

wppsi-III

WECHSLER PRESCHOOL AND PRIMARY SCALE
OF INTELLIGENCE — THIRD EDITION

Record Form

Ages 4:0–7:3

Child _____

Sex _____ Grade _____ Handedness _____

School _____

Parent/Guardian _____

Place of Testing _____

Examiner _____

Calculation of Child's Age

	Year	Month	Day
Date of Testing			
Date of Birth			
Age at Testing			

Total Raw Score to Scaled Score Conversions

Subtest	Raw Score	Scaled Scores			
Block Design					
Information					
Matrix Reasoning					
Vocabulary					
Picture Concepts					
(Symbol Search)				()	
Word Reasoning					
Coding					
(Comprehension)		()			
(Picture Comp.)			()		
(Similarities)		()		()	
(Receptive Voc.)					
(Object Assembly)			()	()	
(Picture Naming)					

Sums of Scaled Scores

Ver	Perf.	Pr. Spd.	Full Scale	GL optional

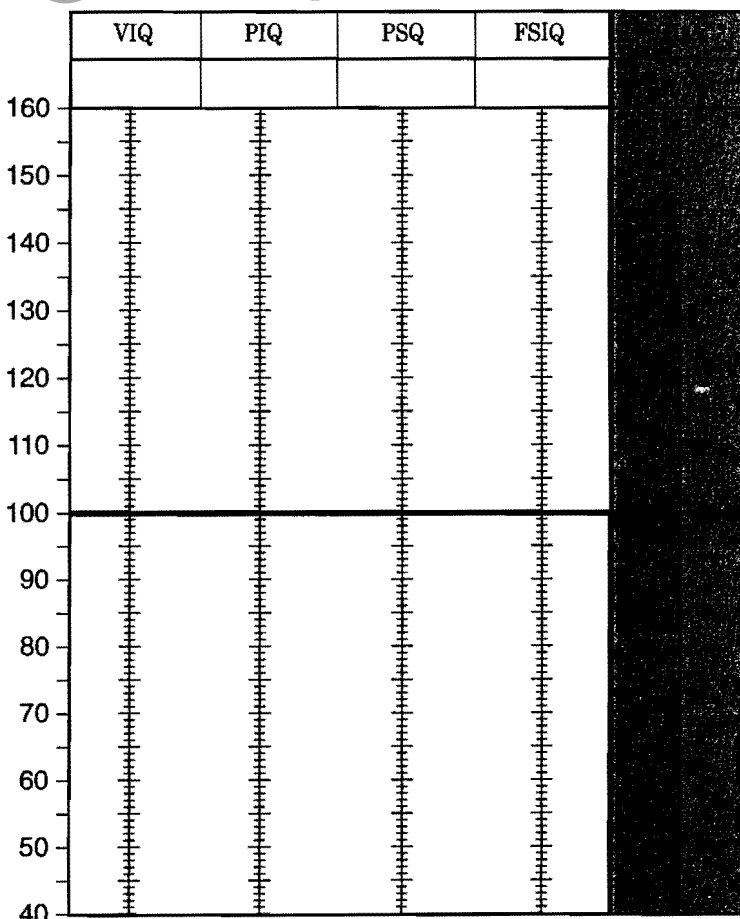
Sum of Scaled Scores to Composite Score Conversions

Scale	Sum of Scaled Scores	Composite Score	Percentile Rank	% Confidence Interval
Verbal		VIQ		
Performance		PIQ		
Pr. Spd.		PSQ		
Full		FSIQ		
GL				

Subtest Scaled Score Profile

	Verbal					Performance					Pr. Spd.		GL	
	IN	VC	WR	CO	SI	BD	MR	PCn	PCm	OA	SS	CD	RV	PN
19	•	•	•	•	•	•	•	•	•	•	•	•	•	•
18	•	•	•	•	•	•	•	•	•	•	•	•	•	•
17	•	•	•	•	•	•	•	•	•	•	•	•	•	•
16	•	•	•	•	•	•	•	•	•	•	•	•	•	•
15	•	•	•	•	•	•	•	•	•	•	•	•	•	•
14	•	•	•	•	•	•	•	•	•	•	•	•	•	•
13	•	•	•	•	•	•	•	•	•	•	•	•	•	•
12	•	•	•	•	•	•	•	•	•	•	•	•	•	•
11	•	•	•	•	•	•	•	•	•	•	•	•	•	•
10	•	•	•	•	•	•	•	•	•	•	•	•	•	•
9	•	•	•	•	•	•	•	•	•	•	•	•	•	•
8	•	•	•	•	•	•	•	•	•	•	•	•	•	•
7	•	•	•	•	•	•	•	•	•	•	•	•	•	•
6	•	•	•	•	•	•	•	•	•	•	•	•	•	•
5	•	•	•	•	•	•	•	•	•	•	•	•	•	•
4	•	•	•	•	•	•	•	•	•	•	•	•	•	•
3	•	•	•	•	•	•	•	•	•	•	•	•	•	•
2	•	•	•	•	•	•	•	•	•	•	•	•	•	•
1	•	•	•	•	•	•	•	•	•	•	•	•	•	•

Composite Score Profile



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5 6 7 8 9 10 11 12 B C D E

Discrepancy Analysis Page

Composite/Subtest		Score 1	Score 2	Difference	Critical Value	Significant Difference (Y) or (N)	Base Rate in Standardization Sample
Composite Level	Verbal IQ - Performance IQ	VIQ	PIQ				
	Verbal IQ - Processing Speed	VIQ	PSQ				
	Performance IQ - Processing Speed	PIQ	PSQ				
Subtest Level	IN vs. RV	IN	RV				
	OA vs. BD	OA	BD				
	CD vs. SS	CD	SS				
	RV vs. PN	RV	PN				
	SI vs. PCn	SI	PCn				

Basis for Comparison

Comparison Group

Overall Sample

By Ability Level

Statistical Sig. Level

.15

.05

For discrepancy comparisons, refer to Tables B.1, B.2, B.3, and B.4.

Subtest	Subtest Scaled Score	Mean Scaled Score	Difference from Mean	Critical Value	Strength or Weakness (S) or (W)	Base Rate in Standardization Sample
Block Design						
Information						
Matrix Reasoning						
Vocabulary						
Picture Concepts						
Word Reasoning						
Coding						

Basis for Comparison

Comparison Group

Overall Mean

Verbal and Performance Means

Statistical Sig. Level

.15

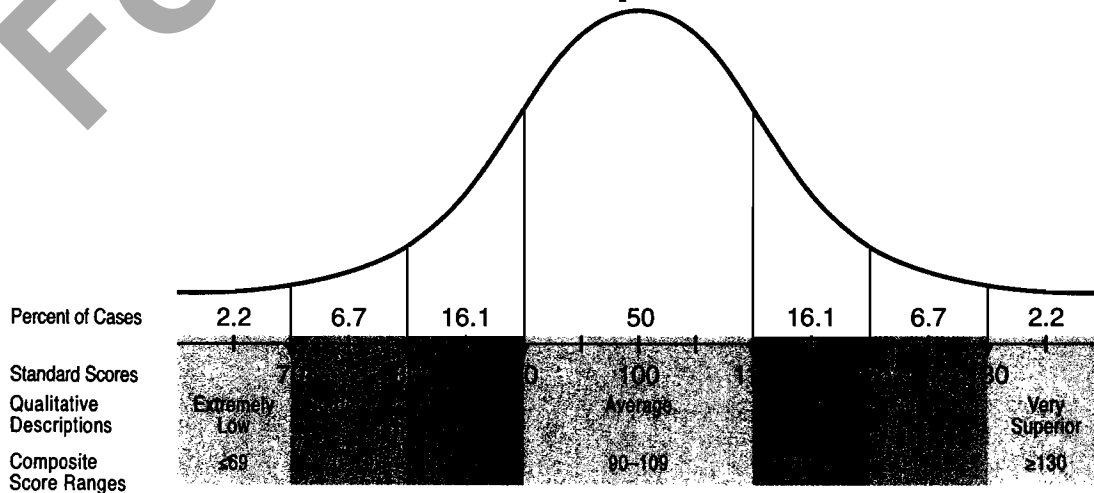
.05

To determine strengths and weaknesses, see Table B.5.


	All Subtests	3 Verbal	3 Performance
Sum of Scaled Scores			
No. of Subtests		÷3	÷3
Mean Score			















































*The seven subtests include three Verbal, three Performance, and one Processing Speed.

Percent of cases under portions of the normal curve



1. Block Design Time Limit: See Item

Start  Discontinue  Score Items 1-5 (0-1) Item 6-10 (0-2)

Part A	Design	Blocks Needed	Presentation Method	Time Limit	Completion Time	Correct Design	Incorrect Design		Score		
						Y N	Trial 1	Trial 2	Trial 2	Trial 1	
1.	Child Examiner 	4 Red	Model	30"		Y N			0	1 2	
2.		6 Red	Model	30"		Y N			0	1 2	
3.		6 Red	Model	30"		Y N			0	1 2	
4.		4 Red	Model	30"		Y N			0	1 2	
5.		2 Red, 2 White	Model	30"		Y N			0	1 2	
6.		4 Red, 2 White	Model	30"		Y N			0	1 2	
7.		2 Red, 2 White	Model	30"		Y N			0	2	
8.		6 Red	Model	60"		Y N			0	2	
9.		4 Red, 4 White	Model	60"		Y N			0	2	
10.		4 Red, 4 White	Model	60"		Y N			0	2	
Part B	Sample A	If the child does not complete Sample A, administer Sample B.			Sample B						
	11.		4 two-color	Model	60"		Y N		0	2	
	12.		4 two-color	Model	60"		Y N		0	2	
	13.		4 two-color	Model and Picture	60"		Y N		0	2	
	14.		4 two-color	Picture	90"		Y N		0	2	
	15.		4 two-color	Picture	90"		Y N		0	2	
	16.		4 two-color	Picture	90"		Y N		0	2	
	17.		4 two-color	Picture	90"		Y N		0	2	
	18.		4 two-color	Picture	90"		Y N		0	2	
	19.		4 two-color	Picture	90"		Y N		0	2	
	20.		4 two-color	Picture	90"		Y N		0	2	

2. Information

Start

Start
After 5-6
minutes
begin
with
item 1
and
continue
with
item 2
and so on



Reverse
After 5-6 minutes of the first
administration, the administrator precedes
with the second administration of
the test. The administrator will
administer the test in reverse
order.



Discontinue

After 5 minutes
scores of 0



Score
Score 0-1 for each
item. Items 1-10 are correct responses
to the test. Items 11-17 are correct
responses to the administration
and scoring manual for sample
responses.

Item	Response					Score
Picture Items						
1. Eat	1	2	3	4	DK	0 1
2. Bath	1	2	3	4	DK	0 1
3. Drink	1	2	3	4	DK	0 1
4. Meow	1	2	3	4	DK	0 1
5. Cut	1	2	3	4	DK	0 1
6. Water	1	2	3	4	DK	0 1
Verbal Items						
7. Nose						0 1
8. Knee						0 1
9. Old						0 1
10. Write						0 1
4-5 * 11. Grass						0 1
* 12. Ears						0 1
13. Paper						0 1
14. Bottle						0 1
15. Finger						0 1
* 16. Rainbow						0 1
6-7 * 17. Leaf						0 1

Item	Response	Score
* 18. Animals		0 1
19. Gives milk		0 1
20. Rain		0 1
21. Shines		0 1
* 22. Wheels		0 1
23. Chew		0 1
24. Vegetable		0 1
* 25. I see		0 1
26. Saturday		0 1
27. Shoes		0 1
* 28. Week		0 1
* 29. Seasons		0 1
30. Opposite		0 1
* 31. Bread		0 1
* 32. Milk		0 1
33. Ocean		0 1
* 34. Sun		0 1

Total Raw Score
(Maximum = 34)

*Responses requiring specific query are identified in the Administration and Scoring Manual.

3. Matrix Reasoning

Start

Neither of the
... administ
... in reverse ord
... consecutive pairs
... obtained.



100 point
responses

Item	Response					Score	
4-7	A.	1	2	3	4	DK	
	B.	1	2	3	4	DK	
	C.	1	2	3	4	DK	
4	1.	1	2	3	4	DK	0 1
	2.	1	2	3	4	DK	0 1
	3.	1	2	3	4	DK	0 1
5	4.	1	2	3	4	DK	0 1
	5.	1	2	3	4	DK	0 1
6-7	6.	1	2	3	4	DK	0 1
	7.	1	2	3	4	DK	0 1
	8.	1	2	3	4	DK	0 1
	9.	1	2	3	4	DK	0 1
	10.	1	2	3	4	DK	0 1
	11.	1	2	3	4	DK	0 1
	12.	1	2	3	4	DK	0 1
	13.	1	2	3	4	DK	0 1

Item	Response					Score	
14.	1	2	3	4	DK	0 1	
15.	1	2	3	4	DK	0 1	
16.	1	2	3	4	DK	0 1	
17.	1	2	3	4	DK	0 1	
18.	1	2	3	5	DK	0 1	
19.	1	3	4	5	DK	0 1	
20.	1	2	4	5	DK	0 1	
21.	1	2	3	4	5	DK	0 1
22.	1	2	3	4	5	DK	0 1
23.	1	2	3	4	5	DK	0 1
24.	1	2	3	4	5	DK	0 1
25.	1	2	3	4	5	DK	0 1
26.	1	2	3	4	5	DK	0 1
27.	1	2	3	4	5	DK	0 1
28.	1	2	3	4	5	DK	0 1
29.	1	2	3	4	5	DK	0 1

Total Raw Score
(Maximum = 29)

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4. Vocabulary

Start

Start
After 15
minutes



Reverse
Scoring
Item
Response
Scoring

First two
digits
of
ID number



Discontinue
After 10
minutes



Score
(Items 1-7) Score 0 or 1 point
(Items 8-25) Score 0, 1, or 2 points
See Administration and Scoring
Manual for example responses.

Item	Response	Score
Picture Items		
1. Car		0 1
2. Clock		0 1
3. Fork		0 1
4. Turtle		0 1
5. Pumpkin		0 1
Verbal Items		
4-7 † 6. Shoe		0 1
† 7. Telephone		0 1
8. Umbrella		0 1 2
9. Bicycle		0 1 2
10. Candy		0 1 2
11. Dog		0 1 2
* 12. Letter		0 1 2
13. Train		0 1 2
* 14. Leaf		0 1 2
15. Hero		0 1 2
16. Castle		0 1 2
17. Glow		0 1 2
18. Polite		0 1 2
19. Holiday		0 1 2
20. Swallow		0 1 2
21. Double		0 1 2
22. Courage		0 1 2
23. Ancient		0 1 2
24. Microscope		0 1 2
25. Nuisance		0 1 2



† If the child does not give a 1-point response, provide the response indicated in the Administration and Scoring Manual.

* Responses requiring specific query are identified in the Administration and Scoring Manual.

Total Raw Score
(Maximum = 43)

--

5. Picture Concepts

Start  **Discontinue** 



Do not write on this page. If you are unable to complete this section, you may stop at any time. If you stop, you will not receive a score for this section.

Item	Response	Score
4-7 A. 1 2 3 4	DK	
B. 1 2 3 4	DK	
4-5 1. 1 2 3 4	DK	0 1
2. 1 2 3 4	DK	0 1
3. 1 2 3 4	DK	0 1
4. 1 2 3 4	DK	0 1
5. 1 2 3 4	DK	0 1
6. 1 2 3 4	DK	0 1
7. 1 2 3 4	DK	0 1
6-7 8. 1 2 3 4	DK	0 1
9. 1 2 3 4	DK	0 1
10. 1 2 3 4	DK	0 1
11. 1 2 3 4	DK	0 1
12. 1 2 3 4 5	DK	0 1
13. 1 2 3 4 5	DK	0 1
14. 1 2 3 4 5 6	DK	0 1

Item	Response	Score
15. 1 2 3 4 5 6	DK	0 1
16. 1 2 3 4 5 6	DK	0 1
17. 1 2 3 4 5 6	DK	0 1
18. 1 2 3 4 5 6	DK	0 1
19. 1 2 3 4 5 6	DK	0 1
20. 1 2 3 4 5 6	DK	0 1
21. 1 2 3 4 5 6	DK	0 1
22. 1 2 3 4 5 6	DK	0 1
23. 1 2 3 4 5 6	DK	0 1
24. 1 2 3 4 5 6	DK	0 1
25. 1 2 3 4 5 6	DK	0 1
26. 1 2 3 4 5 6	DK	0 1
27. 1 2 3 4 5 6 7 8 9	DK	0 1
28. 1 2 3 4 5 6 7 8 9	DK	0 1

Total Raw Score
(Maximum = 28)

6. Symbol Search Time Limit: 120"

Start  **Discontinue** 

Completion Time

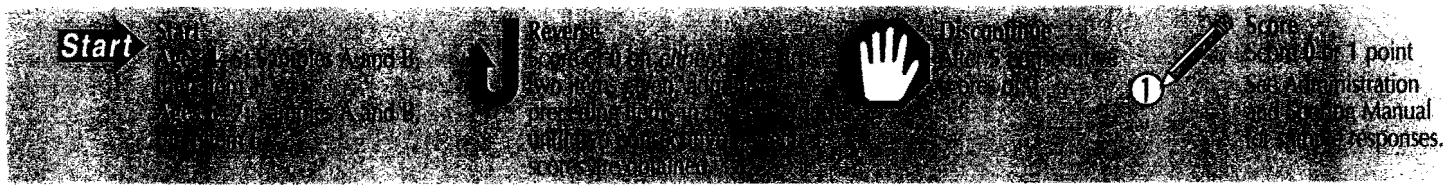
Number Correct

Number Incorrect

Total Raw Score

(Maximum = 50)

7. Word Reasoning



Item	Clue	Response	Correct	Score	
4-7	A. I. This is an animal that goes "meow."		Y N		
	B. I. This is a word you say when you are leaving.		Y N		
4-5	1. I. This person wears diapers and crawls.		Y N	0 1	
	2. I. This falls from the sky and gets things wet.		Y N	0 1	
	3. I. This drink comes from a cow.		Y N	0 1	
	4. I. This is an animal with feathers.		Y N	0 1	
	5. I. This is round and bounces.		Y N	0 1	
6-7	6. I. This is something you use to cover a cut on your finger.		Y N	0 1	
	7. I. This is what you wear to keep your hands warm.		Y N	0 1	
	8. I. This is a room where people cook.		Y N	0 1	
	9. I. This person brings letters to people.		Y N	0 1	
	C.	I. This is up in the sky...		Y N	
		II. and it makes you feel warm.		Y N	
	10.	I. This is a funny person.		Y N	0 1
		II. and you see them at the circus.		Y N	
	11.	I. This is part of your face.		Y N	0 1
		II. and you use it to eat and talk.		Y N	
	12.	I. These are part of your body...		Y N	0 1
		II. and you use them.		Y N	
	13.	I. This person works in a hospital...		Y N	0 1
		II. and you visit them when you are sick.		Y N	
	14.	I. This is a sound people make with their mouth...		Y N	0 1
		II. when funny things happen.		Y N	
15.	I. This is something you plug in...		Y N	0 1	
	II. and it is used for cleaning.		Y N		
16.	I. This is something you do with your mouth...		Y N	0 1	
	II. and it sounds like music.		Y N		

7. Word Reasoning (Continued)

Discontinue after 5 consecutive scores of 0

Item	Clue	Response	Correct	Score
17.	I. This is something you chew...		Y N	0 1
	II. and it can make bubbles.		Y N	
18.	I. This is inside your body...		Y N	0 1
	II. and it is very hard.		Y N	
19.	I. This is something that floats in the sky...		Y N	0 1
	II. and rain or snow can fall from it.		Y N	
20.	I. This is filled with air...		Y N	0 1
	II. and a string keeps it from floating away.		Y N	
21.	I. This has a shell...		Y N	0 1
	II. and young birds come from it.		Y N	
22.	I. This person drives a car with flashing lights...		Y N	0 1
	II. and they climb ladders.		Y N	
23.	I. This has two wheels...		Y N	0 1
	II. and it needs gas to run.		Y N	
24.	I. This has a beginning and an end...		Y N	0 1
	II. and it is short or long...		Y N	
	III. and it can be said or read.		Y N	
25.	I. This is made of metal or paper...		Y N	0 1
	II. and people work for it...		Y N	
	III. and you use it to get things.		Y N	
26.	I. This can be hot or cold...		Y N	0 1
	II. and you can always see it...		Y N	
	III. and it makes things move.		Y N	
27.	I. This can be recycled...		Y N	0 1
	II. and it changes every day...		Y N	
	III. and it is something you read.		Y N	
28.	I. This is something you can do anytime...		Y N	0 1
	II. and you may not know when you are doing it...		Y N	
	III. and it may or may not be real.		Y N	

Total Raw Score
(Maximum = 28)

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8. Coding Time Limit: 120"

Start  **Discontinue**  **Score**  Score 1 point for each correct response. Use the Coding Scoring Key to check the child's responses.



If Perfect Performance Within Time Limit →

Time in Seconds	116-120	111-115	106-110	101-105	96-100	86-95	≤85
Score	59	60	61	62	63	64	65

Completion Time

Total Raw Score (Maximum = 65)

9. Comprehension

Start  **Discontinue**  **Score**  Score 1 point for each correct response. Use the Coding Scoring Key to check the child's responses.

Item	Response	Score
4-5 † 1. Stove		0 1
† 2. Street		0 1
3. Thank you		0 1 2
6-7 4. Hands		0 1 2
5. Shoes		0 1 2
6. School		0 1 2
7. Babysitters		0 1 2
8. Strangers		0 1 2
9. Home		0 1 2
10. Tags		0 1 2
11. Share		0 1 2
12. Names		0 1 2
13. Take turns		0 1 2
14. On time		0 1 2
15. Line		0 1 2

† If the child does not give a 1-point response, provide the response indicated in the Administration and Scoring Manual.

Continue →

9. Comprehension (Continued)

Discontinue after 5 consecutive scores of 0

Item	Response	Score
16. Permission		0 1 2
17. Water		0 1 2
18. Shots		0 1 2
19. Buses and trains		0 1 2
*20. Vote		0 1 2

*Responses requiring specific query are identified in the Administration and Scoring Manual.

Total Raw Score
(Maximum = 10)

10. Picture Completion



Time Limit: 20"





Item	Response	Completion Time	Score
4-7 A. Bear			
B. Wagon			
4 1. Boy			0 1
2. Doll			0 1
3. Blocks			0 1
5 4. Jacket			0 1
5. Tricycle			0 1
6. Chair			0 1
6-7 7. Rose			0 1
8. Screens			0 1
9. Apple			0 1
10. Clothesline			0 1
11. Gloves			0 1
12. Kites			0 1
13. Boat			0 1
14. Clock			0 1
15. Ruler			0 1

Item	Response	Completion Time	Score
16. Smile			0 1
17. Duck			0 1
18. Lunchbox			0 1
19. Swings			0 1
20. Door			0 1
21. Braids			0 1
22. Skating			0 1
23. Power lines			0 1
24. Desk			0 1
25. Car			0 1
26. Fishing			0 1
27. Coat			0 1
28. Ponytail			0 1
29. Hand			0 1
30. House			0 1
31. Clown			0 1
32. Rooster			0 1

Total Raw Score
(Maximum = 32)

11. Similarities

Start Start Ages 4-7 years

Items 1-2 scored by 1 point
Items 3-24 scored by 2 points
See Administration and Scoring Manual for sample responses

Item	Response		Score
	Trial 1	Trial 2	
4-7 † 1. Red and yellow			0 1
† 2. Cookies and ice cream			0 1
3. Juice and milk			0 1 2
4. Socks and shirts			0 1 2
5. Dogs and cats			0 1 2
6. Apples and oranges			0 1 2
7. Pencils and crayons			0 1 2
8. Dolls and balls			0 1 2
9. Two and three			0 1 2
10. Books and newspapers			0 1 2
11. Guitars and drums			0 1 2
12. Arms and legs			0 1 2
13. Mothers and sisters			0 1 2
14. Plates and bowls			0 1 2
15. Circles and squares			0 1 2
16. Cars and trucks			0 1 2
17. Ears and nose			0 1 2
18. Red and yellow			0 1 2
19. Buttons and zippers			0 1 2
20. Happy and sad			0 1 2
21. Tables and chairs			0 1 2
22. Sweet and sour			0 1 2
23. Heavy and light			0 1 2
24. Asleep and awake			0 1 2

† If the child does not give a 1-point response, provide the response indicated in the Administration and Scoring Manual.

Total Raw Score
(Maximum = 46)

12. Receptive Vocabulary

Start



Point
to the correct answer.

Item	Response					Score	
	1	2	3	4	DK	0	1
1. Show me the Foot.	1	2	3	4	DK	0	1
2. Show me the Cup.	1	2	3	4	DK	0	1
3. Show me the Doll.	1	2	3	4	DK	0	1
4. Show me the Butterfly.	1	2	3	4	DK	0	1
5. Show me the Giraffe.	1	2	3	4	DK	0	1
4-5 → 6. Show me Painting.	1	2	3	4	DK	0	1
7. Show me the Toaster.	1	2	3	4	DK	0	1
8. Show me the Snail.	1	2	3	4	DK	0	1
9. Show me Raining.	1	2	3	4	DK	0	1
10. Show me the Vacuum Cleaner.	1	2	3	4	DK	0	1
11. Show me the Basketball.	1	2	3	4	DK	0	1
12. Show me the Lamp.	1	2	3	4	DK	0	1
13. Show me Kicking.	1	2	3	4	DK	0	1
14. Show me the Triangle.	1	2	3	4	DK	0	1
15. Show me Stirring.	1	2	3	4	DK	0	1
6-7 → 16. Show me Lying down.	1	2	3	4	DK	0	1
17. Show me Carrying.	1	2	3	4	DK	0	1
18. Show me the Desert.	1	2	3	4	DK	0	1
19. Show me Paying.	1	2	3	4	DK	0	1
20. Show me the Curly tail.	1	2	3	4	DK	0	1
21. Show me the Cash Register.	1	2	3	4	DK	0	1
22. Show me the Telescope.	1	2	3	4	DK	0	1
23. Show me the bird Beneath the tree.	yellow	brown	blue	red	DK	0	1
24. Show me the Cymbals.	1	2	3	4	DK	0	1
25. Show me Fancy.	1	2	3	4	DK	0	1
26. Show me Shaggy.	1	2	3	4	DK	0	1
27. Show me Bouncing.	1	2	3	4	DK	0	1
28. Show me the Buldozer.	1	2	3	4	DK	0	1
29. Show me the Basel.	1	2	3	4	DK	0	1
30. Show me Gnawing.	1	2	3	4	DK	0	1
31. Show me the Carousel.	1	2	3	4	DK	0	1
32. Show me Crouching.	1	2	3	4	DK	0	1
33. Show me Prancing.	1	2	3	4	DK	0	1
34. Show me Clenching.	1	2	3	4	DK	0	1
35. Show me Parallel.	1	2	3	4	DK	0	1
36. Show me the Cylinder.	1	2	3	4	DK	0	1
37. Show me Equivalent.	1	2	3	4	DK	0	1
38. Show me Horizontal.	1	2	3	4	DK	0	1

Total Raw Score
(Maximum = 38)

13. Object Assembly Time Limit: 90"

Start

Items 1-5: 1 item
Items 6-7: 2 items



Reverse
assembly on
the
other
side
of
the
object
if
allowed



Discontinue
After 3 consecutive
zeros (0)






Score
Items 1-12: Each juncture
equals 1 point
Items 13-14: Each juncture
equals 1/2 point

Item	Completion Time	Number of Correct Junctures	Multiply By	Score (Circle the appropriate score for each object)
1. Ball	Trial 1	(0-1)	1	0 1
	Trial 2	(0-1)		0 1
2. Hot dog	Trial 1	(0-1)	1	0 1
	Trial 2	(0-1)		0 1
4-5 → 3. Bird		(0-1)	1	0
4. Clock		(0-3)	1	0 1 2 3
5. Car		(0-2)	1	0 1 2
6. Fish		(0-2)	1	0 1 2
7. Bear		(0-3)	1	0 1 2 3
6-7 → 8. Hand		(0-2)	1	0 1 2
9. House		(0-3)	1	0 1 2 3
10. Apple		(0-4)	1	0 1 2 3 4 5
11. Dog		(0-3)	1	0 1 2 3
12. Star		(0-3)	1	0 1 2 3
13. Calf		(0-6)	1/2*	0 1 2 3
14. Tree		(0-10)	1/2*	0 1 2 3 4 5

*Round 1/2-point scores upward.

Total Raw Score
(Maximum = 37)

14. Picture Naming

Start   Discontinue  Score

Item	Response	Score
1. Car		0 1
2. Bear		0 1
3. Banana		0 1
4. Star		0 1
5. Clock		0 1
6. Fork		0 1
4-5 → 7. Scissors		0 1
8. Turtle		0 1
* 9. Toothbrush		0 1
10. Pumpkin		0 1
6-7 → 11. Ladybug		0 1
12. Broom		0 1
13. Whistle		0 1
14. Zebra		0 1
15. Kangaroo		0 1

Item	Response	Score
16. Guitar		0 1
17. Shell		0 1
18. Rake		0 1
19. Nail		0 1
20. Lock		0 1
21. Ambulance		0 1
22. Rhinoceros		0 1
23. Iron		0 1
24. Pin		0 1
25. Teapot		0 1
26. Globe		0 1
27. Xylophone		0 1
28. Thermometer		0 1
29. Harp		0 1
30. Fire extinguisher		0 1

*Responses requiring specific query are identified in the Administration and Scoring Manual.

Total Raw Score
(Maximum = 30)

Behavioral Observations

Referral source/Reason for referral/Presenting complaint(s):

Language (e.g., first/native language, other languages, English fluency, expressive and receptive language ability, articulation)

Physical appearance

Visual/Auditory/Motor problems (Were problems corrected, e.g., with glasses, hearing aids?)

Attention and concentration (e.g., hyperactive, remains in seat/out of seat)

Attitude toward testing (e.g., rapport, eager to speak, working habits, interest, motivation, reaction to success/failure)

Affect/Mood

Unusual behaviors/verbalizations (e.g., perseverations, stereotypic movements, bizarre and atypical verbalizations)

Other notes



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