2	1	0	<input type="checkbox"/>
29. Talks with others about shared interests. Examples: Sports, TV shows, summer plans.	2	1	0	<input type="checkbox"/>
30. Keeps his/her friends over time. Example: Has had the same good friend for over a year.	2	1	0	<input type="checkbox"/>
31. Starts small talk when he/she meets people he/she knows. Examples: "How are you?" or "What's up?"	2	1	0	<input type="checkbox"/>
32. Congratulates others when good things happen for them.	2	1	0	<input type="checkbox"/>
33. Gives cards or gifts to family members on special days. Examples: Birthdays, Mother's Day, Father's Day, Valentine's Day, religious holidays.	2	1	0	<input type="checkbox"/>
34. Talks with others without interrupting or being rude.	2	1	0	<input type="checkbox"/>
35. Tells others what he/she is thinking and feeling instead of assuming that they know. Examples: "That hurt my feelings" or "This is really important to me."	2	1	0	<input type="checkbox"/>
36. Chooses friends with good qualities: Friends who treat him/her with respect, are supportive, stay out of trouble, etc.	2	1	0	<input type="checkbox"/>

RELATING TO OTHERS

SOCIAL SKILLS AND RELATIONSHIPS DOMAIN

Response Options: 2 = Usually or Often, 1 = Sometimes, 0 = Never Check if Est.

37. Moves easily from one topic to another in conversation when needed. Does not "get stuck" on one topic.	2	1	0	<input type="checkbox"/>
38. Stays on topic in conversations when needed. Does not go off track.	2	1	0	<input type="checkbox"/>
39. Talks with others about things that they are interested in, even if he/she is not.	2	1	0	<input type="checkbox"/>
40. Starts conversations with others by talking about things that they are interested in.	2	1	0	<input type="checkbox"/>
41. Realizes when someone needs something explained in order to follow what he/she is saying.	2	1	0	<input type="checkbox"/>
42. Does things that his/her friends want to do, even when he/she would rather do something else. <input checked="" type="checkbox"/> If you do not know, guess a score. Also check the Estimated box.	2	1	0	<input type="checkbox"/>
43. Picks up hints in conversation. Examples: Knows that someone who yawns may be bored, that people may change the subject because they do not want to talk about something, that looking at the time may mean that the person needs to end the conversation.	2	1	0	<input type="checkbox"/>

Comments or Observations: _____

Office Use Only	Calculation of % Est (see Manual)		Raw Score Calculation	
	No. of Est	A	Highest-Numbered Basal Item	C
	No. of Items Answered	B	Points Between Basal and Ceiling	D
	$(A \div B) \times 100 =$		ipr Raw Score	
	%	% Est	C + D	

PLAYING AND USING LEISURE TIME

SOCIAL SKILLS AND RELATIONSHIPS DOMAIN

Response Options: 2 = Usually or Often, 1 = Sometimes, 0 = Never Check if Est.

0+	1. Shows interest in the things around him/her. Examples: Looks or moves around, touches objects or people.	2	1	0	<input type="checkbox"/>
	2. Responds when you act playful. Examples: Smiles, laughs, claps his/her hands.	2	1	0	<input type="checkbox"/>
	3. Plays baby games like peek-a-boo and patty-cake. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
	4. Plays near another child, each one doing different things. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
	5. Plays with one or more children for at least 5 minutes with someone older supervising. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
	6. Copies a child playing nearby, even though they are not playing together. Example: Sees another child stacking blocks and then begins to stack blocks. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
	7. Plays with one or more children for at least 30 minutes with someone older supervising. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
	8. Would rather play with other children than watch them or play alone.	2	1	0	<input type="checkbox"/>
	9. Shares his/her toys or other things when he/she is told to.	2	1	0	<input type="checkbox"/>
	10. Uses things around the house to play make-believe. Examples: Pretends a block is a car or a big box is a house. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
	11. Moves away from children who try to hurt others or destroy things. Examples: Children who are biting, hitting, throwing things, smashing things.	2	1	0	<input type="checkbox"/>

Response Options: 2 = Usually or Often, 1 = Sometimes, 0 = Never

Check
if
Est.

12. Joins in with a group when they let him/her know <i>with words</i> that he/she is welcome. Examples: "We have room," "Come hang out with us."	2	1	0	<input type="checkbox"/>
13. Plays simple make-believe games with other children. Examples: Playing "dress-up," pretending to be superheroes. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
14. Plays with others at simple outdoor group games with no score. Examples: Tag, jump rope, catch. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
15. Takes turns when asked while playing games or sports.	2	1	0	<input type="checkbox"/>
16. Plays make-believe where different children play different roles. Examples: Playing "school" or "restaurant," acting out a TV show or movie. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
17. Asks others to play or spend time together.	2	1	0	<input type="checkbox"/>
18. Plays with other children without needing someone older to supervise.	2	1	0	<input type="checkbox"/>
19. Shares his/her toys or other things without having to be told to.	2	1	0	<input type="checkbox"/>
20. Joins in with a group when they let him/her know <i>without words</i> that he/she is welcome. Examples: When others signal "come join us" with their hands or point out an empty place.	2	1	0	<input type="checkbox"/>
21. Takes turns without having to be asked while playing games or sports.	2	1	0	<input type="checkbox"/>
22. Asks if it is OK before taking something from someone. Does not just grab it.	2	1	0	<input type="checkbox"/>
23. Stays out of a group when they let him/her know <i>with words</i> that he/she is not welcome. Examples: "We're almost done," "Big kids only."	2	1	0	<input type="checkbox"/>
24. Plays with others at simple card or board games based only on luck. Examples: Candyland®, the card game "war." <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
25. Shows good sportsmanship in games or sports: Plays fair, is not too aggressive, congratulates winning players, is not mean when he/she loses, etc.	2	1	0	<input type="checkbox"/>
26. Plays with others at simple indoor or outdoor games where the players keep score. Examples: Tic-tac-toe, kickball, card games. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
27. Gets together with two or more others his/her age at someone's home.	2	1	0	<input type="checkbox"/>
28. Follows rules in games or sports without being told to.	2	1	0	<input type="checkbox"/>
29. Stays out of a group when they let him/her know <i>without words</i> that he/she is not welcome. Example: Ignoring him/her.	2	1	0	<input type="checkbox"/>
30. Goes places with others his/her age during the day or evening with someone supervising. Examples: Shopping, a movie, a sports event. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown needing to be supervised.	2	1	0	<input type="checkbox"/>
31. Plays with others at board, card, or electronic games that need decisions and skill. Examples: Monopoly™, poker, Scrabble®, two-person video games.	2	1	0	<input type="checkbox"/>
32. Plans ahead on his/her own to do things with others his/her age. Examples: Plans to go to dinner with a friend on Thursday, plans to go to the movies with a group on the weekend.	2	1	0	<input type="checkbox"/>
33. Plans fun activities with more than two things to be arranged. Examples: Birthday party, group outing.	2	1	0	<input type="checkbox"/>

PLAYING AND USING LEISURE TIME

SOCIAL SKILLS AND RELATIONSHIPS DOMAIN

Response Options: 2 = Usually or Often, 1 = Sometimes, 0 = Never

Check if Est.

- 34. Gets schedule information for movies, sports events, concerts, etc. Examples: Looks at a newspaper or on the Internet, phones a movie theater. 2 1 0
- 35. Goes places with others his/her age during the day without someone supervising. Examples: A shopping mall, park, community center. 2 1 0
- 36. Goes places with others his/her age at night without someone supervising. Examples: A concert, lecture, sports event, movie. 2 1 0

Comments or Observations: _____

Calculation of % Est (see Manual)		Raw Score Calculation	
Office Use Only	No. of Est <input type="text"/> A	Highest-Numbered Basal Item <input type="text"/> × 2 = <input type="text"/> C	
	No. of Items Answered <input type="text"/> B	Points Between Basal and Ceiling <input type="text"/> D	
	$(A \div B) \times 100 =$ <input type="text"/> % Est	pl Raw Score <input type="text"/> C + D	

ADAPTING

SOCIAL SKILLS AND RELATIONSHIPS DOMAIN

Response Options: 2 = Usually or Often, 1 = Sometimes, 0 = Never

Check if Est.

- 0+ 1. Seeks comfort from a loved one when he/she is hurt or upset. Example: Looks to a parent for comfort when falling down or bumping his/her head. 2 1 0
- 2. Looks or moves toward you when a stranger approaches. 2 1 0
 Score 2 if he/she did this when younger, but has now outgrown it.
- 3. Lets you leave him/her with another person without getting too upset. 2 1 0
- 4. Changes easily from one activity to another. Example: Changes from playtime to bath time without getting upset. 2 1 0
- 5. Remembers to say *thank you* when he/she is given something. 2 1 0
- 6. Asks for help when he/she can't figure out how to do something. 2 1 0
- 7. Handles changes in his/her regular routine without getting too upset. 2 1 0
- 8. Remembers to say *please* when he/she asks for something. 2 1 0
- 9. Acts differently with someone new than with a friend or family member. Example: When meeting someone new, does not hug, touch, or joke around like people often do with a good friend. 2 1 0
- 10. Gets over it within a minute or two when something does not go his/her way. Examples: Losing a game, not getting something that he/she wants. 2 1 0
- 11. Apologizes when he/she makes a small, accidental mistake. Examples: Burping, bumping into someone. 2 1 0
- 12. Uses words or gestures when he/she is upset instead of screaming, hitting, throwing something, etc. 2 1 0
- 13. Is polite when he/she meets new people. Examples: Smiles, shakes hands, says "Happy to meet you." 2 1 0
- 14. Apologizes after hurting someone's feelings, and means it. 2 1 0
- 15. Understands that sometimes people hurt others without meaning to. Examples: An accident that causes someone to get hurt, a person saying something that hurts feelings without meaning to. 2 1 0
- 16. Accepts helpful suggestions from others. 2 1 0
- 17. Controls his/her anger or hurt feelings when plans change for reasons that cannot be helped. Examples: Does not cry or get mad when an event is cancelled due to bad weather or a trip is postponed due to car trouble. 2 1 0
- 18. Is willing to compromise to get along with others his/her age. 2 1 0

Response Options: 2 = Usually or Often, 1 = Sometimes, 0 = Never

Check if Est.

19. Copies the behavior of others when in a new situation and not sure how to act.	2	1	0	<input type="checkbox"/>
20. Follows time limits given by a parent, grandparent, etc. Examples: How long he/she is allowed to watch TV, play a game, use the Internet, play outside. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
21. Adjusts his/her behavior to keep from disturbing others nearby. Example: Is quiet near others who are working, listening to a show, etc.	2	1	0	<input type="checkbox"/>
22. Controls his/her anger or hurt feelings when someone tells him/her how he/she could do something better. Examples: Does not cry or get mad when someone suggests how to do some work better or how to get along better with someone.	2	1	0	<input type="checkbox"/>
23. Controls his/her anger or hurt feelings when he/she does not get his/her way. Example: Does not cry or get mad when not allowed to do something that he/she wants to.	2	1	0	<input type="checkbox"/>
24. Keeps his/her promises.	2	1	0	<input type="checkbox"/>
25. Comes home when you tell him/her to be home, during the day or at night. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
26. Thinks through the consequences of his/her actions before doing things.	2	1	0	<input type="checkbox"/>
27. Respects other people's time. Examples: Not keeping others waiting, not interrupting others who are busy.	2	1	0	<input type="checkbox"/>
28. Is cautious when someone who he/she doesn't know well tries to get him/her to do something risky. May be in person or through the Internet. <input checked="" type="checkbox"/> If you do not know, guess a score. Also check the Estimated box.	2	1	0	<input type="checkbox"/>
29. Keeps others from controlling or taking advantage of him/her.	2	1	0	<input type="checkbox"/>
30. When possible, stays away from or leaves a relationship or situation where he/she or someone else might get hurt. Examples: Being bullied, being talked into breaking the law, being cheated out of money. <input checked="" type="checkbox"/> If you do not know, guess a score. Also check the Estimated box.	2	1	0	<input type="checkbox"/>
31. Understands that a friendly acting person may actually want to take advantage of him/her.	2	1	0	<input type="checkbox"/>
32. Understands that some things conveyed in advertising might not be true.	2	1	0	<input type="checkbox"/>
33. Lets you know about his/her plans when he/she goes out. Example: Tells you or leaves you a message about where he/she is going and when he/she will be home. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>

Comments or Observations: _____

	Calculation of % Est (see Manual)	Raw Score Calculation
Office Use Only	No. of Est <input type="text"/> A	Highest-Numbered Basal Item <input type="text"/> × 2 = <input type="text"/> C
	No. of Items Answered <input type="text"/> B	Points Between Basal and Ceiling <input type="text"/> D
	(A ÷ B) × 100 = <input type="text"/> % Est	cop Raw Score <input type="text"/> C + D

Response Options: 2 = Usually or Often, 1 = Sometimes, 0 = Never Check if Est.

0-1	1. Sits for at least 1 minute with his/her back supported. Examples: In a chair, propped up by pillows.	2	1	0	<input type="checkbox"/>
	2. Sits for at least 1 minute without anything supporting his/her back.	2	1	0	<input type="checkbox"/>
	3. Rolls over from his/her back to his/her stomach.	2	1	0	<input type="checkbox"/>
	4. Moves, scoots, or crawls across the floor. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
	5. Stands holding on to something for at least 5 seconds. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but now stands without holding on to anything.	2	1	0	<input type="checkbox"/>
	6. Sits for at least 10 minutes without anything supporting his/her back.	2	1	0	<input type="checkbox"/>
	7. Pulls himself/herself up to standing.	2	1	0	<input type="checkbox"/>
2-3	8. Stands holding on to something with one hand and reaches for an object with his/her other hand without falling. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but now stands without holding on to anything.	2	1	0	<input type="checkbox"/>
	9. Takes steps while holding on to furniture or something else. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
	10. Takes at least two steps without holding on to anything.	2	1	0	<input type="checkbox"/>
	11. Crawls up stairs. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
	12. Stands without holding on to anything for at least 1 minute.	2	1	0	<input type="checkbox"/>
	13. Stands without holding on to anything and reaches for an object without falling.	2	1	0	<input type="checkbox"/>
	14. Safely gets on and off low objects. Examples: Child-sized chair, step stool, low bench. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
4-5	15. Walks to get around.	2	1	0	<input type="checkbox"/>
	16. Squats or bends down to pick up something without falling.	2	1	0	<input type="checkbox"/>
	17. Goes down stairs by crawling backwards or scooting on bottom. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
	18. Safely gets on and off an adult-sized chair.	2	1	0	<input type="checkbox"/>
	19. Throws a ball with one hand. Accuracy is not important.	2	1	0	<input type="checkbox"/>
	20. Runs without falling. May be awkward and uncoordinated.	2	1	0	<input type="checkbox"/>
	21. Kicks a ball while standing. Accuracy is not important.	2	1	0	<input type="checkbox"/>
	22. Walks up stairs, putting both feet on each step. May use railing. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
	23. Walks down stairs, facing forward, putting both feet on each step. May use railing. <input checked="" type="checkbox"/> Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
	24. Runs smoothly without falling.	2	1	0	<input type="checkbox"/>
	25. Jumps off the ground with both feet without falling.	2	1	0	<input type="checkbox"/>
6-9	26. Safely climbs up and down high objects. Examples: Jungle gym, ladder, tree.	2	1	0	<input type="checkbox"/>
	27. Walks up stairs, one foot on each step. May use railing.	2	1	0	<input type="checkbox"/>
	28. Walks two or more blocks without needing rest or help.	2	1	0	<input type="checkbox"/>
	29. Climbs a set of eight or more stairs at a normal pace. May use railing.	2	1	0	<input type="checkbox"/>

USING LARGE MUSCLES

PHYSICAL ACTIVITY DOMAIN

Response Options: 2 = Usually or Often, 1 = Sometimes, 0 = Never

Check if Est.

30. Runs smoothly, changing his/her speed and direction. Examples: Playing tag or sports, chasing a pet.	2	1	0	<input type="checkbox"/>
31. Catches a beach ball-sized ball from 2 or 3 feet away. May catch with two hands or one.	2	1	0	<input type="checkbox"/>
32. Walks carefully on a sidewalk or road that is slippery or uneven.	2	1	0	<input type="checkbox"/>
33. Walks down stairs, one foot on each step. May use railing.	2	1	0	<input type="checkbox"/>
34. Jumps forward at least three times with both feet without falling.	2	1	0	<input type="checkbox"/>
35. Hops on one foot at least once without falling. May hold on to something for balance.	2	1	0	<input type="checkbox"/>
36. Pedals a tricycle or other vehicle with three wheels for at least 6 feet. Scoring Tip: Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
37. Pedals a tricycle or other vehicle with three wheels around corners. Scoring Tip: Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
38. Catches a beach ball-sized ball from at least 6 feet away. May catch with two hands or one.	2	1	0	<input type="checkbox"/>
39. Hops forward on one foot with ease without holding on.	2	1	0	<input type="checkbox"/>
40. Rides a balance bike or bicycle with training wheels for at least 10 feet. Scoring Tip: Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
41. Catches a tennis- or baseball-sized ball from 2 or 3 feet away. May catch with two hands or one, but must catch away from the body instead of trapping the ball against the body.	2	1	0	<input type="checkbox"/>
42. Catches a tennis- or baseball-sized ball from at least 10 feet away, moving to catch it if needed. May catch with two hands or one.	2	1	0	<input type="checkbox"/>
43. Rides a regular bicycle without training wheels without falling.	2	1	0	<input type="checkbox"/>

Comments or Observations: _____

	Calculation of % Est (see Manual)	Raw Score Calculation
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	No. of Items Answered <input type="text"/> B	Points Between Basal and Ceiling <input type="text"/> D
	$(A \div B) \times 100 =$ <input type="text"/> % Est	gmo Raw Score <input type="text"/> C + D

USING SMALL MUSCLES

PHYSICAL ACTIVITY DOMAIN

Response Options: 2 = Usually or Often, 1 = Sometimes, 0 = Never

Check if Est.

0-3	1. Reaches for a toy or object.	2	1	0	<input type="checkbox"/>
	2. Picks things up. May use one hand or both. Examples: Toy, ball.	2	1	0	<input type="checkbox"/>
	3. Moves an object from one hand to the other.	2	1	0	<input type="checkbox"/>
	4. Picks up small objects with his/her thumb and fingers. Examples: Raisins, beads, small blocks.	2	1	0	<input type="checkbox"/>
4-6	5. Takes an object out of a box or other container.	2	1	0	<input type="checkbox"/>
	6. Picks up something small with one hand and gives it to someone without dropping it.	2	1	0	<input type="checkbox"/>
	7. Puts an object into a box or other container.	2	1	0	<input type="checkbox"/>
	8. Opens doors that only need to be pushed or pulled. Examples: Cabinet, sliding, or swinging doors.	2	1	0	<input type="checkbox"/>

Response Options: 2 = Usually or Often, 1 = Sometimes, 0 = Never Check if Est.

9. Marks on paper with a crayon, pen, or pencil.	2	1	0	<input type="checkbox"/>
10. Stacks at least four small blocks or other small objects. The stack must stay up. ☑ Score 2 if he/she did this when younger, but has now outgrown it.	2	1	0	<input type="checkbox"/>
11. Opens doors by turning a doorknob or handle.	2	1	0	<input type="checkbox"/>
12. Unwraps small objects. Examples: A piece of candy or gum.	2	1	0	<input type="checkbox"/>
13. Turns book or magazine pages one at a time. Books with cardboard pages do not count.	2	1	0	<input type="checkbox"/>
14. Holds something in one hand and twists with the other hand. Examples: Winding up a toy or music box, screwing the lid on or off a jar.	2	1	0	<input type="checkbox"/>
7-9 → 15. Holds a crayon, pen, or pencil properly for writing or drawing. Does not hold with his/her fist.	2	1	0	<input type="checkbox"/>
16. Opens and closes scissors with one hand. Does not have to cut with them.	2	1	0	<input type="checkbox"/>
17. Presses buttons accurately on a small keyboard or touch screen. Examples: Calculator, cell phone, electronic tablet.	2	1	0	<input type="checkbox"/>
18. Draws a circle by hand while looking at an example.	2	1	0	<input type="checkbox"/>
19. Colors simple shapes or animals. Must color more inside the lines than outside. ☑ Score 2 if he/she did this when younger, but has now outgrown coloring.	2	1	0	<input type="checkbox"/>
20. Draws more than one form that you can recognize. Examples: Person, house, tree.	2	1	0	<input type="checkbox"/>
21. Uses scissors to cut along a straight line across a regular sheet of paper.	2	1	0	<input type="checkbox"/>
22. Draws a square by hand while looking at an example.	2	1	0	<input type="checkbox"/>
23. Pours liquid from one container to another with little or no spilling. Example: Pouring milk or juice into a glass.	2	1	0	<input type="checkbox"/>
24. Uses an eraser without tearing the paper.	2	1	0	<input type="checkbox"/>
25. Draws a triangle by hand while looking at an example.	2	1	0	<input type="checkbox"/>
26. Cuts out simple shapes. Examples: Circles, squares, rectangles.	2	1	0	<input type="checkbox"/>
27. Colors simple pictures with all coloring inside the lines. ☑ Score 2 if he/she did this when younger, but has now outgrown coloring.	2	1	0	<input type="checkbox"/>
28. Colors a full-page drawing or scene using two or more colors. All coloring must be inside the lines. ☑ Score 2 if he/she did this when younger, but has now outgrown coloring.	2	1	0	<input type="checkbox"/>
29. Draws a straight line using a ruler.	2	1	0	<input type="checkbox"/>
30. Makes complex creations using building toys, assembly sets, arts and crafts materials, etc.	2	1	0	<input type="checkbox"/>
31. Ties a knot.	2	1	0	<input type="checkbox"/>
32. Cuts out complex shapes. Examples: Stars, animals, alphabet letters.	2	1	0	<input type="checkbox"/>
33. Ties a secure bow. Examples: Shoe laces, gift wrapping.	2	1	0	<input type="checkbox"/>
34. Works with very small objects. Examples: Setting hands on a watch, threading a sewing needle, gluing tiny model parts.	2	1	0	<input type="checkbox"/>

Comments or Observations:

	Calculation of % Est (see Manual)	Raw Score Calculation
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	No. of Items Answered <input type="text"/> B	Points Between Basal and Ceiling <input type="text"/> D
	$(A \div B) \times 100 =$ <input type="text"/> % Est	fmo Raw Score <input type="text"/> C + D

The final section asks about problem behaviors that the person may or may not show. The score choices for each item are slightly different:

2 = Often, 1 = Sometimes, 0 = Never

In the sections you have completed so far, a higher score means more *adaptive* behavior. In this section a higher score means more *problem* behavior. Also, in this section you must circle a score for every item.

PROBLEM BEHAVIORS

Section A

Response Options: 2 = Often, 1 = Sometimes, 0 = Never

Check if Est.

0+ →	1. Is overly needy or dependent. Examples: Insists on help even when he/she does not need it, clings to parent or teacher.	2	1	0	<input type="checkbox"/>
	2. Has eating problems. Examples: Overeats, refuses to eat, will only eat one or two things, hoards food.	2	1	0	<input type="checkbox"/>
	3. Has sleep problems. Examples: Walks in his/her sleep, has a lot of nightmares, sleeps way more or less than others his/her age.	2	1	0	<input type="checkbox"/>
	4. Refuses to go to school or work, or has to come home, because of worrying, sadness, nervousness, etc.	2	1	0	<input type="checkbox"/>
	5. Is extremely anxious or nervous.	2	1	0	<input type="checkbox"/>
	6. Cries or is sad for no clear reason.	2	1	0	<input type="checkbox"/>
	7. Avoids interacting with others (withdraws, prefers to be alone, etc.).	2	1	0	<input type="checkbox"/>
	8. Lacks interest in doing things that he/she enjoys or used to enjoy.	2	1	0	<input type="checkbox"/>
	9. Is extremely fearful of one or more common objects or situations. Examples: Heights, snakes, elevators.	2	1	0	<input type="checkbox"/>
	10. Worries for no clear reason.	2	1	0	<input type="checkbox"/>
	11. Is very irritable or moody.	2	1	0	<input type="checkbox"/>
	12. Feels helpless or hopeless. Example: Says that things are bad and will never get better.	2	1	0	<input type="checkbox"/>
	13. Complains of feeling sick, exhausted, or in pain, even though there is no medical reason.	2	1	0	<input type="checkbox"/>

Office Use Only

Section A Sum

Section B

Response Options: 2 = Often, 1 = Sometimes, 0 = Never

Check if Est.

0+ →	1. Has temper tantrums: Screams, cries, kicks, etc.	2	1	0	<input type="checkbox"/>
	2. Disobeys those in authority.	2	1	0	<input type="checkbox"/>
	3. Bullies others physically or with words.	2	1	0	<input type="checkbox"/>
	4. Lies, cheats, or steals.	2	1	0	<input type="checkbox"/>
	5. Is physically aggressive. Examples: Hits, kicks, bites.	2	1	0	<input type="checkbox"/>
	6. Is stubborn or argues.	2	1	0	<input type="checkbox"/>
	7. Is verbally abusive: Hurts others on purpose with insults, put-downs, etc.	2	1	0	<input type="checkbox"/>
	8. Breaks rules or laws because of peer pressure.	2	1	0	<input type="checkbox"/>
	9. Is much more active or restless than others his/her age. Examples: Moves all the time, cannot sit still, fidgets.	2	1	0	<input type="checkbox"/>
	10. Takes or uses school or work property when not allowed. Examples: Books, office supplies.	2	1	0	<input type="checkbox"/>
	11. Destroys his/her own or someone else's possessions on purpose.	2	1	0	<input type="checkbox"/>

Office Use Only

Section B Sum

Section C

Response Options: 2 = Often, 1 = Sometimes, 0 = Never

Check if Est.

0+	1. Gets fixated on objects or parts of objects. Examples: Stares at spinning wheels or fan blades, lines up objects, flips light switches over and over.	2	1	0	<input type="checkbox"/>
	2. Talks about hearing voices that others do not hear, or seeing things that others do not see.	2	1	0	<input type="checkbox"/>
	3. Harms himself/herself. Examples: Bangs his/her head, hits or bites self, cuts self, tears at skin, pulls out his/her hair.	2	1	0	<input type="checkbox"/>
	4. Uses strange or repetitive speech. Examples: Has conversations with himself/herself in public, says things that make no sense, repeats the same thing over and over.	2	1	0	<input type="checkbox"/>
	5. Loses awareness of what is happening around him/her. Examples: Seems to be "in a fog," "zones out."	2	1	0	<input type="checkbox"/>
	6. Repeats physical movements over and over. Examples: Rocks back and forth, spins, flaps hands.	2	1	0	<input type="checkbox"/>
	7. Has toileting accidents: Wets or soils self when not in diapers.	2	1	0	<input type="checkbox"/>
	8. Eats non-food items such as dirt, paste, or soap.	2	1	0	<input type="checkbox"/>
	9. Engages in compulsive behavior. Examples: Repeated hand washing, repeatedly checking and rechecking something, other compulsive rituals.	2	1	0	<input type="checkbox"/>
	10. Shows far more interest in weapons or extreme violence than others his/her age.	2	1	0	<input type="checkbox"/>
	11. Harms animals. Examples: Tortures or kills pets or wild animals.	2	1	0	<input type="checkbox"/>
	12. Has beliefs that are not true. Examples: Believes he/she has a "true" identity or "special" powers, believes that others secretly want to cause harm.	2	1	0	<input type="checkbox"/>
	13. Gets so fixated on a particular topic that it annoys others. Examples: Trains, reptiles, maps, subway systems.	2	1	0	<input type="checkbox"/>
	14. Talks about killing himself/herself or has tried to kill self.	2	1	0	<input type="checkbox"/>
	15. Has no response to pain. Examples: Does not cry or seek help when cut, bruised, or badly hurt.	2	1	0	<input type="checkbox"/>
	16. Wanders, darts away, or takes off from home, school, or someone watching him/her without regard for safety.	2	1	0	<input type="checkbox"/>
	17. Threatens to hurt or kill someone.	2	1	0	<input type="checkbox"/>
	18. Is tricked by others into doing something that could seriously harm him or her, or someone else.	2	1	0	<input type="checkbox"/>
	19. Gets fixated on a person in a way that is annoying or intrusive to that person.	2	1	0	<input type="checkbox"/>
	20. Engages in unwanted sexual behavior. Examples: Unwanted comments, unwanted physical contact, exposing himself/herself, masturbating in public, having sex at school or work.	2	1	0	<input type="checkbox"/>

GENERAL COMMENTS

Use this space for any general comments you want to make about the person, or about this form.

31326-2/3/7/