

LOOP FOR loop:= 1 TO 3

*IF HHQre.BPrs[loop] = Yes [HHQre.BPrs[loop] = Yes]*

**CHSTART**

\*\*\*\* START OF COGNITIVE ASSESSMENTS FOR [^Cohort child's name] \*\*\*\*

1 Press 1 and <Enter to continue.

**CINTDATE**

INTERVIEWER: Check Date of Interview and alter if not correct  
[Don't Know and Refusal are not allowed]

**WARN**

INTERVIEWER: DO NOT ADMINISTER THE ASSESSMENT IF THE CHILD

- HAS A LEARNING  
DISABILITY/SERIOUS BEHAVIOURAL PROBLEM, E.G. SEVERE ADHD, AUTISM.

- IS UNABLE  
TO RESPOND IN THE REQUIRED MANNER FOR EACH ASSESSMENT, E.G. POINTING,  
SPEAKING.

- DOES NOT HAVE THE REQUIRED LEVEL OF ENGLISH VOCABULARY, E.G. IS NOT  
ABLE TO  
SPEAK OR UNDERSTAND ENGLISH (OR WELSH IF APPLICABLE).

1 Press 1 and <Enter to continue.

**ANCA**

\*\*\*\* COGNITIVE ASSESSMENTS FOR [^Cohort child's name] \*\*\*\*

INTERVIEWER: PLEASE CONFIRM THAT YOU HAVE OBTAINED CONSENT TO  
ADMINISTER SALLY

& ANNE ASSESSMENT?

1 Yes - consent obtained

2 Refused by parent

3 Refused by child

4 Unable to administer

*IF \*\*\*\* COGNITIVE ASSESSMENTS FOR = Yes [AncA = 1]*

**SAIN**

SHOW THE SALLY AND ANNE CARDS TO THE CHILD

SAY: Let's look at these pictures.

1 Press 1 and <Enter to continue.

**SA1P**

PICTURE 1

INTERVIEWER: POINT TO THE GIRL ON THE LEFT OF PICTURE 1 AND SAY: This is Sally.

THEN POINT TO THE BASKET IN PICTURE 1 AND SAY: Sally has a basket.

POINT TO

THE GIRL ON THE RIGHT OF PICTURE 1 AND SAY: This is Anne.

THEN POINT TO THE BOX

IN PICTURE 1 AND SAY: Anne has a box.

1 Press 1 and <Enter to continue.

**SA2P**

PICTURE 2

POINT TO SALLY PLACING THE BALL IN THE BASKET AND SAY: Sally also has a ball. She puts the ball into her basket.

1 Press 1 and <Enter to continue.

**SA3P**

PICTURE 3

POINT TO SALLY LEAVING AND SAY: Sally goes out for a walk.

1 Press 1 and <Enter to continue.

**SA4P**

PICTURE 4

POINT TO ANNE MOVING THE BALL TO THE BOX AND SAY: Anne takes the ball out of Sally's basket and puts it into her box.

1 Press 1 and <Enter to continue.

**SA5P**

PICTURE 5

POINT TO SALLY RETURNING AND SAY: Now Sally has come back.

ASK CHILD: Sally wants to play with her ball. Where will Sally look for her ball?

RECORD ANSWER AND THANK CHILD

1 In box

2 In basket

3 Somewhere else (specify)

4 Don't know/refusal/no response

[Don't Know and Refusal are not allowed]

*IF Where Sally looks for ball = Other [SA5P = 3]*

**SAOS**

INTERVIEWER: WRITE IN OTHER PLACE CHILD SAYS SALLY WILL LOOK FOR HER

BALL

String255

END OF FILTER

END OF FILTER

END OF FILTER

**SARE**

Where is the ball really?

END OF FILTER

RECORD ANSWER AND THANK CHILD

1 In box

2 In basket

3 Somewhere else (specify)

4 Don't know/refusal/no response

[Don't Know and Refusal are not allowed]

END OF FILTER

*IF Where is the ball really? = Other [SaRe = 3]*

END OF FILTER

**SARO**

END OF FILTER

INTERVIEWER: WRITE IN OTHER PLACE CHILD SAYS BALL IS

String255

END OF FILTER

END OF FILTER

END OF FILTER

**SAME**

END OF FILTER

INTERVIEWER: NOW REMOVE SALLY AND ANNE CARDS FROM CHILD'S VIEW.

END OF FILTER

Where did

Sally put the ball at the beginning?

END OF FILTER

RECORD ANSWER AND THANK CHILD

1 In box

2 In basket

3 Somewhere else (specify)

4 Don't know/refusal/no response

[Don't Know and Refusal are not allowed]

END OF FILTER

*IF Where did Sally put the ball at start? = Other [SaMe = 3]*

END OF FILTER

**SAMO**

END OF FILTER

INTERVIEWER: WRITE IN OTHER PLACE CHILD SAYS BALL WAS

String255

END OF FILTER

END OF FILTER

END OF FILTER

END OF FILTER

END OF FILTER

**ANCB**

\*\*\*\* COGNITIVE ASSESSMENTS FOR [^Cohort child's name] \*\*\*\*

INTERVIEWER: PLEASE CONFIRM THAT YOU HAVE OBTAINED CONSENT TO ADMINISTER

PICTURE SIMILARITIES ASSESSMENT?

- 1 Yes - consent obtained
- 2 Refused by parent
- 3 Refused by child
- 4 Unable to administer

*IF \*\*\*\* COGNITIVE ASSESSMENTS FOR = Yes [AncB = 1]*

**ANWB**

INTERVIEWER: Do you wish to complete the Picture Similarities assessment for [^Cohort child's name] NOW or LATER?

- 1 Ask now
  - 2 Later - skip for now
  - 3 Terminate assessment
- [Don't Know and Refusal are not allowed]

*IF (ANwB = Now) OR (VNwB = Now) [ANwB = 1 OR VNwB = 1]*

*IF @/@/INTERVIEWER: Do you wish t = Terminate [ANwB = 3]*

ELSE

**PINA**

INTERVIEWER: YOU ARE IN THE BAS PICTURE SIMILARITIES ASSESSMENT FOR [^Cohort child's name].

YOU WILL NEED THE LARGE BLUE 'BAS EARLY YEARS CORE SCALE 1' EASEL AND THE PICTURE SIMILARITIES RESPONSE CARDS.

- 1 Press 1 and <Enter to continue.
- [Don't Know and Refusal are not allowed]

**PINB**

INTERVIEWER: FIND THE 'PICTURE SIMILARITIES' SECTION IN THE EASEL AND TURN TO

TAB 11.

MAKE SURE THE PICTURE CARDS ARE FACE DOWN, SO THAT ONLY THE CARD NUMBER CAN BE SEEN. CHECK THAT PICTURE CARD 11 IS ON THE TOP AND MAKE SURE THAT THE CARDS ARE IN THE CORRECT ORDER. HOLD THE CARDS

IN

YOUR HANDS.

SAY: Now we are going to play a game using cards.

- 1 Press 1 and <Enter to continue.
- [Don't Know and Refusal are not allowed]

**P11S**

PAGE 11

POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures.

TURN OVER PICTURE CARD 11.

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 3?

1 Yes (PUT CARD UNDER PICTURE 3)

2 No

[Don't Know and Refusal are not allowed]

*IF Whether picture 11 correct = Correct [P11S = 1]*

**P11R**

That's right, now let's try another one.

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

ELSE

*IF Whether picture 11 correct = Wrong [P11S = 2]*

**P11T**

PAGE 11 - TEACHING

INTERVIEWER: PUT CARD 11 UNDER PICTURE 3 AND SAY:

The card goes here  
because the girl in the picture is reading a book.

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

**P12S**

PAGE 12

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).

(TURN OVER PICTURE CARD 12).

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 1?

1 Yes (PUT CARD UNDER PICTURE 1)

2 No

[Don't Know and Refusal are not allowed]

*IF Whether picture 12 correct = Correct [P12S = 1]*

**P12R**

That's right, now let's try another one.

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

ELSE

*IF Whether picture 12 correct = Wrong [P12S = 2]*

**P12T**

PAGE 12 - TEACHING

INTERVIEWER: PUT CARD 12 UNDER PICTURE 1 AND SAY:

The card goes here  
because both pictures show a map of the world.

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

**P13S**

PAGE 13

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).

(TURN OVER PICTURE CARD 13).

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 1?

1 Yes (PUT CARD UNDER PICTURE 1)

2 No

[Don't Know and Refusal are not allowed]

**P14S**

PAGE 14

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).

(TURN OVER PICTURE CARD 14).

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 3?

1 Yes (PUT CARD UNDER PICTURE 3)

2 No

[Don't Know and Refusal are not allowed]

**P15S**

PAGE 15

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).

(TURN OVER PICTURE CARD 15).

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 2?

1 Yes (PUT CARD UNDER PICTURE 2)

2 No

[Don't Know and Refusal are not allowed]

**P16S**

PAGE 16

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).

(TURN OVER PICTURE CARD 16.)

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 2?  
1 Yes (PUT CARD UNDER PICTURE 2)  
2 No  
[Don't Know and Refusal are not allowed]

*IF Number of failures across 8 co < 6]*

**P17S**

PAGE 17

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).

TURN OVER PICTURE CARD 17).

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 3?

1 Yes (PUT CARD UNDER PICTURE 3)

2 No

[Don't Know and Refusal are not allowed]

END OF FILTER

*IF (PCon[1] < 6]*

**P18S**

PAGE 18

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).

(TURN OVER PICTURE CARD 18).

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 4?

1 Yes (PUT CARD UNDER PICTURE 4)

2 No

[Don't Know and Refusal are not allowed]

END OF FILTER

*IF ((PCon  
/ / / / PCon < 6]*

**P19S**

PAGE 19



| | | | | (POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of  
| | | | | pictures).  
| | | | | (TURN OVER PICTURE CARD 19).

| | | | | HAND THE CARD TO THE CHILD AND SAY: Which picture does this one  
| | | | | go with? Please put it under the picture it goes with.

| | | | | (SEE HELP <F9 FOR PROBES)

| | | | | INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 1?

| | | | | 1 Yes (PUT CARD UNDER PICTURE 1)

| | | | | 2 No

| | | | | [Don't Know and Refusal are not allowed]

| | | | | END OF FILTER

| | | | | IF (((PCon <  
/ / / / / 6) [PCon < 6]

| | | | | **P20S**

| | | | | PAGE 20

| | | | | (POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of  
| | | | | pictures).

| | | | | (TURN OVER PICTURE CARD 20).

| | | | | HAND THE CARD TO THE CHILD AND SAY: Which picture does this one  
| | | | | go with? Please put it under the picture it goes with.

| | | | | (SEE HELP <F9 FOR PROBES)

| | | | | INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 3?

| | | | | 1 Yes (PUT CARD UNDER PICTURE 3)

| | | | | 2 No

| | | | | [Don't Know and Refusal are not allowed]

| | | | | END OF FILTER

| | | | | IF (((PCon <  
/ / / / / 6)) AND (PCon[5] <  
/ / / / / 6 AND PCon < 6]

| | | | | **P21S**

| | | | | PAGE 21

| | | | | (POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of  
| | | | | pictures).

| | | | | (TURN OVER PICTURE CARD 21).

| | | | | HAND THE CARD TO THE CHILD AND SAY: Which picture does this one  
| | | | | go with? Please put it under the picture it goes with.

| | | | | (SEE HELP <F9 FOR PROBES)

| | | | | INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 1?

| | | | | 1 Yes (PUT CARD UNDER PICTURE 1)

| | | | | 2 No

| | | | | [Don't Know and Refusal are not allowed]

| | | | | END OF FILTER

| | | | | IF (((((PCon <  
/ / / / / 6)) AND (PCon[5]  
/ / / / / PCon < 6]

| | | | | **P22S**

| | | | | PAGE 22

| | | | | (POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of  
pictures).

| | | | | (TURN OVER PICTURE CARD 22).

| | | | | HAND THE CARD TO THE CHILD AND SAY: Which picture does this one  
go with? Please put it under the picture it goes with.

| | | | | (SEE HELP <F9 FOR PROBES)

| | | | | INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 2?

| | | | | 1 Yes (PUT CARD UNDER PICTURE 2)

| | | | | 2 No

| | | | | [Don't Know and Refusal are not allowed]

| | | | | END OF FILTER

| | | | | IF ((((((PCon  
/ / / / /  
/ / / / / AND PCon  
/ / / / / AND PCon < 6]

| | | | | **SSTP**

| | | | | INTERVIEWER: DO YOU NEED TO TERMINATE THIS ASSESSMENT?

| | | | | YOU

| | | | | SHOULD ONLY CODE YES IF THE CHILD HAS BECOME EXTREMELY DISTRESSED  
AND IT IS IMPOSSIBLE TO CONTINUE THE ASSESSMENT.

| | | | | 1 Yes

| | | | | 2 No

| | | | | [Don't Know and Refusal are not allowed]

| | | | | **P23S**

||| | PAGE 23  
||| | (POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of  
||| | pictures).  
||| | (TURN OVER PICTURE CARD 23).

||| | HAND THE CARD TO THE CHILD AND SAY: Which picture does this one  
||| | go with? Please put it under the picture it goes with.

||| | (SEE HELP <F9 FOR PROBES)

||| | INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 2?  
||| | 1 Yes (PUT CARD UNDER PICTURE 2)  
||| | 2 No  
||| | [Don't Know and Refusal are not allowed]

||| | END OF FILTER

||| | IF ((((((PCon  
/ / / /  
/ / / / (PCon[8]  
/ / / / PCon < 6]

||| | **P24S**

||| | PAGE 24  
||| | (POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of  
||| | pictures).  
||| | (TURN OVER PICTURE CARD 24).

||| | HAND THE CARD TO THE CHILD AND SAY: Which picture does this one  
||| | go with? Please put it under the picture it goes with.

||| | (SEE HELP <F9 FOR PROBES)

||| | INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 1?  
||| | 1 Yes (PUT CARD UNDER PICTURE 1)  
||| | 2 No  
||| | [Don't Know and Refusal are not allowed]

||| | END OF FILTER

||| | IF ((((((PCon  
/ / / /  
/ / / / (PCon[8]  
/ / / / AND PCon  
/ / / / AND PCon < 6]

||| | **P25S**

||| | PAGE 25  
||| | (POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of  
||| | pictures).

| | | | | (TURN OVER PICTURE CARD 25).

| | | | | HAND THE CARD TO THE CHILD AND SAY: Which picture does this one  
| | | | | go with? Please put it under the picture it goes with.

| | | | | (SEE HELP <F9 FOR PROBES)

| | | | | INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 3?

| | | | | 1 Yes (PUT CARD UNDER PICTURE 3)

| | | | | 2 No

| | | | | [Don't Know and Refusal are not allowed]

| | | | | END OF FILTER

| | | | | IF (((((((((PCon[1]

| / / / / (PCon[4]

| / / / / AND (PCon[8]

| / / / / PCon

| / / / / PCon < 6]

| | | | | **P26S**

| | | | | PAGE 26

| | | | | (POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of  
| | | | | pictures).

| | | | | (TURN OVER PICTURE CARD 26).

| | | | | HAND THE CARD TO THE CHILD AND SAY: Which picture does this one  
| | | | | go with? Please put it under the picture it goes with.

| | | | | (SEE HELP <F9 FOR PROBES)

| | | | | INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 4?

| | | | | 1 Yes (PUT CARD UNDER PICTURE 4)

| | | | | 2 No

| | | | | [Don't Know and Refusal are not allowed]

| | | | | END OF FILTER

| | | | | IF (((((((((PCon

| / / / / (PCon[4]

| / / / / AND (PCon[8]

| / / / /

| / / / / AND PCon

| / / / / < 6]

| | | | | **P27S**

| | | | | PAGE 27

| | | | | (POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of  
| | | | | pictures).

| | | | | (TURN OVER PICTURE CARD 27).

||| |  
||| | HAND THE CARD TO THE CHILD AND SAY: Which picture does this one  
||| | go with? Please put it under the picture it goes with.

||| | (SEE HELP <F9 FOR PROBES)

||| | INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 4?

||| | 1 Yes (PUT CARD UNDER PICTURE 4)

||| | 2 No

||| | [Don't Know and Refusal are not allowed]

||| | END OF FILTER

||| | IF ((((((((((PCon

||| | / / / / (PCon[4]

||| | / / / / AND (PCon[8]

||| | / / / /

||| | / / / / PCon

||| | / / / / PCon < 6]

||| | **P28S**

||| | PAGE 28

||| | (POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of  
||| | pictures).

||| | (TURN OVER PICTURE CARD 28).

||| | HAND THE CARD TO THE CHILD AND SAY: Which picture does this one  
||| | go with? Please put it under the picture it goes with.

||| | (SEE HELP <F9 FOR PROBES)

||| | INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 3?

||| | 1 Yes (PUT CARD UNDER PICTURE 3)

||| | 2 No

||| | [Don't Know and Refusal are not allowed]

||| | END OF FILTER

||| | IF ((((((((((PCon

||| | / / / / (PCon[4]

||| | / / / / AND (PCon[8]

||| | / / / /

||| | / / / / AND PCon

||| | / / / / AND PCon

||| | / / / / PCon[12] < 6]

||| | **P29S**

||| | PAGE 29

||| | (POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of  
||| | pictures).

| | | | | (TURN OVER PICTURE CARD 29).

| | | | | HAND THE CARD TO THE CHILD AND SAY: Which picture does this one  
| | | | | go with? Please put it under the picture it goes with.

| | | | | (SEE HELP <F9 FOR PROBES)

| | | | | INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 1?

| | | | | 1 Yes (PUT CARD UNDER PICTURE 1)

| | | | | 2 No

| | | | | [Don't Know and Refusal are not allowed]

| | | | | END OF FILTER

| | | | | IF ((((((((((((((PCon

| | | | | / / / / / (PCon[4]

| | | | | / / / / / AND (PCon[8]

| | | | | / / / / / <

| | | | | / / / / / 6 AND PCon <

| | | | | / / / / / 6 AND PCon

| | | | | / / / / / PCon[11] < 6]

| | | | | **P30S**

| | | | | PAGE 30

| | | | | (POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of  
| | | | | pictures).

| | | | | TURN OVER PICTURE CARD 30).

| | | | | HAND THE CARD TO THE CHILD AND SAY: Which picture does this one  
| | | | | go with? Please put it under the picture it goes with.

| | | | | (SEE HELP <F9 FOR PROBES)

| | | | | INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 1?

| | | | | 1 Yes (PUT CARD UNDER PICTURE 1)

| | | | | 2 No

| | | | | [Don't Know and Refusal are not allowed]

| | | | | END OF FILTER

| | | | | IF ((((((((((((((PCon

| | | | | / / / / / (PCon[4]

| | | | | / / / / / AND (PCon[8]

| | | | | / / / / /

| | | | | / / / / / (PCon[15]

| | | | | / / / / / PCon

| | | | | / / / / / PCon[10]

| | | | | / / / / / PCon[14] < 6]

| | | | | **P31S**

||| | PAGE 31  
||| | (POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of  
||| | pictures).  
||| | (TURN OVER PICTURE CARD 31).

||| | HAND THE CARD TO THE CHILD AND SAY: Which picture does this one  
||| | go with? Please put it under the picture it goes with.

||| | (SEE HELP <F9 FOR PROBES)

||| | INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 2?

||| | 1 Yes (PUT CARD UNDER PICTURE 2)

||| | 2 No

||| | [Don't Know and Refusal are not allowed]

||| | END OF FILTER

||| | IF (((((((((((((((PCon

/ / / / (PCon[4]

/ / / / AND (PCon[8]

/ / / /

/ / / / (PCon[15]

/ / / / AND PCon

/ / / / AND PCon

/ / / / PCon[13] < 6]

||| | **P32S**

||| | PAGE 32

||| | (POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of  
||| | pictures).

||| | (TURN OVER PICTURE CARD 32).

||| | HAND THE CARD TO THE CHILD AND SAY: Which picture does this one  
||| | go with? Please put it under the picture it goes with.

||| | (SEE HELP <F9 FOR PROBES)

||| | INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 2?

||| | 1 Yes (PUT CARD UNDER PICTURE 2)

||| | 2 No

||| | [Don't Know and Refusal are not allowed]

||| | END OF FILTER

||| | IF (((((((((((((((PCon

/ / / / (PCon[4]

/ / / / AND (PCon[8]

/ / / /

/ / / / (PCon[15]

/ / / / PCon

/ / / / PCon <

/ / / / 6 AND PCon[12]

/ / / / AND PCon[16] < 6]

||| |

**P33S**

PAGE 33

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).

(TURN OVER PICTURE CARD 33).

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 4?

1 Yes (PUT CARD UNDER PICTURE 4)

2 No

[Don't Know and Refusal are not allowed]

END OF FILTER

*IF Total raw score < 3]*

**P01S**

TURN BACK TO PAGE 1

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).

(TURN OVER PICTURE CARD 1).

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 3?

1 Yes (PUT CARD UNDER PICTURE 3)

2 No

[Don't Know and Refusal are not allowed]

*IF Whether picture 1 correct = Correct [P01S = 1]*

**P01R**

That's right, now let's try another one.

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

ELSE

*IF Whether picture 1 correct = Wrong [P01S = 2]*

**P01T**

PAGE 1 - TEACHING



INTERVIEWER: PUT CARD 1 UNDER PICTURE 3 AND SAY: The card goes here because it is just like this one.

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

**P02S**

PAGE 2

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).

(TURN OVER PICTURE CARD 2).

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 1?

1 Yes (PUT CARD UNDER PICTURE 1)

2 No

[Don't Know and Refusal are not allowed]

*IF Whether picture 2 correct = Correct [P02S = 1]*

**P02R**

That's right, now let's try another one.

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

ELSE

*IF Whether picture 2 correct = Wrong [P02S = 2]*

**P02T**

PAGE 2 - TEACHING

INTERVIEWER: PUT CARD 2 UNDER PICTURE 1 AND SAY: The card goes here because it is just like this one.

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

**P03S**

PAGE 3

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).

(TURN OVER PICTURE CARD 3).

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 3?

1 Yes (PUT CARD UNDER PICTURE 3)

2 No

[Don't Know and Refusal are not allowed]

*IF Whether picture 3 correct = Correct [P03S = 1]*

**P03R**

That's right, now let's try another one.

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

ELSE

*IF Whether picture 3 correct = Wrong [P03S = 2]*

**P03T**

PAGE 3 - TEACHING

INTERVIEWER: PUT CARD 3 UNDER PICTURE 3 AND SAY: The card goes here because these are both cuddly toys.

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

**P04S**

PAGE 4

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).

(TURN OVER PICTURE CARD 4).

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 2?

1 Yes (PUT CARD UNDER PICTURE 2)

2 No

[Don't Know and Refusal are not allowed]

*IF Whether picture 4 correct = Correct [P04S = 1]*

**P04R**

That's right. The card goes best with this picture because you wear a sock on your foot.

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

ELSE

*IF Whether picture 4 correct = Wrong [P04S = 2]*

**P04T**

PAGE 4 - TEACHING

INTERVIEWER: PUT CARD 4 UNDER PICTURE 2 AND SAY: The card goes best with this picture because you wear a sock on your foot.

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

**P05S**

PAGE 5

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).

(TURN OVER PICTURE CARD 5).

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 1?

1 Yes (PUT CARD UNDER PICTURE 1)

2 No

[Don't Know and Refusal are not allowed]

*IF Whether picture 5 correct = Correct [P05S = 1]*

**P05R**

That's right, now let's try another one.  
1 Press 1 and <Enter to continue.  
[Don't Know and Refusal are not allowed]

ELSE

*IF Whether picture 5 correct = Wrong [P05S = 2]*

**P05T**

PAGE 5 - TEACHING

INTERVIEWER: PUT CARD 5 UNDER PICTURE 1 AND SAY: The card goes here because both of these pictures show things that fly in the air.

1 Press 1 and <Enter to continue.  
[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

**P06S**

PAGE 6

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).

(TURN OVER PICTURE CARD 6).

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 4?

1 Yes (PUT CARD UNDER PICTURE 4)  
2 No  
[Don't Know and Refusal are not allowed]

*IF Number of failures across 8 co < 6]*

**P07S**

PAGE 7

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).

(TURN OVER PICTURE CARD 7).

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 2?  
1 Yes (PUT CARD UNDER PICTURE 2)  
2 No  
[Don't Know and Refusal are not allowed]

END OF FILTER

*IF (PCoX[1] < 6]*

**P08S**

PAGE 8

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).

(TURN OVER PICTURE CARD 8).

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 2?  
1 Yes (PUT CARD UNDER PICTURE 2)  
2 No  
[Don't Know and Refusal are not allowed]

END OF FILTER

*IF ((PCoX  
/ / / / / PCoX < 6]*

**P09S**

PAGE 9

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).

(TURN OVER PICTURE CARD 9).

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 1?  
1 Yes (PUT CARD UNDER PICTURE 1)  
2 No  
[Don't Know and Refusal are not allowed]

END OF FILTER

*IF (((PCoX  
/ / / / / < 6]*

**P10S**

PAGE 10

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).

(TURN OVER PICTURE CARD 10).

HAND THE CARD TO THE CHILD AND SAY: Which picture does this one go with? Please put it under the picture it goes with.

(SEE HELP <F9 FOR PROBES)

INTERVIEWER: DID THE CHILD PUT THE CARD UNDER PICTURE 4?

1 Yes (PUT CARD UNDER PICTURE 4)

2 No

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

**ENDTEST**

Thank you.

INTERVIEWER: THAT IS THE END OF THE PICTURE SIMILARITIES ASSESSMENT.

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

END OF FILTER

**ANCC**  
 \*\*\*\* COGNITIVE ASSESSMENTS FOR [^Cohort child's name] \*\*\*\*  
  
 INTERVIEWER: PLEASE CONFIRM THAT YOU HAVE OBTAINED CONSENT TO ADMINISTER NAMING VOCABULARY ASSESSMENT?  
 1 Yes - consent obtained  
 2 Refused by parent  
 3 Refused by child  
 4 Unable to administer  
  
 IF \*\*\*\* COGNITIVE ASSESSMENTS FOR = Yes [AncC = 1]  
  
**ANWC**  
  
 INTERVIEWER: Do you wish to complete the Naming Vocabulary assessment for [^Cohort child's name] NOW or LATER?  
 1 Ask now  
 2 Later - skip for now  
 3 Terminate assessment  
 [Don't Know and Refusal are not allowed]  
  
 IF (ANwC = Now) OR (VNwC = Now) [ANwC = 1 OR VNwC = 1]  
 IF @/@/INTERVIEWER: Do you wish t = Terminate [ANwC = 3]  
 ELSE  
 IF Country = Wales [Init.Country = 2]  
  
**NLNG**  
 INTERVIEWER: DO YOU WANT TO COMPLETE THIS SECTION IN English OR Welsh?  
 1 English  
 2 Welsh  
 3 Help/instructions  
 [Don't Know and Refusal are not allowed]  
  
**N1IN**  
 INTERVIEWER: YOU ARE IN BAS NAMING VOCABULARY ASSESSMENT FOR [^Cohort child's name].  
 YOU WILL NEED THE SMALL BLUE 'EARLY YEARS CORE SCALE 2' EASEL. FIND THE 'NAMING VOCABULARY' SECTION AND TURN TO TAB 12 (SCISSORS).  
 1 Press 1 and <Enter to continue.  
 [Don't Know and Refusal are not allowed]  
  
**N3IN**  
 I am now going to show you some pictures. Please tell me what they are called.

| | | | 1 Press 1 and <Enter to continue.  
 | | | | [Don't Know and Refusal are not allowed]  
 | | | |  
 | | | | **N12V**  
 | | | | SHOW PICTURE 12 (Scissors)  
 | | | |  
 | | | | SAY: What is this?  
 | | | |  
 | | | | IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this thing  
 | | | | is.  
 | | | |  
 | | | | IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.  
 | | | |  
 | | | | (SEE HELP <F9)  
 | | | | 1 CORRECT - Scissors  
 | | | | 2 CORRECT - Shears  
 | | | | 3 CORRECT - Other  
 | | | | 4 INCORRECT - Cut with  
 | | | | 5 INCORRECT - Sharp  
 | | | | 6 INCORRECT - Metal  
 | | | | 7 INCORRECT - Other  
 | | | | 88 Don't know / refusal / no response  
 | | | | [Don't Know and Refusal are not allowed]  
 | | | |  
 | | | | *IF Answer to Picture 12 = [Wrong1 .. WrongO] [N12V = 4 , 5, 6, 7]*  
 | | | |  
 | | | | **N12P**  
 | | | | PICTURE 12 (SEE HELP <F9)  
 | | | |  
 | | | | INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER  
 | | | |  
 | | | | IF THE  
 | | | | RESPONSE IS CUT WITH / METAL / SHARP (OR DESCRIBES THE FUNCTION,  
 | | | | MATERIALS OR PARTS OF THE OBJECT), SAY: Yes, but what is it called OR Tell me its  
 | | | | name.  
 | | | |  
 | | | | IF THE RESPONSE IS OVER GENERAL (E.G. IT'S A SHAPE), SAY: Yes, but  
 | | | | what kind of ...?  
 | | | |  
 | | | | IF THE CHILD NAMES A RELATED OBJECT, SAY: What else could  
 | | | | you call it?  
 | | | | 1 CORRECT - Scissors  
 | | | | 2 CORRECT - Shears  
 | | | | 3 CORRECT - Other  
 | | | | 4 INCORRECT - Cut with  
 | | | | 5 INCORRECT - Sharp  
 | | | | 6 INCORRECT - Metal  
 | | | | 7 INCORRECT - Other  
 | | | | 88 Don't know / refusal / no response  
 | | | | [Don't Know and Refusal are not allowed]  
 | | | |  
 | | | | END OF FILTER  
 | | | |  
 | | | | *IF (N12V = CrctO) OR (N12P = [WrongO, CrctO]) [N12V = 3 OR N12P =*  
 | | | | *7, 3]*



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| | | | |
| | | | | N12X
| | | | | Please write in answer in full
| | | | | String60
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | IF (N12V = [Correct, OK1, CrctO]) OR (N12P = [Correct, OK1, CrctO])
| | | | | / / / / [N12V = 1, 2, 3 OR N12P = 1, 2, 3]
| | | | |
| | | | | N12R
| | | | | That's right. Now let's try another one
| | | | | 1 Press 1 and <Enter to continue.
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | ELSE
| | | | |
| | | | | IF (N12V = Dknow) OR (N12P = [Wrong1 .. WrongO, Dknow]) [N12V =
| | | | | / / / / 88 OR N12P = 4, 5, 6, 7, 88]
| | | | |
| | | | | N12T
| | | | | That was a good try, but these are called scissors. Now you say
| | | | | scissors.
| | | | | 1 Press 1 and <Enter to continue.
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | N13V
| | | | | SHOW PICTURE 13 (Window)
| | | | |
| | | | | SAY: What is this?
| | | | |
| | | | | IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this thing
| | | | | is.
| | | | |
| | | | | IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.
| | | | |
| | | | | (SEE HELP <F9)
| | | | | 1 CORRECT - Window
| | | | | 2 CORRECT - Window frame
| | | | | 3 CORRECT - Other
| | | | | 4 INCORRECT - Glass
| | | | | 5 INCORRECT - Wood
| | | | | 6 INCORRECT - See through
| | | | | 7 INCORRECT - Door
| | | | | 8 INCORRECT - Other
| | | | | 88 Don't know / refusal / no response
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | IF Answer to Picture 13 = [Wrong1 .. WrongO] [N13V = 4, 5, 6, 7, 8]
| | | | |
| | | | | N13P

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| | | | | PICTURE 13 (SEE HELP <F9)
| | | | |
| | | | | INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER
| | | | |
| | | | | IF THE
| | | | | RESPONSE IS GLASS / WOOD / SEE THROUGH (OR DESCRIBES THE FUNCTION,
| | | | | MATERIALS OR PARTS OF THE OBJECT), SAY: Yes, but what is it called OR Tell me its
| | | | | name.
| | | | |
| | | | | IF THE RESPONSE IS OVER GENERAL (E.G. IT'S A SHAPE), SAY: Yes, but
| | | | | what kind of ...?
| | | | |
| | | | | IF THE CHILD NAMES A RELATED OBJECT, SAY: What else could
| | | | | you call it?
| | | | | 1 CORRECT - Window
| | | | | 2 CORRECT - Window frame
| | | | | 3 CORRECT - Other
| | | | | 4 INCORRECT - Glass
| | | | | 5 INCORRECT - Wood
| | | | | 6 INCORRECT - See through
| | | | | 7 INCORRECT - Door
| | | | | 8 INCORRECT - Other
| | | | | 88 Don't know / refusal / no response
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | IF (N13V = CrctO) OR (N13P = [WrongO, CrctO]) [N13V = 3 OR N13P =
| | | | | / / / / / 8, 3]
| | | | |
| | | | | N13X
| | | | | Please write in answer in full
| | | | | String60
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | IF (N13V = [Correct, OK1, CrctO]) OR (N13P = [Correct, OK1, CrctO])
| | | | | / / / / / [N13V = 1, 2, 3 OR N13P = 1, 2, 3]
| | | | |
| | | | | N13R
| | | | | That's right. Now let's try another one.
| | | | | 1 Press 1 and <Enter to continue.
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | ELSE
| | | | |
| | | | | IF (N13V = ) OR (N13P = [Wrong1 .. WrongO, Dknow]) [N13V = OR
| | | | | / / / / / N13P = 4, 5, 6, 7, 8, 88]
| | | | |
| | | | | N13T
| | | | | That was a good try, but this is called a window. Now you say window.
| | | | | 1 Press 1 and <Enter to continue.
| | | | | [Don't Know and Refusal are not allowed]
| | | | |

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| | | | | END OF FILTER  
 | | | | |  
 | | | | | END OF FILTER  
 | | | | |  
 | | | | | **N14V**  
 | | | | | SHOW PICTURE 14 (Brush)  
 | | | | |  
 | | | | | SAY: What is this?  
 | | | | |  
 | | | | | IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this thing  
 | | | | | is.  
 | | | | |  
 | | | | | IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.  
 | | | | |  
 | | | | | (SEE HELP <F9)  
 | | | | | 1 CORRECT - Brush  
 | | | | | 2 CORRECT - Paintbrush  
 | | | | | 3 CORRECT - Other  
 | | | | | 4 INCORRECT - Paint  
 | | | | | 5 INCORRECT - Draw  
 | | | | | 6 INCORRECT - Other  
 | | | | | 88 Don't know / refusal / no response  
 | | | | | [Don't Know and Refusal are not allowed]  
 | | | | |  
 | | | | | *IF Answer to Picture 14 = [Wrong1 .. WrongO] [N14V = 4 , 5, 6]*  
 | | | | |  
 | | | | | **N14P**  
 | | | | | PICTURE 14 (SEE HELP <F9)  
 | | | | |  
 | | | | | INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER  
 | | | | |  
 | | | | | IF THE  
 | | | | | RESPONSE IS PAINT (OR DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF  
 | | | | | THE  
 | | | | | OBJECT), SAY: Yes, but what is it called OR Tell me its name.  
 | | | | |  
 | | | | | IF THE RESPONSE IS  
 | | | | | OVER GENERAL (E.G. IT'S A SHAPE), SAY: Yes, but what kind of ...?  
 | | | | |  
 | | | | | IF THE CHILD  
 | | | | | NAMES A RELATED OBJECT, SAY: What else could you call it?  
 | | | | | 1 CORRECT - Brush  
 | | | | | 2 CORRECT - Paintbrush  
 | | | | | 3 CORRECT - Other  
 | | | | | 4 INCORRECT - Paint  
 | | | | | 5 INCORRECT - Draw  
 | | | | | 6 INCORRECT - Other  
 | | | | | 88 Don't know / refusal / no response  
 | | | | | [Don't Know and Refusal are not allowed]  
 | | | | |  
 | | | | | END OF FILTER  
 | | | | |  
 | | | | | *IF (N14V = CrctO) OR (N14P = [WrongO, CrctO]) [N14V = 3 OR N14P =*  
 | | | | | *6, 3]*  
 | | | | |

**N14X**  
 Please write in answer in full  
 String60  
 [Don't Know and Refusal are not allowed]  
 END OF FILTER  
**N15V**  
 SHOW PICTURE 15 (Watch)  
 SAY: What is this?  
 IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this thing  
 is.  
 IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response  
 (SEE HELP <F9)  
 01 CORRECT - Watch  
 02 CORRECT - Wristwatch  
 03 CORRECT - Any brand name of watch (eg. Timex)  
 04 CORRECT - Other  
 05 INCORRECT - Clock  
 06 INCORRECT - Time  
 07 INCORRECT - Tick-tock  
 08 INCORRECT - Bracelet  
 09 INCORRECT - Other  
 88 Don't know / refusal / no response  
 [Don't Know and Refusal are not allowed]  
*IF Answer to Picture 15 = [Wrong1 .. WrongO] [N15V = 5 , 6, 7, 8, 9]*  
**N15P**  
 PICTURE 15 (SEE HELP <F9)  
 INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER  
 IF THE  
 RESPONSE IS TIME (OR DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF  
 THE  
 OBJECT), SAY: Yes, but what is it called OR Tell me its name.  
 IF THE RESPONSE IS  
 OVER GENERAL (E.G. IT'S A SHAPE), SAY: Yes, but what kind of ...?  
 IF THE  
 RESPONSE IS CLOCK / TICK-TOCK (OR CHILD NAMES A RELATED OBJECT), SAY:  
 What else could you call it?  
 01 CORRECT - Watch  
 02 CORRECT - Wristwatch  
 03 CORRECT - Any brand name of watch (eg. Timex)  
 04 CORRECT - Other  
 05 INCORRECT - Clock  
 06 INCORRECT - Time  
 07 INCORRECT - Tick-tock

08 INCORRECT - Bracelet  
09 INCORRECT - Other  
88 Don't know / refusal / no response  
[Don't Know and Refusal are not allowed]

END OF FILTER

*IF (N15V = [OK2, CrctO]) OR (N15P = [OK2, WrongO, CrctO]) [N15V = 3,  
/ / / / 4 OR N15P = 3, 9, 4]*

**N15X**

Please write in answer in full  
String60  
[Don't Know and Refusal are not allowed]

END OF FILTER

**N16V**

SHOW PICTURE 16 (Ear)

SAY: What is this?

IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

(SEE HELP <F9)

- 1 CORRECT - Ear
  - 2 CORRECT - Earhole
  - 3 CORRECT - Other
  - 4 INCORRECT - Thing on your head/face
  - 5 INCORRECT - Thing used for listening
  - 6 INCORRECT - Earring
  - 7 INCORRECT - Other
  - 88 Don't know / refusal / no response
- [Don't Know and Refusal are not allowed]

*IF Answer to Picture 16 = [Wrong1 .. WrongO] [N16V = 4, 5, 6, 7]*

**N16P**

PICTURE 16 (SEE HELP <F9)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

IF THE RESPONSE IS THING USED FOR LISTENING (OR DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT), SAY: Yes, but what is it called OR Tell me its name.

IF THE RESPONSE IS THING ON YOUR HEAD / FACE (OR SOME OTHER OVER GENERAL RESPONSE), SAY: Yes, but what kind of ...?

IF THE CHILD NAMES

A RELATED OBJECT, SAY: What else could you call it?

1 CORRECT - Ear  
2 CORRECT - Earhole  
3 CORRECT - Other  
4 INCORRECT - Thing on your head/face  
5 INCORRECT - Thing used for listening  
6 INCORRECT - Earring  
7 INCORRECT - Other  
88 Don't know / refusal / no response  
[Don't Know and Refusal are not allowed]

END OF FILTER

IF (N16V = CrctO) OR (N16P = [WrongO, CrctO]) [N16V = 3 OR N16P =  
/ / / / 7, 3]

**N16X**

Please write in answer in full  
String60  
[Don't Know and Refusal are not allowed]

END OF FILTER

IF (((((((N12V = [Correct, OK1, CrctO]) OR (N12P = [Correct, OK1,  
/ / / / CrctO])) OR (N13V = [Correct, OK1, CrctO])) OR (N13P = [Correct, OK1,  
/ / / / CrctO])) OR (N14V = [Correct, OK1, CrctO])) OR (N14P = [Correct, OK1,  
/ / / / CrctO])) OR (N15V = [Correct .. OK2, CrctO])) OR (N15P = [Correct .. OK2,  
/ / / / CrctO])) OR (N16V = [Correct, OK1, CrctO])) OR (N16P = [Correct, OK1,  
/ / / / CrctO]) [N12V = 1, 2, 3 OR N12P = 1, 2, 3 OR N13V = 1, 2, 3 OR N13P = 1,  
/ / / / 2, 3 OR N14V = 1, 2, 3 OR N14P = 1, 2, 3 OR N15V = 1, 2, 3, 4 OR N15P = 1  
/ / / / , 2, 3, 4 OR N16V = 1, 2, 3 OR N16P = 1, 2, 3]

**N17V**

SHOW PICTURE 17 (Rainbow)

SAY: What is this?

IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this  
thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

(SEE HELP <F9)

1 CORRECT - Rainbow  
2 CORRECT - Other  
3 INCORRECT - Colours  
4 INCORRECT - Thing in the sky  
5 INCORRECT - Spectrum  
6 INCORRECT - Other  
88 Don't know / refusal / no response  
[Don't Know and Refusal are not allowed]

IF Answer to Picture 17 = [Wrong1 .. WrongO] [N17V = 3, 4, 5, 6]

**N17P**

PICTURE 17 (SEE HELP <F9)

```

| | | | |
| | | | | INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER
| | | | |
| | | | | IF THE
| | | | | RESPONSE IS COLOURS (OR DESCRIBES THE FUNCTION, MATERIALS OR PARTS
| | | | | OF THE OBJECT), SAY: Yes, but what is it called OR Tell me its name.
| | | | |
| | | | | IF THE
| | | | | RESPONSE IS THING IN THE SKY (OR SOME OTHER OVER GENERAL RESPONSE),
| | | | | SAY: Yes, but what kind of ...?
| | | | |
| | | | | IF THE RESPONSE IS SPECTRUM (OR CHILD
| | | | | NAMES A RELATED OBJECT), SAY: What else could you call it?
| | | | | 1 CORRECT - Rainbow
| | | | | 2 CORRECT - Other
| | | | | 3 INCORRECT - Colours
| | | | | 4 INCORRECT - Thing in the sky
| | | | | 5 INCORRECT - Spectrum
| | | | | 6 INCORRECT - Other
| | | | | 88 Don't know / refusal / no response
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | IF (N17V = CrctO) OR (N17P = [WrongO, CrctO]) [N17V = 2 OR N17P
| | | | | / / / / / = 6, 2]
| | | | |
| | | | | N17X
| | | | | Please write in answer in full
| | | | | String60
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | IF (((((((N13V = [Correct, OK1, CrctO]) OR (N13P = [Correct, OK1,
| | | | | / / / / / CrctO])) OR (N14V = [Correct, OK1, CrctO])) OR (N14P = [Correct, OK1,
| | | | | / / / / / CrctO])) OR (N15V = [Correct .. OK2, CrctO])) OR (N15P = [Correct .. OK2,
| | | | | / / / / / CrctO])) OR (N16V = [Correct, OK1, CrctO])) OR (N16P = [Correct, OK1,
| | | | | / / / / / CrctO])) OR (N17V = [Correct, CrctO])) OR (N17P = [Correct, CrctO]) [N13V
| | | | | / / / / / = 1, 2, 3 OR N13P = 1, 2, 3 OR N14V = 1, 2, 3 OR N14P = 1, 2, 3 OR N15V =
| | | | | / / / / / 1, 2, 3, 4 OR N15P = 1, 2, 3, 4 OR N16V = 1, 2, 3 OR N16P = 1, 2, 3 OR
| | | | | / / / / / N17V = 1, 2 OR N17P = 1, 2]
| | | | |
| | | | | N18V
| | | | | SHOW PICTURE 18 (Feather)
| | | | |
| | | | | SAY: What is this?
| | | | |
| | | | | IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this
| | | | | thing is.
| | | | |
| | | | | IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.
| | | | |
| | | | | (SEE HELP <F9)

```

1 CORRECT - Feather  
2 CORRECT - Bird's feather  
3 CORRECT - Other  
4 INCORRECT - Thing that covers birds  
5 INCORRECT - Quill  
6 INCORRECT - Other  
88 Don't know / refusal / no response  
[Don't Know and Refusal are not allowed]

*IF Answer to Picture 18 = [Wrong1 .. WrongO] [N18V = 4 , 5, 6]*

**N18P**

PICTURE 18 (SEE HELP <F9)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

IF THE

CHILD DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT (E.G. THING YOU SIT ON, IT TELLS THE TIME, TAP), SAY: Yes, but what is it called OR

Tell

me its name.

IF THE RESPONSE IS THING THAT COVERS BIRDS (OR SOME OTHER OVER GENERAL RESPONSE), SAY: Yes, but what kind of ...?

IF THE

RESPONSE IS QUILL (OR CHILD NAMES A RELATED OBJECT), SAY: What else could

you call it?

1 CORRECT - Feather  
2 CORRECT - Bird's feather  
3 CORRECT - Other  
4 INCORRECT - Thing that covers birds  
5 INCORRECT - Quill  
6 INCORRECT - Other  
88 Don't know / refusal / no response  
[Don't Know and Refusal are not allowed]

END OF FILTER

*IF (N18V = CrctO) OR (N18P = [WrongO, CrctO]) [N18V = 3 OR N18P  
// // // // = 6, 3]*

**N18X**

Please write in answer in full  
String60  
[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

*IF (((((((N14V = [Correct, OK1, CrctO]) OR (N14P = [Correct, OK1,  
// // // // CrctO]))) OR (N15V = [Correct .. OK2, CrctO]))) OR (N15P = [Correct .. OK2,  
// // // // CrctO]))) OR (N16V = [Correct, OK1, CrctO]))) OR (N16P = [Correct, OK1,*



||| | CrctO)) OR (N17V = [Correct, CrctO])) OR (N17P = [Correct, CrctO])) OR  
||| | (N18V = [Correct, OKI, CrctO])) OR (N18P = [Correct, OKI, CrctO]) [N14V =  
||| | 1, 2, 3 OR N14P = 1, 2, 3 OR N15V = 1, 2, 3, 4 OR N15P = 1, 2, 3, 4 OR  
||| | N16V = 1, 2, 3 OR N16P = 1, 2, 3 OR N17V = 1, 2 OR N17P = 1, 2 OR N18V  
||| | = 1, 2, 3 OR N18P = 1, 2, 3]

||| |

||| | **N19V**

||| | SHOW PICTURE 19 (Tent)

||| |

||| | SAY: What is this?

||| |

||| | IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this  
||| | thing is.

||| |

||| | IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response

||| |

||| | (SEE HELP <F9)

||| | 1 CORRECT - Tent

||| | 2 CORRECT - Other

||| | 3 INCORRECT - Shelter

||| | 4 INCORRECT - Canvas

||| | 5 INCORRECT - Thing you use for camping

||| | 6 INCORRECT - Teepee

||| | 7 INCORRECT - Wigwam

||| | 8 INCORRECT - Other

||| | 88 Don't know / refusal / no response

||| | [Don't Know and Refusal are not allowed]

||| |

||| | IF Answer to Picture 19 = [Wrong1 .. WrongO] [N19V = 3 - 8]

||| |

||| | **N19P**

||| | PICTURE 19 (SEE HELP <F9)

||| |

||| |

||| | INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

||| |

||| | IF THE

||| | RESPONSE IS SHELTER / CANVAS / THING YOU USE FOR CAMPING (OR

||| | DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT), SAY: Yes,

||| | but

||| | what is it called OR Tell me its name.

||| | IF THE RESPONSE IS OVER GENERAL (E.G.

||| | IT'S A SHAPE), SAY: Yes, but what kind of ...?

||| |

||| | IF THE RESPONSE IS TEEPEE /

||| | WIGWAM (OR CHILD NAMES A RELATED OBJECT), SAY: What else could you call

||| | it?

||| | 1 CORRECT - Tent

||| | 2 CORRECT - Other

||| | 3 INCORRECT - Shelter

||| | 4 INCORRECT - Canvas

||| | 5 INCORRECT - Thing you use for camping

||| | 6 INCORRECT - Teepee

||| | 7 INCORRECT - Wigwam

||| | 8 INCORRECT - Other

||| | 88 Don't know / refusal / no response

| | | | | | [Don't Know and Refusal are not allowed]  
| | | | | |  
| | | | | | END OF FILTER  
| | | | | |  
| | | | | | IF (N19V = CrctO) OR (N19P = [WrongO, CrctO]) [N19V = 2 OR N19P  
/ / / / / = 8, 2]  
| | | | | |  
| | | | | | **N19X**  
| | | | | | Please write in answer in full  
| | | | | | String60  
| | | | | | [Don't Know and Refusal are not allowed]  
| | | | | |  
| | | | | | END OF FILTER  
| | | | | |  
| | | | | | END OF FILTER  
| | | | | |  
| | | | | | IF (((((((((N15V = [Correct .. OK2, CrctO]) OR (N15P = [Correct .. OK2,  
/ / / / / CrctO])) OR (N16V = [Correct, OK1, CrctO])) OR (N16P = [Correct, OK1,  
/ / / / / CrctO])) OR (N17V = [Correct, CrctO])) OR (N17P = [Correct, CrctO])) OR  
/ / / / / (N18V = [Correct, OK1, CrctO])) OR (N18P = [Correct, OK1, CrctO])) OR  
/ / / / / (N19V = [Correct, CrctO])) OR (N19P = [Correct, CrctO]) [N15V = 1, 2, 3, 4  
/ / / / / OR N15P = 1, 2, 3, 4 OR N16V = 1, 2, 3 OR N16P = 1, 2, 3 OR N17V = 1, 2  
/ / / / / OR N17P = 1, 2 OR N18V = 1, 2, 3 OR N18P = 1, 2, 3 OR N19V = 1, 2 OR  
/ / / / / N19P = 1, 2]  
| | | | | |  
| | | | | | **N20V**  
| | | | | | SHOW PICTURE 20 (Sink)  
| | | | | |  
| | | | | | SAY: What is this?  
| | | | | |  
| | | | | | IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this  
| | | | | | thing is.  
| | | | | |  
| | | | | | IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.  
| | | | | |  
| | | | | | (SEE HELP <F9)  
| | | | | | 01 CORRECT - Sink  
| | | | | | 02 CORRECT - Face bowl  
| | | | | | 03 CORRECT - Basin  
| | | | | | 04 CORRECT - Hand basin  
| | | | | | 05 CORRECT - Wash basin  
| | | | | | 06 CORRECT - Wash bowl  
| | | | | | 07 CORRECT - Other  
| | | | | | 08 INCORRECT - Tap  
| | | | | | 09 INCORRECT - Wash  
| | | | | | 10 INCORRECT - Water  
| | | | | | 11 INCORRECT - Other  
| | | | | | 88 Don't know / refusal / no response  
| | | | | | [Don't Know and Refusal are not allowed]  
| | | | | |  
| | | | | | IF Answer to Picture 20 = [Wrong1 .. WrongO] [N20V = 8, 9, 10, 11]  
| | | | | |  
| | | | | | **N20P**  
| | | | | | PICTURE 20 (SEE HELP <F9)  

| | | | | INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER  
| | | | |  
| | | | | IF THE  
| | | | | RESPONSE IS TAP / WASH (OR DESCRIBES THE FUNCTION, MATERIALS OR  
PARTS  
| | | | | OF THE OBJECT), SAY: Yes, but what is it called OR Tell me its name.  
| | | | |  
| | | | | IF THE  
| | | | | RESPONSE IS OVER GENERAL (E.G. IT'S A SHAPE), SAY: Yes, but what kind of ...?  
| | | | |  
| | | | | IF THE CHILD NAMES A RELATED OBJECT, SAY: What else could you call it?  
| | | | | 01 CORRECT - Sink  
| | | | | 02 CORRECT - Face bowl  
| | | | | 03 CORRECT - Basin  
| | | | | 04 CORRECT - Hand basin  
| | | | | 05 CORRECT - Wash basin  
| | | | | 06 CORRECT - Wash bowl  
| | | | | 07 CORRECT - Other  
| | | | | 08 INCORRECT - Tap  
| | | | | 09 INCORRECT - Wash  
| | | | | 10 INCORRECT - Water  
| | | | | 11 INCORRECT - Other  
| | | | | 88 Don't know / refusal / no response  
| | | | | [Don't Know and Refusal are not allowed]  
| | | | |  
| | | | | END OF FILTER  
| | | | |  
| | | | | IF (N20V = CrctO) OR (N20P = [WrongO, CrctO]) [N20V = 7 OR N20P  
/ / / / / = 11, 7]  
| | | | |  
| | | | | **N20X**  
| | | | | Please write in answer in full  
| | | | | String60  
| | | | | [Don't Know and Refusal are not allowed]  
| | | | |  
| | | | | END OF FILTER  
| | | | |  
| | | | | END OF FILTER  
| | | | |  
| | | | | IF (((((((N16V = [Correct, OK1, CrctO]) OR (N16P = [Correct, OK1,  
/ / / / / CrctO])) OR (N17V = [Correct, CrctO])) OR (N17P = [Correct, CrctO])) OR  
/ / / / / (N18V = [Correct, OK1, CrctO])) OR (N18P = [Correct, OK1, CrctO])) OR  
/ / / / / (N19V = [Correct, CrctO])) OR (N19P = [Correct, CrctO])) OR (N20V =  
/ / / / / [Correct.. OK5, CrctO])) OR (N20P = [Correct.. OK5, CrctO]) [N16V = 1, 2, 3  
/ / / / / OR N16P = 1, 2, 3 OR N17V = 1, 2 OR N17P = 1, 2 OR N18V = 1, 2, 3 OR  
/ / / / / N18P = 1, 2, 3 OR N19V = 1, 2 OR N19P = 1, 2 OR N20V = 1 - 6, 7 OR N20P  
/ / / / / = 1 - 6, 7]  
| | | | |  
| | | | | **N21V**  
| | | | | SHOW PICTURE 21 (Triangle)  
| | | | |  
| | | | | SAY: What is this?  
| | | | |  
| | | | | IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this  
thing is.



| | | | | IF (((((((N17V = [Correct, CrctO]) OR (N17P = [Correct, CrctO])) OR  
/ / / / / (N18V = [Correct, OK1, CrctO])) OR (N18P = [Correct, OK1, CrctO])) OR  
/ / / / / (N19V = [Correct, CrctO])) OR (N19P = [Correct, CrctO])) OR (N20V =  
/ / / / / [Correct.. OK5, CrctO])) OR (N20P = [Correct.. OK5, CrctO])) OR (N21V =  
/ / / / / [Correct, OK1, CrctO])) OR (N21P = [Correct, OK1, CrctO]) [N17V = 1, 2 OR  
/ / / / / N17P = 1, 2 OR N18V = 1, 2, 3 OR N18P = 1, 2, 3 OR N19V = 1, 2 OR N19P  
/ / / / / = 1, 2 OR N20V = 1 - 6, 7 OR N20P = 1 - 6, 7 OR N21V = 1, 2, 3 OR N21P =  
/ / / / / 1, 2, 3]

| | | | | **N22V**

| | | | | SHOW PICTURE 22 (Shell)

| | | | | SAY: What is this?

| | | | | IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this  
thing is.

| | | | | IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response

| | | | | (SEE HELP <F9)

| | | | | 1 CORRECT - Shell

| | | | | 2 CORRECT - Sea-shell

| | | | | 3 CORRECT - Name of any specific type of shell (eg. scallop or  
cockle)

| | | | | 4 CORRECT - Other

| | | | | 5 INCORRECT - Sand thing

| | | | | 6 INCORRECT - Beach

| | | | | 7 INCORRECT - Other

| | | | | 88 Don't know / refusal / no response

| | | | | [Don't Know and Refusal are not allowed]

| | | | | IF Answer to Picture 22 = [Wrong1 .. WrongO] [N22V = 5, 6, 7]

| | | | | **N22P**

| | | | | PICTURE 22 (SEE HELP <F9)

| | | | | INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

| | | | | IF THE

| | | | | CHILD DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT,(E.G.  
THING YOU SIT ON, IT TELLS THE TIME, TAP), SAY: Yes, but what is it called OR

Tell

| | | | | me its name.

| | | | | IF THE RESPONSE IS SAND THING (OR SOME OTHER OVER  
GENERAL RESPONSE), SAY: Yes, but what kind of ...?

| | | | | IF THE CHILD NAMES A

| | | | | RELATED OBJECT, SAY: What else could you call it?

| | | | | 1 CORRECT - Shell

| | | | | 2 CORRECT - Sea-shell

| | | | | 3 CORRECT - Name of any specific type of shell (eg. scallop or  
cockle)

| | | | | 4 CORRECT - Other

| | | | | 5 INCORRECT - Sand thing

6 INCORRECT - Beach  
7 INCORRECT - Other  
88 Don't know / refusal / no response  
[Don't Know and Refusal are not allowed]

END OF FILTER

IF (N22V = [OK2, CrctO]) OR (N22P = [OK2, WrongO, CrctO]) [N22V =  
/ / / / / 3, 4 OR N22P = 3, 7, 4]

**N22X**

Please write in answer in full

String60

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

IF (((((((((N18V = [Correct, OK1, CrctO]) OR (N18P = [Correct, OK1,  
/ / / / / CrctO])) OR (N19V = [Correct, CrctO])) OR (N19P = [Correct, CrctO])) OR  
/ / / / / (N20V = [Correct .. OK5, CrctO])) OR (N20P = [Correct .. OK5, CrctO])) OR  
/ / / / / (N21V = [Correct, OK1, CrctO])) OR (N21P = [Correct, OK1, CrctO])) OR  
/ / / / / (N22V = [Correct .. OK2, CrctO])) OR (N22P = [Correct .. OK2, CrctO]) [N18V  
/ / / / / = 1, 2, 3 OR N18P = 1, 2, 3 OR N19V = 1, 2 OR N19P = 1, 2 OR N20V = 1 -  
/ / / / / 6, 7 OR N20P = 1 - 6, 7 OR N21V = 1, 2, 3 OR N21P = 1, 2, 3 OR N22V = 1,  
/ / / / / 2, 3, 4 OR N22P = 1, 2, 3, 4]

**N23V**

SHOW PICTURE 23 (Chain)

SAY: What is this?

IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this  
thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

(SEE HELP <F9)

01 CORRECT - Chain

02 CORRECT - Other

03 INCORRECT - Links

04 INCORRECT - Dog collar

05 INCORRECT - Metal

06 INCORRECT - Lock

07 INCORRECT - Necklace

08 INCORRECT - Bracelet

09 INCORRECT - Other

88 Don't know / refusal / no response

[Don't Know and Refusal are not allowed]

IF Answer to Picture 23 = [Wrong1 .. WrongO] [N23V = 3 - 9]

**N23P**

PICTURE 23 (SEE HELP <F9)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

IF THE RESPONSE IS LINKS / METAL (OR DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT), SAY: Yes, but what is it called OR Tell me its name.

IF THE RESPONSE IS OVER GENERAL (E.G. IT'S A SHAPE), SAY: Yes, but what kind of ...?

IF THE RESPONSE IS DOG COLLAR (OR CHILD NAMES A RELATED OBJECT), SAY: What else could you call it?

01 CORRECT - Chain  
02 CORRECT - Other  
03 INCORRECT - Links  
04 INCORRECT - Dog collar  
05 INCORRECT - Metal  
06 INCORRECT - Lock  
07 INCORRECT - Necklace  
08 INCORRECT - Bracelet  
09 INCORRECT - Other  
88 Don't know / refusal / no response  
[Don't Know and Refusal are not allowed]

END OF FILTER

*IF (N23V = CrctO) OR (N23P = [WrongO, CrctO]) [N23V = 2 OR N23P = 9, 2]*

**N23X**  
Please write in answer in full  
String60  
[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

*IF (((((((((N19V = [Correct, CrctO]) OR (N19P = [Correct, CrctO])) OR (N20V = [Correct .. OK5, CrctO])) OR (N20P = [Correct .. OK5, CrctO])) OR (N21V = [Correct, OK1, CrctO])) OR (N21P = [Correct, OK1, CrctO])) OR (N22V = [Correct .. OK2, CrctO])) OR (N22P = [Correct .. OK2, CrctO])) OR (N23V = [Correct, CrctO])) OR (N23P = [Correct, CrctO]) [N19V = 1, 2 OR N19P = 1, 2 OR N20V = 1 - 6, 7 OR N20P = 1 - 6, 7 OR N21V = 1, 2, 3 OR N21P = 1, 2, 3 OR N22V = 1, 2, 3, 4 OR N22P = 1, 2, 3, 4 OR N23V = 1, 2 OR N23P = 1, 2]*

**N24V**  
SHOW PICTURE 24 (Jar)

SAY: What is this?

IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response

(SEE HELP <F9)

- 1 CORRECT - Jar
- 2 CORRECT - Jam jar/honey jar
- 3 CORRECT - Jam pot/honey pot
- 4 CORRECT - Other
- 5 INCORRECT - Bottle
- 6 INCORRECT - Cup
- 7 INCORRECT - Glass
- 8 INCORRECT - Other
- 88 Don't know / refusal / no response

[Don't Know and Refusal are not allowed]

*IF Answer to Picture 24 = [WrongI .. WrongO] [N24V = 5 , 6, 7, 8]*

**N24P**

PICTURE 24 (SEE HELP <F9)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

IF THE RESPONSE IS GLASS (OR DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT), SAY: Yes, but what is it called OR Tell me its name.

IF THE RESPONSE IS OVER GENERAL (E.G. IT'S A SHAPE), SAY: Yes, but what kind of ...?

IF THE RESPONSE IS CUP OR BOTTLE (OR CHILD NAMES A RELATED OBJECT), SAY: What else could you call it?

- 1 CORRECT - Jar
- 2 CORRECT - Jam jar/honey jar
- 3 CORRECT - Jam pot/honey pot
- 4 CORRECT - Other
- 5 INCORRECT - Bottle
- 6 INCORRECT - Cup
- 7 INCORRECT - Glass
- 8 INCORRECT - Other
- 88 Don't know / refusal / no response

[Don't Know and Refusal are not allowed]

END OF FILTER

*IF (N24V = CrctO) OR (N24P = [WrongO, CrctO]) [N24V = 4 OR N24P // // // // = 8, 4]*

**N24X**

Please write in answer in full

String60

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER



IF (((((((N20V = [Correct .. OK5, CrctO]) OR (N20P = [Correct .. OK5,  
CrctO])) OR (N21V = [Correct, OK1, CrctO])) OR (N21P = [Correct, OK1,  
CrctO])) OR (N22V = [Correct .. OK2, CrctO])) OR (N22P = [Correct .. OK2,  
CrctO])) OR (N23V = [Correct, CrctO])) OR (N23P = [Correct, CrctO])) OR  
(N24V = [Correct .. OK2, CrctO])) OR (N24P = [Correct .. OK2, CrctO]) [N20V  
= 1 - 6, 7 OR N20P = 1 - 6, 7 OR N21V = 1, 2, 3 OR N21P = 1, 2, 3 OR N22V  
= 1, 2, 3, 4 OR N22P = 1, 2, 3, 4 OR N23V = 1, 2 OR N23P = 1, 2 OR N24V  
= 1, 2, 3, 4 OR N24P = 1, 2, 3, 4]

**NSTP**

INTERVIEWER: DO YOU NEED TO TERMINATE THIS ASSESSMENT?

YOU

SHOULD ONLY CODE YES IF THE CHILD HAS BECOME EXTREMELY DISTRESSED  
AND IT IS IMPOSSIBLE TO CONTINUE THE ASSESSMENT.

1 Yes

2 No

[Don't Know and Refusal are not allowed]

**N25V**

SHOW PICTURE 25 (Switch)

SAY: What is this?

IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this  
thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response

(SEE HELP <F9)

01 CORRECT - Switch

02 CORRECT - Light switch

03 CORRECT - Other

04 INCORRECT - Electric

05 INCORRECT - Light

06 INCORRECT - Plastic

07 INCORRECT - Turn it on

08 INCORRECT - Plug

09 INCORRECT - Switches on/off

10 INCORRECT - Other

88 Don't know / refusal / no response

[Don't Know and Refusal are not allowed]

IF Answer to Picture 25 = [Wrong1 .. WrongO] [N25V = 4 - 10]

**N25P**

PICTURE 25 (SEE HELP <F9)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

IF THE

RESPONSE IS ELECTRIC / PLASTIC / TURN IT ON (OR DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT), SAY: Yes, but what is it called OR Tell me its

name.

IF THE RESPONSE IS OVER GENERAL (E.G. IT'S A SHAPE), SAY: Yes, but what kind of ...?

IF THE RESPONSE IS LIGHT (OR CHILD NAMES A RELATED OBJECT), SAY: What else could you call it?

- 01 CORRECT - Switch
  - 02 CORRECT - Light switch
  - 03 CORRECT - Other
  - 04 INCORRECT - Electric
  - 05 INCORRECT - Light
  - 06 INCORRECT - Plastic
  - 07 INCORRECT - Turn it on
  - 08 INCORRECT - Plug
  - 09 INCORRECT - Switches on/off
  - 10 INCORRECT - Other
  - 88 Don't know / refusal / no response
- [Don't Know and Refusal are not allowed]

END OF FILTER

IF (N25V = CrctO) OR (N25P = [WrongO, CrctO]) [N25V = 3 OR N25P = 10, 3]

**N25X**  
Please write in answer in full  
String60  
[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

IF (((((((N21V = [Correct, OK1, CrctO]) OR (N21P = [Correct, OK1, CrctO])) OR (N22V = [Correct .. OK2, CrctO])) OR (N22P = [Correct .. OK2, CrctO])) OR (N23V = [Correct, CrctO])) OR (N23P = [Correct, CrctO])) OR (N24V = [Correct .. OK2, CrctO])) OR (N24P = [Correct .. OK2, CrctO])) OR (N25V = [Correct, OK1, CrctO])) OR (N25P = [Correct, OK1, CrctO]) [N21V = 1, 2, 3 OR N21P = 1, 2, 3 OR N22V = 1, 2, 3, 4 OR N22P = 1, 2, 3, 4 OR N23V = 1, 2 OR N23P = 1, 2 OR N24V = 1, 2, 3, 4 OR N24P = 1, 2, 3, 4 OR N25V = 1, 2, 3 OR N25P = 1, 2, 3]

**N26V**  
SHOW PICTURE 26 (Igloo)

SAY: What is this?

IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

```

| | | | |
| | | | | (SEE HELP <F9)
| | | | | 1 CORRECT - Igloo
| | | | | 2 CORRECT - Other
| | | | | 3 INCORRECT - Snow house
| | | | | 4 INCORRECT - Ice house
| | | | | 5 INCORRECT - Eskimo house
| | | | | 6 INCORRECT - Other
| | | | | 88 Don't know / refusal / no response
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | IF Answer to Picture 26 = [Wrong1 .. WrongO] [N26V = 3 , 4, 5, 6]
| | | | |
| | | | | N26P
| | | | | PICTURE 26 (SEE HELP <F9)
| | | | |
| | | | | INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER
| | | | |
| | | | | IF THE
| | | | | CHILD DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT (E.G.
| | | | | THING YOU SIT ON, IT TELLS THE TIME, TAP), SAY: Yes, but what is it called OR
Tell
| | | | | me its name.
| | | | |
| | | | | IF THE RESPONSE IS OVER GENERAL (E.G. IT'S A SHAPE), SAY:
| | | | | Yes, but what kind of ...?
| | | | |
| | | | | IF THE RESPONSE IS SNOW HOUSE / ICE HOUSE /
| | | | | ESKIMO HOUSE (OR CHILD NAMES A RELATED OBJECT), SAY: What else could
you
| | | | | call it?
| | | | | 1 CORRECT - Igloo
| | | | | 2 CORRECT - Other
| | | | | 3 INCORRECT - Snow house
| | | | | 4 INCORRECT - Ice house
| | | | | 5 INCORRECT - Eskimo house
| | | | | 6 INCORRECT - Other
| | | | | 88 Don't know / refusal / no response
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | IF (N26V = CrctO) OR (N26P = [WrongO, CrctO]) [N26V = 2 OR N26P
/ / / / / = 6, 2]
| | | | |
| | | | | N26X
| | | | | Please write in answer in full.
| | | | | String60
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | IF (((((((N22V = [Correct .. OK2, CrctO]) OR (N22P = [Correct .. OK2,

```



| | | | | 88 Don't know / refusal / no response  
| | | | | [Don't Know and Refusal are not allowed]

| | | | |  
| | | | | END OF FILTER

| | | | |  
| | | | | IF (N27V = CrctO) OR (N27P = [WrongO, CrctO]) [N27V = 2 OR N27P  
/ / / / / = 8, 2]

| | | | |  
| | | | | **N27X**  
| | | | | Please write in answer in full  
| | | | | String60  
| | | | | [Don't Know and Refusal are not allowed]

| | | | |  
| | | | | END OF FILTER

| | | | |  
| | | | | END OF FILTER

| | | | | IF (((((((((N23V = [Correct, CrctO]) OR (N23P = [Correct, CrctO])) OR  
/ / / / / (N24V = [Correct .. OK2, CrctO])) OR (N24P = [Correct .. OK2, CrctO])) OR  
/ / / / / (N25V = [Correct, OK1, CrctO])) OR (N25P = [Correct, OK1, CrctO])) OR  
/ / / / / (N26V = [Correct, CrctO])) OR (N26P = [Correct, CrctO])) OR (N27V =  
/ / / / / [Correct, CrctO])) OR (N27P = [Correct, CrctO]) [N23V = 1, 2 OR N23P = 1, 2  
/ / / / / OR N24V = 1, 2, 3, 4 OR N24P = 1, 2, 3, 4 OR N25V = 1, 2, 3 OR N25P = 1,  
/ / / / / 2, 3 OR N26V = 1, 2 OR N26P = 1, 2 OR N27V = 1, 2 OR N27P = 1, 2]

| | | | |  
| | | | | **N28V**  
| | | | | SHOW PICTURE 28 (Fountain)

| | | | |  
| | | | | SAY: What is this?

| | | | |  
| | | | | IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this  
| | | | | thing is.

| | | | |  
| | | | | IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

| | | | |  
| | | | | (SEE HELP <F9)  
| | | | | 1 CORRECT - Fountain  
| | | | | 2 CORRECT - Water fountain  
| | | | | 3 CORRECT - Other  
| | | | | 4 INCORRECT - Water/waterfall  
| | | | | 5 INCORRECT - Spray  
| | | | | 6 INCORRECT - Splash  
| | | | | 7 INCORRECT - Water feature  
| | | | | 8 INCORRECT - Other  
| | | | | 88 Don't know / refusal / no response  
| | | | | [Don't Know and Refusal are not allowed]

| | | | |  
| | | | | IF Answer to Picture 28 = [Wrong1 .. WrongO] [N28V = 4, 5, 6, 7, 8]

| | | | |  
| | | | | **N28P**  
| | | | | PICTURE 28 (SEE HELP <F9)

| | | | |  
| | | | | INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

| | | | |  
| | | | | IF THE

RESPONSE IS WATER / SPRAY (OR DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT), SAY: Yes, but what is it called OR Tell me its name.

IF

THE RESPONSE IS OVER GENERAL (E.G. IT'S A SHAPE), SAY: Yes, but what kind of ...?

IF THE RESPONSE IS WATERFALL (OR CHILD NAMES A RELATED OBJECT), SAY: What else could you call it?

- 1 CORRECT - Fountain
  - 2 CORRECT - Water fountain
  - 3 CORRECT - Other
  - 4 INCORRECT - Water/waterfall
  - 5 INCORRECT - Spray
  - 6 INCORRECT - Splash
  - 7 INCORRECT - Water feature
  - 8 INCORRECT - Other
  - 88 Don't know / refusal / no response
- [Don't Know and Refusal are not allowed]

END OF FILTER

IF (N28V = CrctO) OR (N28P = [WrongO, CrctO]) [N28V = 3 OR N28P = 8, 3]

**N28X**

Please write in answer in full  
String60  
[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

IF (((((((N24V = [Correct .. OK2, CrctO]) OR (N24P = [Correct .. OK2, CrctO])) OR (N25V = [Correct, OK1, CrctO])) OR (N25P = [Correct, OK1, CrctO])) OR (N26V = [Correct, CrctO])) OR (N26P = [Correct, CrctO])) OR (N27V = [Correct, CrctO])) OR (N27P = [Correct, CrctO])) OR (N28V = [Correct, OK1, CrctO])) OR (N28P = [Correct, OK1, CrctO]) [N24V = 1, 2, 3, 4 OR N24P = 1, 2, 3, 4 OR N25V = 1, 2, 3 OR N25P = 1, 2, 3 OR N26V = 1, 2 OR N26P = 1, 2 OR N27V = 1, 2 OR N27P = 1, 2 OR N28V = 1, 2, 3 OR N28P = 1, 2, 3]

**N29V**

SHOW PICTURE 29 (Measuring jug)

SAY: What is this?

IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

(SEE HELP <F9)

- 01 CORRECT - Measuring jug
- 02 CORRECT - Measure jug

03 CORRECT - Measuring cup  
04 CORRECT - Other  
05 INCORRECT - Jug  
06 INCORRECT - Measurer  
07 INCORRECT - Thing for water/milk  
08 INCORRECT - Pourer  
09 INCORRECT - Plastic thing  
10 INCORRECT - Weighing jug  
11 INCORRECT - A number jug/ a counting jug  
12 INCORRECT - Other  
88 Don't know / refusal / no response  
[Don't Know and Refusal are not allowed]

*IF Answer to Picture 29 = [Wrong1 .. WrongO] [N29V = 5 - 12]*

**N29P**

PICTURE 29 (SEE HELP <F9)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

IF THE

RESPONSE IS MEASURER / THING FOR WATER OR MILK / POURER (OR  
DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT), SAY: Yes,

but

what is it called OR Tell me its name.

IF THE RESPONSE IS PLASTIC THING (OR  
SOME OTHER OVER GENERAL RESPONSE), SAY: Yes, but what kind of ...?

IF

THE RESPONSE IS JUG (OR CHILD NAMES A RELATED OBJECT), SAY: What else  
could you call it?

01 CORRECT - Measuring jug  
02 CORRECT - Measure jug  
03 CORRECT - Measuring cup  
04 CORRECT - Other  
05 INCORRECT - Jug  
06 INCORRECT - Measurer  
07 INCORRECT - Thing for water/milk  
08 INCORRECT - Pourer  
09 INCORRECT - Plastic thing  
10 INCORRECT - Weighing jug  
11 INCORRECT - A number jug/ a counting jug  
12 INCORRECT - Other  
88 Don't know / refusal / no response  
[Don't Know and Refusal are not allowed]

END OF FILTER

*IF (N29V = CrctO) OR (N29P = [WrongO, CrctO]) [N29V = 4 OR N29P*

*/ / / / / = 12, 4]*

**N29X**

Please write in answer in full

String60

| | | | | [Don't Know and Refusal are not allowed]

| | | | |

| | | | | END OF FILTER

| | | | |

| | | | | END OF FILTER

| | | | |

| | | | | *IF* (((((((((N25V = [Correct, OK1, CrctO]) OR (N25P = [Correct, OK1,  
/ / / / / CrctO])) OR (N26V = [Correct, CrctO])) OR (N26P = [Correct, CrctO])) OR  
/ / / / / (N27V = [Correct, CrctO])) OR (N27P = [Correct, CrctO])) OR (N28V =  
/ / / / / [Correct, OK1, CrctO])) OR (N28P = [Correct, OK1, CrctO])) OR (N29V =  
/ / / / / [Correct .. OK2, CrctO])) OR (N29P = [Correct .. OK2, CrctO]) [N25V = 1, 2, 3  
/ / / / / OR N25P = 1, 2, 3 OR N26V = 1, 2 OR N26P = 1, 2 OR N27V = 1, 2 OR  
/ / / / / N27P = 1, 2 OR N28V = 1, 2, 3 OR N28P = 1, 2, 3 OR N29V = 1, 2, 3, 4 OR  
/ / / / / N29P = 1, 2, 3, 4]

| | | | |

| | | | | **N30V**

| | | | | SHOW PICTURE 30 (Hourglass)

| | | | |

| | | | | SAY: What is this?

| | | | |

| | | | | IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this  
| | | | | thing is.

| | | | |

| | | | | IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

| | | | |

| | | | | (SEE HELP <F9)

| | | | | 1 CORRECT - Hourglass

| | | | | 2 CORRECT - Timer

| | | | | 3 CORRECT - Sand timer

| | | | | 4 CORRECT - Egg timer

| | | | | 5 CORRECT - Other

| | | | | 6 INCORRECT - Sand clock

| | | | | 7 INCORRECT - Other

| | | | | 88 Don't know / refusal / no response

| | | | | [Don't Know and Refusal are not allowed]

| | | | |

| | | | | *IF Answer to Picture 30 = [Wrong1 .. WrongO] [N30V = 6, 7]*

| | | | |

| | | | | **N30P**

| | | | | PICTURE 30 (SEE HELP <F9)

| | | | |

| | | | | INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

| | | | |

| | | | | IF THE

| | | | | CHILD DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT (E.G.

| | | | | THING YOU SIT ON, IT TELLS THE TIME, TAP), SAY: Yes, but what is it called OR

| | | | | Tell

| | | | | me its name.

| | | | |

| | | | | IF THE RESPONSE IS OVER GENERAL (E.G. IT'S A SHAPE), SAY:

| | | | | Yes, but what kind of ...?

| | | | |

| | | | | IF THE RSEPONSE IS SAND CLOCK (OR CHILD NAMES

| | | | | A RELATED OBJECT), SAY: What else could you call it?

| | | | | 1 CORRECT - Hourglass



```

| | | | | 2 CORRECT - Timer
| | | | | 3 CORRECT - Sand timer
| | | | | 4 CORRECT - Egg timer
| | | | | 5 CORRECT - Other
| | | | | 6 INCORRECT - Sand clock
| | | | | 7 INCORRECT - Other
| | | | | 88 Don't know / refusal / no response
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | IF (N30V = CrctO) OR (N30P = [WrongO, CrctO]) [N30V = 5 OR N30P
| | | | | / / / / / = 7, 5]
| | | | |
| | | | | N30X
| | | | | Please write in answer in full
| | | | | String60
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | IF Number of incorrect responses < 3]
| | | | |
| | | | | IF (((((((((N26V = [Correct, CrctO]) OR (N26P = [Correct, CrctO])) OR
| | | | | / / / / / (N27V = [Correct, CrctO])) OR (N27P = [Correct, CrctO])) OR (N28V =
| | | | | / / / / / [Correct, OK1, CrctO])) OR (N28P = [Correct, OK1, CrctO])) OR (N29V =
| | | | | / / / / / [Correct .. OK2, CrctO])) OR (N29P = [Correct .. OK2, CrctO])) OR (N30V
| | | | | / / / / / = [Correct, OK1 .. OK3, CrctO])) OR (N30P = [Correct, OK1 .. OK3,
| | | | | / / / / / CrctO]) [N26V = 1, 2 OR N26P = 1, 2 OR N27V = 1, 2 OR N27P = 1, 2 OR
| | | | | / / / / / N28V = 1, 2, 3 OR N28P = 1, 2, 3 OR N29V = 1, 2, 3, 4 OR N29P = 1, 2, 3,
| | | | | / / / / / 4 OR N30V = 1, 2, 2, 3, 4, 5 OR N30P = 1, 2, 2, 3, 4, 5]
| | | | |
| | | | | N31V
| | | | | SHOW PICTURE 31 (Padlock)
| | | | |
| | | | | SAY: What is this?
| | | | |
| | | | | IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this
| | | | | thing is.
| | | | |
| | | | | IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.
| | | | |
| | | | | (SEE HELP <F9)
| | | | | 1 CORRECT - Padlock
| | | | | 2 CORRECT - Other
| | | | | 3 INCORRECT - Lock
| | | | | 4 INCORRECT - Thing used for locking doors/bicycles
| | | | | 5 INCORRECT - Key lock
| | | | | 6 INCORRECT - Other
| | | | | 88 Don't know / refusal / no response
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | IF Answer to Picture 31 = [Wrong1 .. WrongO] [N31V = 3, 4, 5, 6]
| | | | |

```

**N31P**  
 PICTURE 31 (SEE HELP <F9)  
  
 INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER  
  
 IF THE  
 RESPONSE IS LOCK / THING USED FOR LOCKING DOORS / BICYCLES (OR  
 DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT), SAY: Yes,  
 but what is it called OR Tell me its name.  
  
 IF THE RESPONSE IS OVER  
 GENERAL (E.G. IT'S A SHAPE), SAY: Yes, but what kind of ...?  
  
 IF THE CHILD  
 NAMES A RELATED OBJECT, SAY: What else could you call it?  
 1 CORRECT - Padlock  
 2 CORRECT - Other  
 3 INCORRECT - Lock  
 4 INCORRECT - Thing used for locking doors/bicycles  
 5 INCORRECT - Key lock  
 6 INCORRECT - Other  
 88 Don't know / refusal / no response  
 [Don't Know and Refusal are not allowed]  
  
 END OF FILTER  
  
*IF (N31V = CrctO) OR (N31P = [WrongO, CrctO]) [N31V = 2 OR  
 / / / / / N31P = 6, 2]*  
  
**N31X**  
 Please write in answer in full  
 String60  
 [Don't Know and Refusal are not allowed]  
  
 END OF FILTER  
  
 END OF FILTER  
  
*IF (((((((N27V = [Correct, CrctO]) OR (N27P = [Correct, CrctO])) OR  
 / / / / / (N28V = [Correct, OK1, CrctO])) OR (N28P = [Correct, OK1, CrctO])) OR  
 / / / / / (N29V = [Correct.. OK2, CrctO])) OR (N29P = [Correct.. OK2, CrctO]))  
 / / / / / OR (N30V = [Correct, OK1 .. OK3, CrctO])) OR (N30P = [Correct, OK1 ..  
 / / / / / OK3, CrctO])) OR (N31V = [Correct, CrctO])) OR (N31P = [Correct,  
 / / / / / CrctO]) [N27V = 1, 2 OR N27P = 1, 2 OR N28V = 1, 2, 3 OR N28P = 1, 2, 3  
 / / / / / OR N29V = 1, 2, 3, 4 OR N29P = 1, 2, 3, 4 OR N30V = 1, 2, 2, 3, 4, 5 OR  
 / / / / / N30P = 1, 2, 2, 3, 4, 5 OR N31V = 1, 2 OR N31P = 1, 2]*  
  
**N32V**  
 SHOW PICTURE 32 (Tweezers)  
  
 SAY: What is this?  
  
 IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this  
 thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

(SEE HELP <F9)

- 1 CORRECT - Tweezers
  - 2 CORRECT - Other
  - 3 INCORRECT - Things used for plucking
  - 4 INCORRECT - Small pincers
  - 5 INCORRECT - Thing used for picking up small things
  - 6 INCORRECT - Pliers
  - 7 INCORRECT - Other
  - 88 Don't know / refusal / no response
- [Don't Know and Refusal are not allowed]

*IF Answer to Picture 32 = [Wrong1 .. WrongO] [N32V = 3 , 4, 5, 6,  
/ / / / / 7]*

**N32P**  
PICTURE 32 (SEE HELP <F9)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

IF THE  
RESPONSE IS THING USED FOR PLUCKING / PICKING UP SMALL THINGS (OR  
DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT), SAY: Yes,  
but what is it called OR Tell me its name.

IF THE RESPONSE IS OVER  
GENERAL (E.G. IT'S A SHAPE), SAY: Yes, but what kind of ...?

IF THE  
RESPONSE IS SMALL PINCERS (OR CHILD NAMES A RELATED OBJECT), SAY:  
What else could you call it?

- 1 CORRECT - Tweezers
- 2 CORRECT - Other
- 3 INCORRECT - Things used for plucking
- 4 INCORRECT - Small pincers
- 5 INCORRECT - Thing used for picking up small things
- 6 INCORRECT - Pliers
- 7 INCORRECT - Other
- 88 Don't know / refusal / no response

[Don't Know and Refusal are not allowed]

END OF FILTER

*IF (N32V = CrctO) OR (N32P = [WrongO, CrctO]) [N32V = 2 OR  
/ / / / / N32P = 7, 2]*

**N32X**  
Please write in answer in full  
String60  
[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

IF (((((((N28V = [Correct, OK1, CrctO]) OR (N28P = [Correct, OK1, CrctO])) OR (N29V = [Correct .. OK2, CrctO])) OR (N29P = [Correct .. OK2, CrctO])) OR (N30V = [Correct, OK1 .. OK3, CrctO])) OR (N30P = [Correct, OK1 .. OK3, CrctO])) OR (N31V = [Correct, CrctO])) OR (N31P = [Correct, CrctO])) OR (N32V = [Correct, CrctO])) OR (N32P = [Correct, CrctO]) [N28V = 1, 2, 3 OR N28P = 1, 2, 3 OR N29V = 1, 2, 3, 4 OR N29P = 1, 2, 3, 4 OR N30V = 1, 2, 2, 3, 4, 5 OR N30P = 1, 2, 2, 3, 4, 5 OR N31V = 1, 2 OR N31P = 1, 2 OR N32V = 1, 2 OR N32P = 1, 2]

**N33V**

SHOW PICTURE 33 (Thermometer)

SAY: What is this?

IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

(SEE HELP <F9)

- 1 CORRECT - Thermometer
  - 2 CORRECT - Other
  - 3 INCORRECT - Temperature thing
  - 4 INCORRECT - Other
  - 88 Don't know / refusal / no response
- [Don't Know and Refusal are not allowed]

IF Answer to Picture 33 = [Wrong1 .. WrongO] [N33V = 3, 4]

**N33P**

PICTURE 33 (SEE HELP <F9)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

IF THE RESPONSE IS TEMPERATURE THING (OR DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT), SAY: Yes, but what is it called OR Tell me its name.

IF THE RESPONSE IS OVER GENERAL (E.G. IT'S A SHAPE), SAY: Yes, but what kind of ...?

IF THE CHILD NAMES A RELATED OBJECT, SAY: What else could you call it?

- 1 CORRECT - Thermometer
  - 2 CORRECT - Other
  - 3 INCORRECT - Temperature thing
  - 4 INCORRECT - Other
  - 88 Don't know / refusal / no response
- [Don't Know and Refusal are not allowed]

END OF FILTER

IF (N33V = CrctO) OR (N33P = [WrongO, CrctO]) [N33V = 2 OR

/// / / / / N33P = 4, 2]


**N33X**

Please write in answer in full.

String60

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

IF (((((((N29V = [Correct .. OK2, CrctO]) OR (N29P = [Correct .. OK2,  
/ / / / / CrctO])) OR (N30V = [Correct, OK1 .. OK3, CrctO])) OR (N30P = [Correct,  
/ / / / / OK1 .. OK3, CrctO])) OR (N31V = [Correct, CrctO])) OR (N31P = [Correct,  
/ / / / / CrctO])) OR (N32V = [Correct, CrctO])) OR (N32P = [Correct, CrctO])) OR  
/ / / / / (N33V = [Correct, CrctO])) OR (N33P = [Correct, CrctO]) [N29V = 1, 2, 3, 4  
/ / / / / OR N29P = 1, 2, 3, 4 OR N30V = 1, 2, 2, 3, 4, 5 OR N30P = 1, 2, 2, 3, 4, 5  
/ / / / / OR N31V = 1, 2 OR N31P = 1, 2 OR N32V = 1, 2 OR N32P = 1, 2 OR  
/ / / / / N33V = 1, 2 OR N33P = 1, 2]

| | | | |  
| | | | |

**N34V**

SHOW PICTURE 34 (Canoe)

SAY: What is this?

IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

(SEE HELP <F9)

- 1 CORRECT - Canoe
  - 2 CORRECT - Other
  - 3 INCORRECT - Boat
  - 4 INCORRECT - Kayak
  - 5 INCORRECT - Other
  - 88 Don't know / refusal / no response
- [Don't Know and Refusal are not allowed]

IF Answer to Picture 34 = [Wrong1 .. WrongO] [N34V = 3, 4, 5]

| | | | |

**N34P**

PICTURE 34 (SEE HELP <F9)

| | | | |

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

| | | | |

IF THE CHILD DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT (E.G. THING YOU SIT ON, IT TELLS THE TIME, TAP), SAY: Yes, but what is it called OR Tell me its name.

| | | | |

IF THE RESPONSE IS OVER GENERAL (E.G. IT'S A SHAPE), SAY: Yes, but what kind of ...?

| | | | |

IF THE RESPONSE IS BOAT / KAYAK

| | | | | | | | (OR CHILD NAMES A RELATED OBJECT), SAY: What else could you call it?  
| | | | | | | | 1 CORRECT - Canoe  
| | | | | | | | 2 CORRECT - Other  
| | | | | | | | 3 INCORRECT - Boat  
| | | | | | | | 4 INCORRECT - Kayak  
| | | | | | | | 5 INCORRECT - Other  
| | | | | | | | 88 Don't know / refusal / no response  
| | | | | | | | [Don't Know and Refusal are not allowed]

| | | | | | | | END OF FILTER

| | | | | | | | IF (N34V = CrctO) OR (N34P = [WrongO, CrctO]) [N34V = 2 OR  
| | | | | | | | N34P = 5, 2]

| | | | | | | | **N34X**

| | | | | | | | Please write in answer in full  
| | | | | | | | String60  
| | | | | | | | [Don't Know and Refusal are not allowed]

| | | | | | | | END OF FILTER

| | | | | | | | END OF FILTER

| | | | | | | | IF (((((((((N30V = [Correct, OK1 .. OK3, CrctO]) OR (N30P = [Correct,  
| | | | | | | | OK1 .. OK3, CrctO])) OR (N31V = [Correct, CrctO])) OR (N31P = [Correct,  
| | | | | | | | CrctO])) OR (N32V = [Correct, CrctO])) OR (N32P = [Correct, CrctO])) OR  
| | | | | | | | (N33V = [Correct, CrctO])) OR (N33P = [Correct, CrctO])) OR (N34V =  
| | | | | | | | [Correct, CrctO])) OR (N34P = [Correct, CrctO]) [N30V = 1, 2, 2, 3, 4, 5  
| | | | | | | | OR N30P = 1, 2, 2, 3, 4, 5 OR N31V = 1, 2 OR N31P = 1, 2 OR N32V = 1,  
| | | | | | | | 2 OR N32P = 1, 2 OR N33V = 1, 2 OR N33P = 1, 2 OR N34V = 1, 2 OR  
| | | | | | | | N34P = 1, 2]

| | | | | | | | **N35V**

| | | | | | | | SHOW PICTURE 35 (Funnel)

| | | | | | | | SAY: What is this?

| | | | | | | | IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this  
| | | | | | | | thing is.

| | | | | | | | IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

| | | | | | | | (SEE HELP <F9)

| | | | | | | | 1 CORRECT - Funnel  
| | | | | | | | 2 CORRECT - Other  
| | | | | | | | 3 INCORRECT - Thing you pour water/oil into  
| | | | | | | | 4 INCORRECT - Pourer  
| | | | | | | | 5 INCORRECT - Other  
| | | | | | | | 88 Don't know / refusal / no response  
| | | | | | | | [Don't Know and Refusal are not allowed]

| | | | | | | | IF Answer to Picture 35 = [Wrong1 .. WrongO] [N35V = 3, 4, 5]

| | | | | | | | **N35P**

| | | | | | | | PICTURE 35 (SEE HELP <F9)

```

| | | | | | | | | |
| | | | | | | | | | INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER
| | | | | | | | | |
| | | | | | | | | | IF THE
| | | | | | | | | | RESPONSE IS THING YOU POUR WATER / OIL INTO (OR DESCRIBES THE
| | | | | | | | | | FUNCTION, MATERIALS OR PARTS OF THE OBJECT), SAY: Yes, but what is it
| | | | | | | | | | called OR Tell me its name.
| | | | | | | | | |
| | | | | | | | | | IF THE RESPONSE IS POURER (OR SOME
| | | | | | | | | | OTHER OVER GENERAL RESPONSE), SAY: Yes, but what kind of ...?
| | | | | | | | | |
| | | | | | | | | | IF THE
| | | | | | | | | | CHILD NAMES A RELATED OBJECT, SAY: What else could you call it?
| | | | | | | | | | 1 CORRECT - Funnel
| | | | | | | | | | 2 CORRECT - Other
| | | | | | | | | | 3 INCORRECT - Thing you pour water/oil into
| | | | | | | | | | 4 INCORRECT - Pourer
| | | | | | | | | | 5 INCORRECT - Other
| | | | | | | | | | 88 Don't know / refusal / no response
| | | | | | | | | | [Don't Know and Refusal are not allowed]
| | | | | | | | | |
| | | | | | | | | | END OF FILTER
| | | | | | | | | |
| | | | | | | | | | IF (N35V = CrctO) OR (N35P = [WrongO, CrctO]) [N35V = 2 OR
| | | | | | | | | | / / / / / / N35P = 5, 2]
| | | | | | | | | |
| | | | | | | | | | N35X
| | | | | | | | | | Please write in answer in full
| | | | | | | | | | String60
| | | | | | | | | | [Don't Know and Refusal are not allowed]
| | | | | | | | | |
| | | | | | | | | | END OF FILTER
| | | | | | | | | |
| | | | | | | | | | END OF FILTER
| | | | | | | | | |
| | | | | | | | | | IF (((((((((N31V = [Correct, CrctO]) OR (N31P = [Correct, CrctO])) OR
| | | | | | | | | | / / / / / / (N32V = [Correct, CrctO])) OR (N32P = [Correct, CrctO])) OR (N33V =
| | | | | | | | | | / / / / / / [Correct, CrctO])) OR (N33P = [Correct, CrctO])) OR (N34V = [Correct,
| | | | | | | | | | / / / / / / CrctO])) OR (N34P = [Correct, CrctO])) OR (N35V = [Correct, CrctO])) OR
| | | | | | | | | | / / / / / / (N35P = [Correct, CrctO]) [N31V = 1, 2 OR N31P = 1, 2 OR N32V = 1, 2
| | | | | | | | | | / / / / / / OR N32P = 1, 2 OR N33V = 1, 2 OR N33P = 1, 2 OR N34V = 1, 2 OR
| | | | | | | | | | / / / / / / N34P = 1, 2 OR N35V = 1, 2 OR N35P = 1, 2]
| | | | | | | | | |
| | | | | | | | | | N36V
| | | | | | | | | | SHOW PICTURE 36 (Easel)
| | | | | | | | | |
| | | | | | | | | | SAY: What is this?
| | | | | | | | | |
| | | | | | | | | | IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this
| | | | | | | | | | thing is.
| | | | | | | | | |
| | | | | | | | | | IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.
| | | | | | | | | |
| | | | | | | | | | (SEE HELP <F9)
| | | | | | | | | | 01 CORRECT - Easel
| | | | | | | | | | 02 CORRECT - Other

```

- | | | | | 03 INCORRECT - Picture holder
- | | | | | 04 INCORRECT - Paint stand
- | | | | | 05 INCORRECT - Ladder/step ladder
- | | | | | 06 INCORRECT - Drawing board
- | | | | | 07 INCORRECT - Painting board
- | | | | | 08 INCORRECT - Artist board
- | | | | | 09 INCORRECT - Other
- | | | | | 88 Don't know / refusal / no response
- | | | | | [Don't Know and Refusal are not allowed]

| | | | | *IF Answer to Picture 36 = [WrongI .. WrongO] [N36V = 3 - 9]*

| | | | | **N36P**

| | | | | PICTURE 36 (SEE HELP <F9>)

| | | | | INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

| | | | | IF THE

| | | | | RESPONSE IS PICTURE HOLDER / PAINT STAND (OR DESCRIBES THE  
 | | | | | FUNCTION, MATERIALS OR PARTS OF THE OBJECT), SAY: Yes, but what is it  
 | | | | | called OR Tell me its name.

| | | | | IF THE RESPONSE IS OVER GENERAL (E.G. IT'S

| | | | | A SHAPE), SAY: Yes, but what kind of ...?

| | | | | IF THE RESPONSE IS LADDER /

| | | | | STEP LADDER (OR CHILD NAMES A RELATED OBJECT), SAY: What else could you  
 | | | | | call it?

- | | | | | 01 CORRECT - Easel
- | | | | | 02 CORRECT - Other
- | | | | | 03 INCORRECT - Picture holder
- | | | | | 04 INCORRECT - Paint stand
- | | | | | 05 INCORRECT - Ladder/step ladder
- | | | | | 06 INCORRECT - Drawing board
- | | | | | 07 INCORRECT - Painting board
- | | | | | 08 INCORRECT - Artist board
- | | | | | 09 INCORRECT - Other
- | | | | | 88 Don't know / refusal / no response
- | | | | | [Don't Know and Refusal are not allowed]

| | | | | END OF FILTER

| | | | | *IF (N36V = CrctO) OR (N36P = [WrongO, CrctO]) [N36V = 2 OR*

| | | | | */ / / / / N36P = 9, 2]*

| | | | | **N36X**

| | | | | Please write in answer in full

| | | | | String60

| | | | | [Don't Know and Refusal are not allowed]

| | | | | END OF FILTER

| | | | | END OF FILTER

| | | | | END OF FILTER



IF Total score for Naming Vocabul < 3]

**N01V**  
 TURN BACK TO PICTURE 1 (Shoe)

SAY: What is this?

IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

(SEE HELP <F9)

1 CORRECT - Shoe  
 2 CORRECT - Name of any type of shoe (eg. trainer, boot)  
 3 CORRECT - Other  
 4 INCORRECT - Thing you can wear  
 5 INCORRECT - Put on your foot  
 6 INCORRECT - Leather  
 7 INCORRECT - Other  
 88 Don't know / refusal / no response  
 [Don't Know and Refusal are not allowed]

IF Answer to Picture 1 = [Wrong1 .. WrongO] [N01V = 4 , 5, 6, 7]

**N01P**  
 PICTURE 1 (SEE HELP <F9)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

IF THE  
 RESPONSE IS PUT ON YOUR FOOT / LEATHER (OR DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT), SAY: Yes, but what is it called OR Tell me its name.

IF THE RESPONSE IS THING YOU CAN WEAR (OR SOME OTHER OVER GENERAL RESPONSE), SAY: Yes, but what kind of ...?

IF THE CHILD NAMES A RELATED OBJECT, SAY: What else could you call it?

1 CORRECT - Shoe  
 2 CORRECT - Name of any type of shoe (eg. trainer, boot)  
 3 CORRECT - Other  
 4 INCORRECT - Thing you can wear  
 5 INCORRECT - Put on your foot  
 6 INCORRECT - Leather  
 7 INCORRECT - Other  
 88 Don't know / refusal / no response  
 [Don't Know and Refusal are not allowed]

END OF FILTER

IF (N01V = [OK1, CrctO]) OR (N01P = [OK1, WrongO, CrctO]) [N01V =

/// / / / / 2, 3 OR N01P = 2, 7, 3]


**N01X**

Please write in answer in full  
String60  
[Don't Know and Refusal are not allowed]

END OF FILTER

| | | | | IF (N01V = [Correct, OK1, CrctO]) OR (N01P = [Correct, OK1, CrctO])  
| | | | | / / / / / [N01V = 1, 2, 3 OR N01P = 1, 2, 3]


**N01R**

That's right. Now let's try another one  
1 Press 1 and <Enter to continue.  
[Don't Know and Refusal are not allowed]

ELSE

| | | | | IF (N01V = Dknow) OR (N01P = [Wrong1 .. WrongO, Dknow]) [N01V  
| | | | | / / / / / = 88 OR N01P = 4, 5, 6, 7, 88]


**N01T**

That was a good try, but this is called a shoe. Now you say shoe.  
1 Press 1 and <Enter to continue.  
[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER


**N02V**

SHOW PICTURE 2 (Chair)

SAY: What is this?

IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this  
thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

(SEE HELP <F9)

- 1 CORRECT - Chair
  - 2 CORRECT - Seat
  - 3 CORRECT - Other
  - 4 INCORRECT - Stool
  - 5 INCORRECT - Sit on/sit down
  - 6 INCORRECT - Wood
  - 7 INCORRECT - Other
  - 88 Don't know / refusal / no response
- [Don't Know and Refusal are not allowed]

| | | | | IF Answer to Picture 2 = [Wrong1 .. WrongO] [N02V = 4, 5, 6, 7]


**N02P**

PICTURE 2 (SEE HELP <F9)

```

| | | | |
| | | | |
| | | | | INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER
| | | | |
| | | | | IF THE
| | | | | RESPONSE IS SIT ON / WOOD (OR DESCRIBES THE FUNCTION, MATERIALS OR
| | | | | PARTS OF THE OBJECT), SAY: Yes, but what is it called OR Tell me its name.
| | | | |
| | | | | IF
| | | | | THE RESPONSE IS OVER GENERAL, SAY: Yes, but what kind of ...?
| | | | |
| | | | | IF THE
| | | | | RESPONSE IS STOOL (OR CHILD NAMES A RELATED OBJECT), SAY: What else
| | | | | could you call it?
| | | | | 1 CORRECT - Chair
| | | | | 2 CORRECT - Seat
| | | | | 3 CORRECT - Other
| | | | | 4 INCORRECT - Stool
| | | | | 5 INCORRECT - Sit on/sit down
| | | | | 6 INCORRECT - Wood
| | | | | 7 INCORRECT - Other
| | | | | 88 Don't know / refusal / no response
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | IF (N02V = ) OR (N02P = [WrongO, CrctO]) [N02V = OR N02P = 7,
| | | | | / / / / / 3]
| | | | |
| | | | | N02X
| | | | | Please write in answer in full
| | | | | String60
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | IF (N02V = [Correct, OK1, CrctO]) OR (N02P = [Correct, OK1, CrctO])
| | | | | / / / / / [N02V = 1, 2, 3 OR N02P = 1, 2, 3]
| | | | |
| | | | | N02R
| | | | | That's right. Now let's try another one.
| | | | | 1 Press 1 and <Enter to continue.
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | ELSE
| | | | |
| | | | | IF (N02V = Dknow) OR (N02P = [Wrong1 .. WrongO, Dknow]) [N02V
| | | | | / / / / / = 88 OR N02P = 4 , 5, 6, 7, 88]
| | | | |
| | | | | N02T
| | | | | That was a good try, but this is called a chair. Now you say chair.
| | | | | 1 Press 1 and <Enter to continue.
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | END OF FILTER
| | | | |

```

END OF FILTER

**N03V**  
SHOW PICTURE 3 (Bicycle)

SAY: What is this?

IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

(SEE HELP <F9)

01 CORRECT - Bicycle  
02 CORRECT - Bike  
03 CORRECT - Name of any type of bicycle, provided 'bicycle/bike' is included (eg. racing bike, mountain bike)  
04 CORRECT - Other  
05 INCORRECT - Thing with wheels  
06 INCORRECT - Thing you can ride  
07 INCORRECT - Tricycle  
08 INCORRECT - Vehicle  
09 INCORRECT - Other  
88 Don't know / refusal / no response  
[Don't Know and Refusal are not allowed]

*IF Answer to Picture 3 = [Wrong1 .. WrongO] [N03V = 5 , 6, 7, 8, 9]*

**N03P**  
PICTURE 3 (SEE HELP <F9)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

IF THE  
RESPONSE IS THING YOU CAN RIDE (OR DESCRIBES THE FUNCTION,  
MATERIALS  
OR PARTS OF THE OBJECT), SAY: Yes, but what is it called OR Tell me its name.

IF THE RESPONSE IS THING WITH WHEELS (OR SOME OTHER OVER  
GENERAL RESPONSE), SAY: Yes, but what kind of ...?

IF THE CHILD NAMES A  
RELATED OBJECT, SAY: What else could you call it?

01 CORRECT - Bicycle  
02 CORRECT - Bike  
03 CORRECT - Name of any type of bicycle, provided 'bicycle/bike' is included (eg. racing bike, mountain bike)  
04 CORRECT - Other  
05 INCORRECT - Thing with wheels  
06 INCORRECT - Thing you can ride  
07 INCORRECT - Tricycle  
08 INCORRECT - Vehicle  
09 INCORRECT - Other  
88 Don't know / refusal / no response

| | | | | | [Don't Know and Refusal are not allowed]

| | | | | |

| | | | | | END OF FILTER

| | | | | |

| | | | | | *IF (N03V = [CrctO, OK2]) OR (N03P = [OK2, WrongO, CrctO]) [N03V =*  
*/ / / / / 4, 3 OR N03P = 3, 9, 4]*

| | | | | |

| | | | | | **N03X**

| | | | | | Please write in answer in full

| | | | | | String60

| | | | | | [Don't Know and Refusal are not allowed]

| | | | | |

| | | | | | END OF FILTER

| | | | | |

| | | | | | **N04V**

| | | | | | SHOW PICTURE 4 (Book)

| | | | | |

| | | | | | SAY: What is this?

| | | | | |

| | | | | | IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this  
| | | | | | thing is.

| | | | | |

| | | | | | IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

| | | | | |

| | | | | | (SEE HELP <F9)

| | | | | | 01 CORRECT - Book

| | | | | | 02 CORRECT - Name of any type of book, provided 'book' is included (eg.  
| | | | | | textbook, storybook)

| | | | | | 03 CORRECT - Other

| | | | | | 04 INCORRECT - Story

| | | | | | 05 INCORRECT - Paper

| | | | | | 06 INCORRECT - Thing you can read

| | | | | | 07 INCORRECT - Thing with words

| | | | | | 08 INCORRECT - Album

| | | | | | 09 INCORRECT - Magazine/comic

| | | | | | 10 INCORRECT - Other

| | | | | | 88 Don't know / refusal / no response

| | | | | | [Don't Know and Refusal are not allowed]

| | | | | |

| | | | | | *IF Answer to Picture 4 = [Wrong1 .. WrongO] [N04V = 4 - 10]*

| | | | | |

| | | | | | **N04P**

| | | | | | PICTURE 4 (SEE HELP <F9)

| | | | | |

| | | | | |

| | | | | | INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

| | | | | |

| | | | | | IF THE

| | | | | | RESPONSE IS PAPER / THING YOU CAN READ / STORY (OR DESCRIBES THE

| | | | | | FUNCTION, MATERIALS OR PARTS OF THE OBJECT), SAY: Yes, but what is it called

| | | | | | OR Tell me its name.

| | | | | |

| | | | | | IF THE RESPONSE IS THING WITH WORDS (OR SOME

| | | | | | OTHER OVER GENERAL RESPONSE), SAY: Yes, but what kind of ...?

| | | | | |

| | | | | | IF THE

RESPONSE IS ALBUM (OR CHILD NAMES A RELATED OBJECT), SAY: What else  
could you call it?  
01 CORRECT - Book  
02 CORRECT - Name of any type of book, provided 'book' is included  
(eg. textbook, storybook)  
03 CORRECT - Other  
04 INCORRECT - Story  
05 INCORRECT - Paper  
06 INCORRECT - Thing you can read  
07 INCORRECT - Thing with words  
08 INCORRECT - Album  
09 INCORRECT - Magazine/comic  
10 INCORRECT - Other  
88 Don't know / refusal / no response  
[Don't Know and Refusal are not allowed]

END OF FILTER

*IF (N04V = [OK1, CrctO]) OR (N04P = [OK1, WrongO, CrctO]) [N04V =  
2, 3 OR N04P = 2, 10, 3]*

**N04X**

Please write in answer in full  
String60  
[Don't Know and Refusal are not allowed]

END OF FILTER

**N05V**

SHOW PICTURE 5 (Key)

SAY: What is this?

IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this  
thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

(SEE HELP <F9)

1 CORRECT - Key  
2 CORRECT - Yale  
3 CORRECT - Other  
4 INCORRECT - Lock  
5 INCORRECT - Metal  
6 INCORRECT - Other  
88 Don't know / refusal / no response  
[Don't Know and Refusal are not allowed]

*IF Answer to Picture 5 = [Wrong1 .. WrongO] [N05V = 4, 5, 6]*

**N05P**

PICTURE 5 (SEE HELP <F9)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

IF THE  
RESPONSE IS LOCK / METAL (OR DESCRIBES THE FUNCTION, MATERIALS OR  
PARTS OF THE OBJECT), SAY: Yes, but what is it called OR Tell me its name.

IF  
THE RESPONSE IS OVER GENERAL (E.G. IT'S A SHAPE), SAY: Yes, but what kind of  
...?

IF THE CHILD NAMES A RELATED OBJECT, SAY: What else could you call it?

- 1 CORRECT - Key
  - 2 CORRECT - Yale
  - 3 CORRECT - Other
  - 4 INCORRECT - Lock
  - 5 INCORRECT - Metal
  - 6 INCORRECT - Other
  - 88 Don't know / refusal / no response
- [Don't Know and Refusal are not allowed]

END OF FILTER

*IF (N05V = CrctO) OR (N05P = [WrongO, CrctO]) [N05V = 3 OR N05P = 6, 3]*

**N05X**  
Please write in answer in full  
String60  
[Don't Know and Refusal are not allowed]

END OF FILTER

*IF (((((((N01V = [Correct, OK1, CrctO]) OR (N01P = [Correct, OK1, CrctO])) OR (N02V = [Correct, OK1, CrctO])) OR (N02P = [Correct, OK1, CrctO])) OR (N03V = [Correct .. OK2, CrctO])) OR (N03P = [Correct .. OK2, CrctO])) OR (N04V = [Correct, OK1, CrctO])) OR (N04P = [Correct, OK1, CrctO])) OR (N05V = [Correct, OK1, CrctO])) OR (N05P = [Correct, OK1, CrctO]) [N01V = 1, 2, 3 OR N01P = 1, 2, 3 OR N02V = 1, 2, 3 OR N02P = 1, 2, 3 OR N03V = 1, 2, 3, 4 OR N03P = 1, 2, 3, 4 OR N04V = 1, 2, 3 OR N04P = 1, 2, 3 OR N05V = 1, 2, 3 OR N05P = 1, 2, 3]*

**N06V**  
SHOW PICTURE 6 (Spoon)

SAY: What is this?

IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

(SEE HELP <F9)

- 1 CORRECT - Spoon
- 2 CORRECT - Name of any spoon, provided 'spoon' is included (eg. tablespoon or teaspoon)
- 3 CORRECT - Other
- 4 INCORRECT - Shiny/metal/silver
- 5 INCORRECT - Cutlery

6 INCORRECT - Utensil  
7 INCORRECT - Thing for food/eating  
8 INCORRECT - Other  
88 Don't know / refusal / no response  
[Don't Know and Refusal are not allowed]  
  
IF Answer to Picture 6 = [Wrong1 .. WrongO] [N06V = 4 , 5, 6, 7,  
/ / / / / / / 8]

**N06P**

PICTURE 6 (SEE HELP <F9)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

IF THE

RESPONSE IS SHINY / METAL / SILVER / THING FOR FOOD OR EATING (OR  
DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT), SAY: Yes,  
but what is it called OR Tell me its name.

IF THE RESPONSE IS CUTLERY /

UTENSIL (OR SOME OTHER OVER GENERAL RESPONSE), SAY: Yes, but what  
kind of ...?

IF THE CHILD NAMES A RELATED OBJECT, SAY: What else could  
you call it?

1 CORRECT - Spoon

2 CORRECT - Name of any spoon, provided 'spoon' is included (eg.  
tablespoon or teaspoon)

3 CORRECT - Other

4 INCORRECT - Shiny/metal/silver

5 INCORRECT - Cutlery

6 INCORRECT - Utensil

7 INCORRECT - Thing for food/eating

8 INCORRECT - Other

88 Don't know / refusal / no response

[Don't Know and Refusal are not allowed]

END OF FILTER

IF (N06V = [OK1, CrctO]) OR (N06P = [OK1, WrongO, CrctO])  
/ / / / / / [N06V = 2, 3 OR N06P = 2, 8, 3]

**N06X**

Please write in answer in full

String60

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

IF (((((((N02V = [Correct, OK1, CrctO]) OR (N02P = [Correct, OK1,  
/ / / / / / CrctO])) OR (N03V = [Correct .. OK2, CrctO])) OR (N03P = [Correct ..  
/ / / / / / OK2, CrctO])) OR (N04V = [Correct, OK1, CrctO])) OR (N04P = [Correct,  
/ / / / / / OK1, CrctO])) OR (N05V = [Correct, OK1, CrctO])) OR (N05P = [Correct,



/// / / / / OKI, CrctO)) OR (N06V = [Correct, OKI, CrctO])) OR (N06P = [Correct,  
/ / / / / OKI, CrctO]) [N02V = 1, 2, 3 OR N02P = 1, 2, 3 OR N03V = 1, 2, 3, 4 OR  
/ / / / / N03P = 1, 2, 3, 4 OR N04V = 1, 2, 3 OR N04P = 1, 2, 3 OR N05V = 1, 2, 3  
/ / / / / OR N05P = 1, 2, 3 OR N06V = 1, 2, 3 OR N06P = 1, 2, 3]

**N07V**

SHOW PICTURE 7 (Horse)

SAY: What is this?

IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

(SEE HELP <F9)

01 CORRECT - Horse

02 CORRECT - Horsey

03 CORRECT - Pony/donkey

04 CORRECT - Stallion/mare

05 CORRECT - Name of any breed of horse (eg. Shire or Shetland)

06 CORRECT - Other

07 INCORRECT - Animal

08 INCORRECT - Foal

09 INCORRECT - You can ride it

10 INCORRECT - Other

88 Don't know / refusal / no response

[Don't Know and Refusal are not allowed]

IF Answer to Picture 7 = [Wrong1 .. WrongO] [N07V = 7, 8, 9, 10]

**N07P**

PICTURE 7 (SEE HELP <F9)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

IF THE

RESPONSE IS YOU CAN RIDE IT (OR DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT), SAY: Yes, but what is it called OR Tell me its name.

IF THE RESPONSE IS ANIMAL (OR SOME OTHER OVER GENERAL RESPONSE), SAY: Yes, but what kind of ...?

IF THE RESPONSE IS FOAL (OR

CHILD NAMES A RELATED OBJECT), SAY: What else could you call it?

01 CORRECT - Horse

02 CORRECT - Horsey

03 CORRECT - Pony/donkey

04 CORRECT - Stallion/mare

05 CORRECT - Name of any breed of horse (eg. Shire or Shetland)

06 CORRECT - Other

07 INCORRECT - Animal

08 INCORRECT - Foal  
09 INCORRECT - You can ride it  
10 INCORRECT - Other  
88 Don't know / refusal / no response  
[Don't Know and Refusal are not allowed]

END OF FILTER

IF (N07V = [OK4, CrctO]) OR (N07P = [OK4, WrongO, CrctO])  
/ / / / / [N07V = 5, 6 OR N07P = 5, 10, 6]

**N07X**

Please write in answer in full  
String60  
[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

IF (((((((N03V = [Correct .. OK2, CrctO]) OR (N03P = [Correct .. OK2,  
/ / / / / CrctO])) OR (N04V = [Correct, OK1, CrctO])) OR (N04P = [Correct, OK1,  
/ / / / / CrctO])) OR (N05V = [Correct, OK1, CrctO])) OR (N05P = [Correct, OK1,  
/ / / / / CrctO])) OR (N06V = [Correct, OK1, CrctO])) OR (N06P = [Correct, OK1,  
/ / / / / CrctO])) OR (N07V = [Correct .. OK4, CrctO])) OR (N07P = [Correct ..  
/ / / / / OK4, CrctO]) [N03V = 1, 2, 3, 4 OR N03P = 1, 2, 3, 4 OR N04V = 1, 2, 3  
/ / / / / OR N04P = 1, 2, 3 OR N05V = 1, 2, 3 OR N05P = 1, 2, 3 OR N06V = 1, 2, 3  
/ / / / / OR N06P = 1, 2, 3 OR N07V = 1, 2, 3, 4, 5, 6 OR N07P = 1, 2, 3, 4, 5,  
/ / / / / 6]

**N08V**

SHOW PICTURE 8 (Duck)

SAY: What is this?

IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this  
thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

(SEE HELP <F9)

01 CORRECT - Duck  
02 CORRECT - Name of any species of duck (eg. mallard or eider)  
03 CORRECT - Other  
04 INCORRECT - Bird  
05 INCORRECT - Animal  
06 INCORRECT - Thing that swims  
07 INCORRECT - Thing with feathers  
08 INCORRECT - Duckling  
09 INCORRECT - Other  
88 Don't know / refusal / no response  
[Don't Know and Refusal are not allowed]

IF Answer to Picture 8 = [Wrong1 .. WrongO] [N08V = 4 - 9]

**N08P**

PICTURE 8 (SEE HELP <F9)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

IF THE  
RESPONSE IS THING THAT SWIMS / HAS FEATHERS (OR DESCRIBES THE  
FUNCTION, MATERIALS OR PARTS OF THE OBJECT), SAY: Yes, but what is it  
called OR Tell me its name.

IF THE RESPONSE IS ANIMAL / BIRD (OR SOME  
OTHER OVER GENERAL RESPONSE), SAY: Yes, but what kind of ...?

IF THE  
RESPONSE IS DUCKLING (OR CHILD NAMES A RELATED OBJECT), SAY: What  
else could you call it?

- 01 CORRECT - Duck
  - 02 CORRECT - Name of any species of duck (eg. mallard or  
eider)
  - 03 CORRECT - Other
  - 04 INCORRECT - Bird
  - 05 INCORRECT - Animal
  - 06 INCORRECT - Thing that swims
  - 07 INCORRECT - Thing with feathers
  - 08 INCORRECT - Duckling
  - 09 INCORRECT - Other
  - 88 Don't know / refusal / no response
- [Don't Know and Refusal are not allowed]

END OF FILTER

*IF (N08V = [OK1, CrctO]) OR (N08P = [OK1, WrongO, CrctO])*  
*/ / / / / [N08V = 2, 3 OR N08P = 2, 9, 3]*

**N08X**  
Please write in answer in full  
String60  
[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

*IF (((((((((N04V = [Correct, OK1, CrctO]) OR (N04P = [Correct, OK1,*  
*/ / / / / CrctO])) OR (N05V = [Correct, OK1, CrctO])) OR (N05P = [Correct, OK1,*  
*/ / / / / CrctO])) OR (N06V = [Correct, OK1, CrctO])) OR (N06P = [Correct, OK1,*  
*/ / / / / CrctO])) OR (N07V = [Correct .. OK4, CrctO])) OR (N07P = [Correct ..*  
*/ / / / / OK4, CrctO])) OR (N08V = [Correct, OK1, CrctO])) OR (N08P = [Correct,*  
*/ / / / / OK1, CrctO]) [N04V = 1, 2, 3 OR N04P = 1, 2, 3 OR N05V = 1, 2, 3 OR*  
*/ / / / / N05P = 1, 2, 3 OR N06V = 1, 2, 3 OR N06P = 1, 2, 3 OR N07V = 1, 2, 3, 4,*  
*/ / / / / 5, 6 OR N07P = 1, 2, 3, 4, 5, 6 OR N08V = 1, 2, 3 OR N08P = 1, 2, 3]*

**N09V**  
SHOW PICTURE 9 (Telephone)

SAY: What is this?

IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

(SEE HELP <F9)

1 CORRECT - Telephone  
 2 CORRECT - Phone  
 3 CORRECT - Other  
 4 INCORRECT - Thing you speak into  
 5 INCORRECT - Thing that rings  
 6 INCORRECT - Thing you dial  
 7 INCORRECT - Other  
 88 Don't know / refusal / no response  
 [Don't Know and Refusal are not allowed]

*IF Answer to Picture 9 = [WrongI .. WrongO] [N09V = 4 , 5, 6, 7]*

**N09P**  
 PICTURE 9 (SEE HELP <F9)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

IF THE RESPONSE IS THING YOU SPEAK INTO / THING THAT YOU DIAL (OR DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE OBJECT), SAY: Yes, but what is it called OR Tell me its name.

IF THE RESPONSE IS THING THAT RINGS (OR SOME OTHER OVER GENERAL RESPONSE), SAY: Yes, but what kind of ...?

IF THE CHILD NAMES A RELATED OBJECT, SAY: What else could you call it?

1 CORRECT - Telephone  
 2 CORRECT - Phone  
 3 CORRECT - Other  
 4 INCORRECT - Thing you speak into  
 5 INCORRECT - Thing that rings  
 6 INCORRECT - Thing you dial  
 7 INCORRECT - Other  
 88 Don't know / refusal / no response  
 [Don't Know and Refusal are not allowed]

END OF FILTER

*IF (N09V = CrctO) OR (N09P = [WrongO, CrctO]) [N09V = 3 OR N09P = 7, 3]*

**N09X**  
 Please write in answer in full  
 String60  
 [Don't Know and Refusal are not allowed]

||| | END OF FILTER

||| | END OF FILTER

||| | IF (((((((((N05V = [Correct, OK1, CrctO]) OR (N05P = [Correct, OK1,  
/ / / / / CrctO])) OR (N06V = [Correct, OK1, CrctO])) OR (N06P = [Correct, OK1,  
/ / / / / CrctO])) OR (N07V = [Correct .. OK4, CrctO])) OR (N07P = [Correct ..  
/ / / / / OK4, CrctO])) OR (N08V = [Correct, OK1, CrctO])) OR (N08P = [Correct,  
/ / / / / OK1, CrctO])) OR (N09V = [Correct, OK1, CrctO])) OR (N09P = [Correct,  
/ / / / / OK1, CrctO]) [N05V = 1, 2, 3 OR N05P = 1, 2, 3 OR N06V = 1, 2, 3 OR  
/ / / / / N06P = 1, 2, 3 OR N07V = 1, 2, 3, 4, 5, 6 OR N07P = 1, 2, 3, 4, 5, 6 OR  
/ / / / / N08V = 1, 2, 3 OR N08P = 1, 2, 3 OR N09V = 1, 2, 3 OR N09P = 1, 2,  
/ / / / / 3]

||| | **N10V**

||| | SHOW PICTURE 10 (Fish)

||| | SAY: What is this?

||| | IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this  
||| | thing is.

||| | IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

||| | (SEE HELP <F9)

||| | 1 CORRECT - Fish

||| | 2 CORRECT - Name of any fish (eg. bass or trout)

||| | 3 CORRECT - Other

||| | 4 INCORRECT - Animal

||| | 5 INCORRECT - Swims

||| | 6 INCORRECT - Can eat it

||| | 7 INCORRECT - Other

||| | 88 Don't know / refusal / no response

||| | [Don't Know and Refusal are not allowed]

||| | IF Answer to Picture 10 = [Wrong1 .. WrongO] [N10V = 4, 5, 6, 7]

||| | **N10P**

||| | PICTURE 10 (SEE HELP <F9)

||| | INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

||| | IF THE

||| | RESPONSE IS SWIMS / CAN EAT IT (OR DESCRIBES THE FUNCTION,  
MATERIALS

||| | OR PARTS OF THE OBJECT), SAY: Yes, but what is it called OR Tell me its name.

||| | IF THE RESPONSE IS ANIMAL (OR SOME OTHER OVER GENERAL  
||| | RESPONSE), SAY: Yes, but what kind of ...?

||| | IF THE CHILD NAMES A RELATED

||| | OBJECT, SAY: What else could you call it?

||| | 1 CORRECT - Fish

||| | 2 CORRECT - Name of any fish (eg. bass or trout)

3 CORRECT - Other  
4 INCORRECT - Animal  
5 INCORRECT - Swims  
6 INCORRECT - Can eat it  
7 INCORRECT - Other  
88 Don't know / refusal / no response  
[Don't Know and Refusal are not allowed]

END OF FILTER

IF (N10V = [OK1, CrctO]) OR (N10P = [OK1, WrongO, CrctO])  
/ / / / / [N10V = 2, 3 OR N10P = 2, 7, 3]

**N10X**

Please write in answer in full  
String60  
[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

IF (((((((N06V = [Correct, OK1, CrctO]) OR (N06P = [Correct, OK1,  
/ / / / / CrctO])) OR (N07V = [Correct .. OK4, CrctO])) OR (N07P = [Correct ..  
/ / / / / OK4, CrctO])) OR (N08V = [Correct, OK1, CrctO])) OR (N08P = [Correct,  
/ / / / / OK1, CrctO])) OR (N09V = [Correct, OK1, CrctO])) OR (N09P = [Correct,  
/ / / / / OK1, CrctO])) OR (N10V = [Correct, OK1, CrctO])) OR (N10P = [Correct,  
/ / / / / OK1, CrctO]) [N06V = 1, 2, 3 OR N06P = 1, 2, 3 OR N07V = 1, 2, 3, 4, 5, 6  
/ / / / / OR N07P = 1, 2, 3, 4, 5, 6 OR N08V = 1, 2, 3 OR N08P = 1, 2, 3 OR N09V  
/ / / / / = 1, 2, 3 OR N09P = 1, 2, 3 OR N10V = 1, 2, 3 OR N10P = 1, 2, 3]

**N11V**

SHOW PICTURE 11 (Glasses)

SAY: What is this?

IF CHILD SAYS NOTHING, SAY: What is it called? OR Tell me what this  
thing is.

IF CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

(SEE HELP <F9)

01 CORRECT - Glasses  
02 CORRECT - Spectacles  
03 CORRECT - Specs  
04 CORRECT - Sun glasses  
05 CORRECT - Other  
06 INCORRECT - Things for your eyes  
07 INCORRECT - Lenses  
08 INCORRECT - Frames  
09 INCORRECT - Things that help you see better  
10 INCORRECT - For reading  
11 INCORRECT - Other  
88 Don't know / refusal / no response  
[Don't Know and Refusal are not allowed]

| | | | | *IF Answer to Picture 11 = [WrongI .. WrongO] [N11V = 6 - 11]*

| | | | | **N11P**

| | | | | PICTURE 11 (SEE HELP <F9)

| | | | | INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

| | | | | IF THE

| | | | | RESPONSE IS LENSES / FRAMES / THINGS THAT HELP YOU SEE BETTER / FOR  
| | | | | READING (OR DESCRIBES THE FUNCTION, MATERIALS OR PARTS OF THE  
| | | | | OBJECT), SAY: Yes, but what is it called OR Tell me its name.

| | | | | IF THE

| | | | | RESPONSE IS THINGS FOR YOUR EYES (OR SOME OTHER OVER GENERAL  
| | | | | RESPONSE), SAY: Yes, but what kind of ...?

| | | | | IF THE CHILD NAMES A RELATED

| | | | | OBJECT, SAY: What else could you call it?

- | | | | | 01 CORRECT - Glasses
  - | | | | | 02 CORRECT - Spectacles
  - | | | | | 03 CORRECT - Specs
  - | | | | | 04 CORRECT - Sun glasses
  - | | | | | 05 CORRECT - Other
  - | | | | | 06 INCORRECT - Things for your eyes
  - | | | | | 07 INCORRECT - Lenses
  - | | | | | 08 INCORRECT - Frames
  - | | | | | 09 INCORRECT - Things that help you see better
  - | | | | | 10 INCORRECT - For reading
  - | | | | | 11 INCORRECT - Other
  - | | | | | 88 Don't know / refusal / no response
- | | | | | [Don't Know and Refusal are not allowed]

| | | | | END OF FILTER

| | | | | *IF (N11V = CrctO) OR (N11P = [WrongO, CrctO]) [N11V = 5 OR  
| | | | | / / / / / N11P = 11, 5]*

| | | | | **N11X**

| | | | | Please write in answer in full

| | | | | String60

| | | | | [Don't Know and Refusal are not allowed]

| | | | | END OF FILTER

| | | | | END OF FILTER

| | | | | END OF FILTER

| | | | | **ENDTEST**

| | | | | INTERVIEWER: THAT IS THE END OF THE NAMING VOCABULARY ASSESSMENT.

| | | | | 1 Press 1 and <Enter to continue.

| | | | | [Don't Know and Refusal are not allowed]

| | | |  
| | | END OF FILTER  
| | |  
| | END OF FILTER  
| |  
| | END OF FILTER  
| |



**ANCD**

\*\*\*\* COGNITIVE ASSESSMENTS FOR [^Cohort child's name] \*\*\*\*

INTERVIEWER: PLEASE CONFIRM THAT YOU HAVE OBTAINED CONSENT TO ADMINISTER

PATTERN CONSTRUCTION ASSESSMENT?

- 1 Yes - consent obtained
- 2 Refused by parent
- 3 Refused by child
- 4 Unable to administer

*IF \*\*\*\* COGNITIVE ASSESSMENTS FOR = Yes [AncD = 1]*

**ANWD**

INTERVIEWER: Do you wish to complete the Pattern Construction assessment for [^Cohort child's name] NOW or LATER?

- 1 Ask now
  - 2 Later - skip for now
  - 3 Terminate assessment
- [Don't Know and Refusal are not allowed]

*IF (ANwD = Now) OR (VNwD = Now) [ANwD = 1 OR VNwD = 1]*

*IF @/@/INTERVIEWER: Do you wish t = Terminate [ANwD = 3]*

ELSE

**CINA**

INTERVIEWER: YOU ARE IN THE PATTERN CONSTRUCTION ASSESSMENT FOR [^Cohort child's name].

YOU WILL NEED THE SMALL BLUE BAS 'EARLY YEARS CORE SCALE 2' EASEL, STOP-WATCH, 6 BLACK & YELLOW FOAM SQUARES AND 9 BLACK & YELLOW PLASTIC CUBES.

- 1 Press 1 and <Enter to continue.
- [Don't Know and Refusal are not allowed]

**TR1A**

INTERVIEWER YOU DO NOT NEED THE EASEL

INTERVIEWER: YOU NEED 2 SQUARES.

CHILD NEEDS 2 SQUARES, ONE SQUARE WITH THE YELLOW SIDE UP AND ONE SQUARE WITH THE BLACK SIDE UP.

PICK UP YOUR SQUARES AND SAY:

Each of these pieces (or squares) has a yellow side and a black side. Please look at both sides of your pieces.

PAUSE AS YOU MAKE SURE THE CHILD LOOKS AT BOTH SIDES  
 OF THE SQUARES.  
 1 Press 1 and <Enter to continue.  
 [Don't Know and Refusal are not allowed]

**TR1B**  
 MODEL  
 EXAMPLE A (FIRST TRIAL)-  
 INTERVIEWER YOU DO NOT NEED THE EASEL

SAY: We can put them together so that  
 they can make a pattern. Watch me put them together.

INTERVIEWER: PUT YOUR  
 BLACK PIECE ON CHILD'S LEFT, YELLOW PIECE ON CHILD'S RIGHT. LEAVE THIS  
 MODEL  
 ON DISPLAY.

START TIMING AFTER YOU SAY: Now put your pieces together to make  
 them look just like mine.

TIME LIMIT: 30 SECONDS

INTERVIEWER: DID THE  
 CHILD CONSTRUCT THE PATTERN CORRECTLY?  
 1 Yes, within time limit  
 2 Yes, but not within time limit  
 3 Yes, but it was rotated by 45 degrees or more  
 4 Pattern was incorrect / No response / Don't know / Refused  
 [Don't Know and Refusal are not allowed]

*IF Time limit for Example A (first trial) = Rotate [Tr1b = 3]*

**TR1C**  
 EXAMPLE A (FIRST TRIAL)

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY  
 45  
 DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight  
 like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE  
 1 Press 1 and <Enter to continue.  
 [Don't Know and Refusal are not allowed]

ELSE

*IF Time limit for Example A (first trial) = No [Tr1b = 4]*

**TR1D**  
 MODEL

EXAMPLE A (FIRST TRIAL)

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS NOT SIMILAR TO YOUR MODEL

SAY: That's not quite right. Watch me.

IF THE CHILD'S CONSTRUCTION IS SIMILAR TO YOUR MODEL. POINT TO THE INCORRECT PART OF THE CHILD'S PATTERN AND THEN TO THE CORRESPONDING PART OF YOUR MODEL. AS YOU

DO SO SAY: That's not quite right because this part should look like this. Watch me.

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

*IF Time limit for Example A (first trial) = [Rotate, No] [Tr1b = 3, 4]*

**TR1E**

EXAMPLE A (SECOND TRIAL) - MODEL, DEMONSTRATE

LEAVE YOUR MODEL IN PLACE

NOW MIX UP THE CHILD'S PIECES AND CONSTRUCT THE PATTERN WITH CHILD'S PIECES.

WAIT 5 SECONDS. THEN MIX UP THE CHILD'S PIECES, GIVE THEM TO THE CHILD AND START TIMING AFTER YOU SAY: Please try this again.

TIME LIMIT: 30 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

1 Yes, within time limit

2 Yes, but not within time limit

3 Yes, but it was rotated by 45 degrees or more

4 Pattern was incorrect / No response / Don't know / Refused

[Don't Know and Refusal are not allowed]

*IF Time limit for example A (second trial) = Rotate [Tr1e = 3]*

**TR1F**

EXAMPLE A (SECOND TRIAL)

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY

45

DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY ORIENTED.

| | | | | | WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

| | | | | | 1 Press 1 and <Enter to continue.

| | | | | | [Don't Know and Refusal are not allowed]

| | | | | |

| | | | | | END OF FILTER

| | | | | |

| | | | | | END OF FILTER

| | | | | |

| | | | | | *IF (Tr1b = ) OR (Tr1e = [Yes]) [Tr1b = OR Tr1e =]*

| | | | | |

| | | | | | **TR1T**

| | | | | | EXAMPLE A

| | | | | |

| | | | | | INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?

| | | | | | Range: 0..97

| | | | | | [Don't Know and Refusal are not allowed]

| | | | | |

| | | | | | END OF FILTER

| | | | | |

| | | | | | *IF (Tr1b = [Yes, Time]) OR (Tr1e = [Yes, Time]) [Tr1b = 1, 2 OR Tr1e = 1,*

| | | | | | *// // // // 2]*

| | | | | |

| | | | | | **TR1P**

| | | | | | That's right, now lets try another one.

| | | | | | 1 Press 1 and <Enter to continue.

| | | | | | [Don't Know and Refusal are not allowed]

| | | | | |

| | | | | | END OF FILTER

| | | | | |

| | | | | | **CINB**

| | | | | |

| | | | | | INTERVIEWER: FIND THE 'PATTERN CONSTRUCTION' TAB IN THE EASEL AND

TURN TO

| | | | | | TAB 1.

| | | | | | 1 Press 1 and <Enter to continue.

| | | | | | [Don't Know and Refusal are not allowed]

| | | | | |

| | | | | | **C01A**

| | | | | | ITEM 1 - MODEL, PICTURE (SEE HELP <F9)

| | | | | |

| | | | | |

| | | | | | INTERVIEWER: YOU NEED 2 SQUARES. TURN TO PICTURE 1, MIX CHILD'S

PREVIOUS

| | | | | | PATTERN AND SAY: This time we are going to make the pattern that is in this picture. Please

| | | | | | watch me.

| | | | | |

| | | | | | CONSTRUCT ITEM 1 NEXT TO PICTURE 1. LEAVE THE MODEL AND

| | | | | | PICTURE 1 IN PLACE. START TIMING AFTER YOU SAY: Now you make the same pattern

| | | | | | with your pieces.

| | | | | |

| | | | | | TIME LIMIT: 30 SECONDS

| | | | | |

| | | | | | INTERVIEWER: DID THE CHILD

| | | | | | CONSTRUCT THE PATTERN CORRECTLY?

| | | | | | 1 Yes, within time limit

| | | | | | 2 Yes, but not within time limit

| | | | 3 Yes, but it was rotated by 45 degrees or more  
 | | | | 4 Pattern was incorrect / No response / Don't know / Refused  
 | | | | [Don't Know and Refusal are not allowed]  
 | | | |  
 | | | | *IF Time limit for ITEM 1 = Yes [C01a = 1]*  
 | | | |  
 | | | | **C01B**  
 | | | | ITEM 1  
 | | | |  
 | | | | INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?  
 | | | | Range: 0..30  
 | | | | [Don't Know and Refusal are not allowed]  
 | | | |  
 | | | | ELSE  
 | | | |  
 | | | | *IF Time limit for ITEM 1 = Rotate [C01a = 3]*  
 | | | |  
 | | | | **C01C**  
 | | | | ITEM 1  
 | | | |  
 | | | | INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY  
 45  
 | | | | DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight  
 | | | | like this .  
 | | | |  
 | | | | ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY  
 | | | | ORIENTED.  
 | | | |  
 | | | | WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE  
 | | | | 1 Press 1 and <Enter to continue.  
 | | | | [Don't Know and Refusal are not allowed]  
 | | | |  
 | | | | ELSE  
 | | | |  
 | | | | *IF Time limit for ITEM 1 = No [C01a = 4]*  
 | | | |  
 | | | | **C01D**  
 | | | | ITEM 1  
 | | | |  
 | | | | INTERVIEWER SAY: That's not quite right; watch me.  
 | | | |  
 | | | | MIX UP THE CHILD'S  
 | | | | PIECES & RECONSTRUCT THE PATTERN.  
 | | | |  
 | | | | WAIT 5 SECONDS THEN PRESS  
 | | | | 1 AND ENTER TO CONTINUE  
 | | | | 1 Press 1 and <Enter to continue.  
 | | | | [Don't Know and Refusal are not allowed]  
 | | | |  
 | | | | END OF FILTER  
 | | | |  
 | | | | END OF FILTER  
 | | | |  
 | | | |

END OF FILTER

**TR2A**

EXAMPLE B (FIRST TRIAL) - PICTURE

INTERVIEWER: YOU DO NOT NEED ANY SQUARES. (CHILD NEEDS 2 SQUARES).

REMOVE YOUR SQUARES FROM THE PREVIOUS ITEM. MIX CHILD'S PATTERN FROM

PREVIOUS ITEM.

TURN TO EXAMPLE B AND START TIMING AFTER YOU SAY: Now try this one. Go ahead.

TIME LIMIT: 30 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

- 1 Yes, within time limit
  - 2 Yes, but not within time limit
  - 3 Yes, but it was rotated by 45 degrees or more
  - 4 Pattern was incorrect / No response / Don't know / Refused
- [Don't Know and Refusal are not allowed]

*IF Time limit for example B (first trial) = Rotate [Tr2a = 3]*

**TR2B**

EXAMPLE B (FIRST TRIAL)

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY 45

DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

ELSE

*IF Time limit for example B (first trial) = No [Tr2a = 4]*

**TR2C**

EXAMPLE B (FIRST TRIAL) - PICTURE

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS NOT SIMILAR TO THE PICTURE

SAY: That's not quite right. Watch me.

IF THE CHILD'S CONSTRUCTION IS  
 SIMILAR TO THE CORRECT PATTERN. POINT TO THE INCORRECT PART OF THE  
 CHILD'S PATTERN AND THEN TO THE CORRESPONDING PART OF THE PICTURE  
 AND SAY: Let's try again. That's not quite right because this part should look like this.  
 Watch me.  
 1 Press 1 and <Enter to continue.  
 [Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

*IF Time limit for example B (first trial) = [Rotate, No] [Tr2a = 3, 4]*

**TR2D**  
 EXAMPLE B (SECOND TRIAL) - PICTURE, DEMONSTRATE

NOW MIX UP THE CHILD'S PIECES AND CONSTRUCT THE PATTERN  
 WITH CHILD'S PIECES.

WAIT 5 SECONDS. THEN MIX UP THE PIECES, GIVE THEM TO THE  
 CHILD AND START TIMING AFTER YOU SAY: Please try this again.

TIME LIMIT: 30 SECONDS

INTERVIEWER DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

1 Yes, within time limit  
 2 Yes, but not within time limit  
 3 Yes, but it was rotated by 45 degrees or more  
 4 Pattern was incorrect / No response / Don't know / Refused  
 [Don't Know and Refusal are not allowed]

*IF Time limit for example B (second trial) = Rotate [Tr2d = 3]*

**TR2E**  
 EXAMPLE B (SECOND TRIAL)

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY

45 DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight  
 like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY  
 ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

1 Press 1 and <Enter to continue.  
 [Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

*IF (Tr2a = ) OR (Tr2d = [Yes]) [Tr2a = OR Tr2d =]*

**TR2T**

EXAMPLE B

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?

Range: 0..97

[Don't Know and Refusal are not allowed]

END OF FILTER

*IF (Tr2a = [Yes, Time]) OR (Tr2d = [Yes, Time]) [Tr2a = 1, 2 OR Tr2d = 1,  
/ / / / 2]*

**TR2P**

That's right, now lets try another one.

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

**C02A**

ITEM 2 - PICTURE, DEMONSTRATE (SEE HELP <F9)

INTERVIEWER: TURN TO PAGE 2, MIX UP 4 SQUARES AND SAY: This pattern is bigger.  
Watch me.

USE THE SQUARES TO CONSTRUCT THE PATTERN. POINT TO THE  
PICTURE AND MODEL, THEN SAY: See? They're just the same.

MIX UP THE

SQUARES AGAIN. START TIMING AFTER YOU POINT TO THE PICTURE AND SAY:

Now put

your pieces together just like this.

INTERVIEWER: IF CHILD DOES NOT USE ALL 4

SQUARES SAY: Use all of the pieces.

TIME LIMIT: 30 SECONDS

INTERVIEWER

DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

1 Yes, within time limit

2 Yes, but not within time limit

3 Yes, but it was rotated by 45 degrees or more

4 Pattern was incorrect / No response / Don't know / Refused

[Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 2 = Yes [C02a = 1]*

**C02B**

ITEM 2

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?

Range: 0..30



| | | | | [Don't Know and Refusal are not allowed]

| | | | | ELSE

| | | | | *IF Time limit for ITEM 2 = Rotate [C02a = 3]*

| | | | | **C02C**  
| | | | | ITEM 2

| | | | | INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY  
45

| | | | | DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight  
| | | | | like this.

| | | | | ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY  
| | | | | ORIENTED.

| | | | | WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE  
| | | | | 1 Press 1 and <Enter to continue.

| | | | | [Don't Know and Refusal are not allowed]

| | | | | ELSE

| | | | | *IF Time limit for ITEM 2 = No [C02a = 4]*

| | | | | **C02D**  
| | | | | ITEM 2

| | | | | INTERVIEWER SAY: That's not quite right; watch me.

| | | | | MIX UP THE CHILD'S  
| | | | | PIECES & RECONSTRUCT THE PATTERN.

| | | | | WAIT 5 SECONDS THEN PRESS  
| | | | | 1 AND ENTER TO CONTINUE  
| | | | | 1 Press 1 and <Enter to continue.

| | | | | [Don't Know and Refusal are not allowed]

| | | | | END OF FILTER

| | | | | END OF FILTER

| | | | | END OF FILTER

| | | | | **C03A**  
| | | | | ITEM 3 - PICTURE (SEE HELP <F9)

| | | | | CHILD NEEDS 4 SQUARES.

| | | | | TURN TO PAGE 3 AND MIX UP SQUARES.

| | | | | POINT TO THE PICTURE AND START TIMING AFTER YOU SAY: Now try  
| | | | | this one.

TIME LIMIT: 45 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

- 1 Yes, within time limit
  - 2 Yes, but not within time limit
  - 3 Yes, but it was rotated by 45 degrees or more
  - 4 Pattern was incorrect / No response / Don't know / Refused
- [Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 3 = Yes [C03a = 1]*

**C03B**  
ITEM 3

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?

Range: 0..45  
[Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 3 = Rotate [C03a = 3]*

**C03C**  
ITEM 3

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY  
45

DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

1 Press 1 and <Enter to continue.  
[Don't Know and Refusal are not allowed]

END OF FILTER

**C04A**  
ITEM 4 - PICTURE, DEMONSTRATE (SEE HELP <F9)

CHILD NEEDS 6 SQUARES

TURN TO ITEM 4, POINT TO THE PICTURE AND SAY: Now we will use all of the pieces to make this pattern. Watch me.

INTERVIEWER: USE CHILD'S SQUARES TO CONSTRUCT PATTERN.

WAIT 5  
SECONDS. NOW MIX UP THE SQUARES & GIVE THEM TO THE CHILD. START  
TIMING

AFTER YOU SAY: Now try this one.

TIME LIMIT: 45 SECONDS

INTERVIEWER DID

THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

1 Yes, within time limit

2 Yes, but not within time limit

3 Yes, but it was rotated by 45 degrees or more

4 Pattern was incorrect / No response / Don't know / Refused

[Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 4 = Yes [C04a = 1]*

**C04B**

ITEM 4

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?

Range: 0..45

[Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 4 = Rotate [C04a = 3]*

**C04C**

ITEM 4

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY  
45

DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight  
like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

*IF Number of failures in five con < 4]*

**C05A**

ITEM 5 - PICTURE (SEE HELP <F9)

CHILD NEEDS 6 SQUARES.

TURN TO PAGE 5 AND MIX UP SQUARES.

POINT TO THE PICTURE AND START TIMING AFTER YOU SAY: Now try  
this one.

TIME LIMIT: 60 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

- | | | | | 1 Yes, within time limit
- | | | | | 2 Yes, but not within time limit
- | | | | | 3 Yes, but it was rotated by 45 degrees or more
- | | | | | 4 Pattern was incorrect / No response / Don't know / Refused
- | | | | | [Don't Know and Refusal are not allowed]

| | | | | *IF Time limit for ITEM 5 = Yes [C05a = 1]*

| | | | | **C05B**

| | | | | ITEM 5

| | | | | INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?

| | | | | Range: 0..60

| | | | | [Don't Know and Refusal are not allowed]

| | | | | END OF FILTER

| | | | | *IF Time limit for ITEM 5 = Rotate [C05a = 3]*

| | | | | **C05C**

| | | | | ITEM 5

| | | | | INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY  
45

| | | | | DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight  
like this.

| | | | | ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY ORIENTED.

| | | | | WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

| | | | | 1 Press 1 and <Enter to continue.

| | | | | [Don't Know and Refusal are not allowed]

| | | | | END OF FILTER

| | | | | *IF (CCon[1] < 4)*

| | | | | **C06A**

| | | | | ITEM 6 - PICTURE (SEE HELP <F9)

| | | | | CHILD NEEDS 6 SQUARES.

| | | | | TURN TO PAGE 6 AND MIX UP SQUARES.

| | | | | POINT TO THE PICTURE AND START TIMING AFTER YOU SAY: Now try  
this one.

| | | | | TIME LIMIT: 60 SECONDS

| | | | | INTERVIEWER DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

| | | | | 1 Yes, within time limit

| | | | | 2 Yes, but not within time limit

3 Yes, but it was rotated by 45 degrees or more  
4 Pattern was incorrect / No response / Don't know / Refused  
[Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 6 = Yes [C06a = 1]*

**C06B**  
ITEM 6

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?  
Range: 0..60  
[Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 6 = Rotate [C06a = 3]*

**C06C**  
ITEM 6

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY  
45

DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight  
like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY  
ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE  
1 Press 1 and <Enter to continue.  
[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

*IF ((CCon  
/ / / / CCon < 4]*

**C07A**  
ITEM 7 - PICTURE (SEE HELP <F9)

CHILD NEEDS 6 SQUARES.

TURN TO PAGE 7 AND MIX UP SQUARES.

POINT TO THE PICTURE AND START TIMING AFTER YOU SAY: Now try  
this one.

TIME LIMIT: 60 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

- 1 Yes, within time limit
- 2 Yes, but not within time limit
- 3 Yes, but it was rotated by 45 degrees or more

4 Pattern was incorrect / No response / Don't know / Refused  
[Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 7 = Yes [C07a = 1]*

**C07B**  
ITEM 7

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?  
Range: 0..60  
[Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 7 = Rotate [C07a = 3]*

**C07C**  
ITEM 7

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY  
45

DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight  
like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY  
ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE  
1 Press 1 and <Enter to continue.  
[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

*IF (((CCon <*  
*/ / / / 4) [CCon < 4]*

**PSTP**

INTERVIEWER: DO YOU NEED TO TERMINATE THIS ASSESSMENT?

YOU  
SHOULD ONLY CODE YES IF THE CHILD HAS BECOME EXTREMELY DISTRESSED  
AND IT IS IMPOSSIBLE TO CONTINUE THE ASSESSMENT.

1 Yes  
2 No  
[Don't Know and Refusal are not allowed]

**TISQ**

INTERVIEWER: NOW PUT AWAY THE 6 FOAM SQUARES AND TAKE OUT THE 9  
PLASTIC  
CUBES.

1 Press 1 and <Enter to continue.  
[Don't Know and Refusal are not allowed]

**TR3A**

INTERVIEWER: YOU NEED 4 PLASTIC CUBES.

MIX UP 2 CUBES AND GIVE THESE  
TO THE CHILD. SAY: Look at these cubes. They have different sides.

BOTH YOU  
AND THE CHILD SHOULD EXAMINE THE CUBES. SAY: All of the cubes are the same.

1 Press 1 and <Enter to continue.  
[Don't Know and Refusal are not allowed]

**TR3B**

EXAMPLE C (FIRST TRIAL) - MODEL, PICTURE

NOW TURN TO EXAMPLE C. SAY: We can put them together so that the  
tops of them make this pattern. Watch me put them together.

CONSTRUCT THE PATTERN NEXT TO EXAMPLE C. LEAVE THE  
MODEL AND PICTURE IN PLACE. START TIMING AFTER YOU SAY: Now  
you do it. Let me know when you have finished.

TIME LIMIT: 30 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

- 1 Yes, within time limit
  - 2 Yes, but not within time limit
  - 3 Yes, but it was rotated by 45 degrees or more
  - 4 Pattern was incorrect / No response / Don't know / Refused
- [Don't Know and Refusal are not allowed]

*If Time limit for EXAMPLE C (first trial) = Rotate [Tr3b = 3]*

**TR3C**

EXAMPLE C (FIRST TRIAL)

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY  
45

DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight  
like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY  
ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

1 Press 1 and <Enter to continue.  
[Don't Know and Refusal are not allowed]

ELSE

*IF Time limit for EXAMPLE C (first trial) = No [Tr3b = 4]*

**TR3D**

EXAMPLE C (FIRST TRIAL) - MODEL, PICTURE

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS NOT SIMILAR TO YOUR MODEL SAY: That's not quite right. Watch me.

IF THE CHILD'S CONSTRUCTION IS SIMILAR TO YOUR MODEL. POINT TO THE INCORRECT

PART

OF THE CHILD'S PATTERN AND THEN TO THE CORRESPONDING PART OF YOUR MODEL. AS YOU DO SO SAY: That's not quite right because this part should look like this. Watch me.

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

*IF Time limit for EXAMPLE C (first trial) = [Rotate, No] [Tr3b = 3, 4]*

**TR3E**

EXAMPLE C (SECOND TRIAL) - MODEL, PICTURE, DEMONSTRATE

LEAVE YOUR MODEL IN PLACE

NOW MIX UP THE CHILD'S PIECES AND CONSTRUCT THE PATTERN WITH CHILD'S PIECES.

WAIT 5 SECONDS. THEN MIX UP THE PIECES, GIVE THEM TO THE CHILD AND START TIMING AFTER YOU SAY: Please try this again.

TIME LIMIT: 30 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

1 Yes, within time limit

2 Yes, but not within time limit

3 Yes, but it was rotated by 45 degrees or more

4 Pattern was incorrect / No response / Don't know / Refused

[Don't Know and Refusal are not allowed]

*IF Time limit for EXAMPLE C (second trial) = Rotate [Tr3e = 3]*

**TR3F**

EXAMPLE C (SECOND TRIAL)

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY

45 DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight like this.



ROTATE THE CHILD'S PATTERN SO THAT IT IS  
CORRECTLY ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO  
CONTINUE

1 Press 1 and <Enter to continue.  
[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

*IF (Tr3b = ) OR (Tr3e = [Yes]) [Tr3b = OR Tr3e =]*

**TR3T**  
EXAMPLE C

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?  
Range: 0..97  
[Don't Know and Refusal are not allowed]

END OF FILTER

*IF (Tr3b = [Yes, Time]) OR (Tr3e = [Yes, Time]) [Tr3b = 1, 2 OR Tr3e =*  
*/ / / / / 1, 2]*

**TR3P**  
That's right, now lets try another one.  
1 Press 1 and <Enter to continue.  
[Don't Know and Refusal are not allowed]

END OF FILTER

**C08A**  
ITEM 8 - PICTURE (SEE HELP <F9)

CHILD NEEDS 2 CUBES.

TURN TO PAGE 8 AND MIX UP CUBES.

POINT TO THE PICTURE AND START TIMING AFTER YOU SAY: Now try  
this one, I will time you with this watch, but work carefully. Please let me  
know when you've finished.

TIME LIMIT: 30 SECONDS

INTERVIEWER DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

1 Yes, within time limit  
2 Yes, but not within time limit  
3 Yes, but it was rotated by 45 degrees or more  
4 Pattern was incorrect / No response / Don't know / Refused  
[Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 8 = Yes [C08a = 1]*

**C08B**  
 ITEM 8  
  
 INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?  
 Range: 0..30  
 [Don't Know and Refusal are not allowed]  
  
*IF Time limit for ITEM 8 = Rotate [C08a = 3]*

**C08C**  
 ITEM 8  
  
 INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY  
 45 DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight  
 like this.  
  
 ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY  
 ORIENTED.  
  
 WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE  
 1 Press 1 and <Enter to continue.  
 [Don't Know and Refusal are not allowed]  
  
 END OF FILTER  
  
 END OF FILTER  
  
*IF (((CCon <*  
*/ / / / 4)) AND (CCon[5] <*  
*/ / / / 4 AND CCon < 4]*

**C09A**  
 ITEM 9 - PICTURE (SEE HELP <F9)  
  
 CHILD NEEDS 2 CUBES.  
  
 TURN TO PAGE 9 AND MIX UP CUBES.  
  
 POINT TO THE PICTURE AND START TIMING AFTER YOU SAY: Now try  
 this one.  
  
 TIME LIMIT: 30 SECONDS  
  
 INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?  
 1 Yes, within time limit  
 2 Yes, but not within time limit  
 3 Yes, but it was rotated by 45 degrees or more  
 4 Pattern was incorrect / No response / Don't know / Refused  
 [Don't Know and Refusal are not allowed]  
  
*IF Time limit for ITEM 9 = Yes [C09a = 1]*

| | | | | **C09B**  
 | | | | | ITEM 9  
 | | | | |  
 | | | | | INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?  
 | | | | | Range: 0..30  
 | | | | | [Don't Know and Refusal are not allowed]  
 | | | | |  
 | | | | | *IF Time limit for ITEM 9 = Rotate [C09a = 3]*  
 | | | | |  
 | | | | | **C09C**  
 | | | | | ITEM 9  
 | | | | |  
 | | | | | INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY  
 45  
 | | | | | DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight  
 | | | | | like this.  
 | | | | |  
 | | | | | ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY  
 | | | | | ORIENTED.  
 | | | | |  
 | | | | | WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE  
 | | | | | 1 Press 1 and <Enter to continue.  
 | | | | | [Don't Know and Refusal are not allowed]  
 | | | | |  
 | | | | | END OF FILTER  
 | | | | |  
 | | | | | END OF FILTER  
 | | | | |  
 | | | | | *IF (((((CCon*  
 / / / / /  
 / / / / / *CCon < 4]*  
 | | | | |  
 | | | | | **C10A**  
 | | | | | ITEM 10 - PICTURE (SEE HELP <F9)  
 | | | | |  
 | | | | | CHILD NEEDS 2 CUBES.  
 | | | | |  
 | | | | | TURN TO PAGE 10 AND MIX UP CUBES.  
 | | | | |  
 | | | | | POINT TO THE PICTURE AND START TIMING AFTER YOU SAY: Now try  
 | | | | | this one.  
 | | | | |  
 | | | | | TIME LIMIT: 30 SECONDS  
 | | | | |  
 | | | | | INTERVIEWER DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?  
 | | | | | 1 Yes, within time limit  
 | | | | | 2 Yes, but not within time limit  
 | | | | | 3 Yes, but it was rotated by 45 degrees or more  
 | | | | | 4 Pattern was incorrect / No response / Don't know / Refused  
 | | | | | [Don't Know and Refusal are not allowed]  
 | | | | |  
 | | | | | *IF Time limit for ITEM 10 = Yes [C10a = 1]*  
 | | | | |

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| | | | | C10B
| | | | | ITEM 10
| | | | |
| | | | | INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?
| | | | | Range: 0..30
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | IF Time limit for ITEM 10 = Rotate [C10a = 3]
| | | | |
| | | | | C10C
| | | | | ITEM 10
| | | | |
| | | | | INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY
45
| | | | | DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight
| | | | | like this.
| | | | |
| | | | | ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY
| | | | | ORIENTED.
| | | | |
| | | | | WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE
| | | | | 1 Press 1 and <Enter to continue.
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | IF ((((((CCon
| | | | | / / / /
| | | | | / / / / AND CCon
| | | | | / / / / AND CCon < 4]
| | | | |
| | | | | C11A
| | | | | ITEM 11 - PICTURE (SEE HELP <F9)
| | | | |
| | | | | CHILD NEEDS 2 CUBES.
| | | | |
| | | | | TURN TO PAGE 11 AND MIX UP CUBES.
| | | | |
| | | | | POINT TO THE PICTURE AND START TIMING AFTER YOU SAY: Now try
| | | | | this one.
| | | | |
| | | | | TIME LIMIT: 30 SECONDS
| | | | |
| | | | | INTERVIEWER DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?
| | | | | 1 Yes, within time limit
| | | | | 2 Yes, but not within time limit
| | | | | 3 Yes, but it was rotated by 45 degrees or more
| | | | | 4 Pattern was incorrect / No response / Don't know / Refused
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | IF Time limit for ITEM 11 = Yes [C11a = 1]

```

**C11B**  
ITEM 11

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?

Range: 0..30

[Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 11 = Rotate [C11a = 3]*

**C11C**  
ITEM 11

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY

45

DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

*IF ((((((CCon*

*/ / / /*

*/ / / / (CCon[8]*

*/ / / / CCon < 4]*

**C12A**

ITEM 12 - PICTURE (SEE HELP <F9)

CHILD NEEDS 2 CUBES.

TURN TO PAGE 12 AND MIX UP CUBES.

POINT TO THE PICTURE AND START TIMING AFTER YOU SAY: Now try this one.

TIME LIMIT: 45 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

1 Yes, within time limit

2 Yes, but not within time limit

3 Yes, but it was rotated by 45 degrees or more

4 Pattern was incorrect / No response / Don't know / Refused

[Don't Know and Refusal are not allowed]

| | | | | *IF Time limit for ITEM 12 = Yes [C12a = 1]*

| | | | | **C12B**

| | | | | ITEM 12

| | | | | INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?

| | | | | Range: 0..45

| | | | | [Don't Know and Refusal are not allowed]

| | | | | *IF Time limit for ITEM 12 = Rotate [C12a = 3]*

| | | | | **C12C**

| | | | | ITEM 12

| | | | | INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY  
45

| | | | | DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight  
like this.

| | | | | ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY  
ORIENTED.

| | | | | WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

| | | | | 1 Press 1 and <Enter to continue.

| | | | | [Don't Know and Refusal are not allowed]

| | | | | END OF FILTER

| | | | | END OF FILTER

| | | | | *IF ((((((CCon*

| / / / / *(CCon[4]*

| / / / / *AND (CCon[8]*

| / / / /

| / / / / *< 4]*

| | | | | **C13A**

| | | | | ITEM 13 - PICTURE (SEE HELP <F9)

| | | | | CHILD NEEDS 2 CUBES.

| | | | | TURN TO PAGE 13 AND MIX UP CUBES.

| | | | | POINT TO THE PICTURE AND START TIMING AFTER YOU SAY: Now try  
this one.

| | | | | TIME LIMIT: 45 SECONDS

| | | | | INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

| | | | | 1 Yes, within time limit

| | | | | 2 Yes, but not within time limit

| | | | | 3 Yes, but it was rotated by 45 degrees or more

| | | | | 4 Pattern was incorrect / No response / Don't know / Refused

| | | | | [Don't Know and Refusal are not allowed]

| | | | | *IF Time limit for ITEM 13 = Yes [C13a = 1]*

| | | | | **C13B**  
| | | | | ITEM 13

| | | | | INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?  
| | | | | Range: 0..45  
| | | | | [Don't Know and Refusal are not allowed]

| | | | | *IF Time limit for ITEM 13 = Rotate [C13a = 3]*

| | | | | **C13C**  
| | | | | ITEM 13

| | | | | INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY  
45

| | | | | DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight  
| | | | | like this.

| | | | | ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY  
| | | | | ORIENTED.

| | | | | WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE  
| | | | | 1 Press 1 and <Enter to continue.  
| | | | | [Don't Know and Refusal are not allowed]

| | | | | END OF FILTER

| | | | | END OF FILTER

| | | | | **SWIAX**

| | | | | INTERVIEWER: IS THE CHILD SUITABLE FOR TIMED SCORING?

| | | | | INTERVIEWER:  
| | | | | CODE 'NO' IF CHILD HAS

| | | | | - A MOTOR IMPAIRMENT THAT SLOWS THEIR HANDLING  
| | | | | OF THE SQUARES/CUBES

| | | | | - A BEHAVIOURAL CONDITION (SUCH AS ADHD) WHICH  
| | | | | LEADS THEM TO EXHIBIT EXTREME COMPULSIVENESS AND RESULTS IN THE  
CHILD

| | | | | 'TINKERING' EXCESSIVELY WITH THEIR RESPONSE.

| | | | | - OTHER EVIDENCE THAT  
| | | | | INDICATES THAT THE CHILD DOES NOT RESPOND WELL TO SPEEDED TASKS DUE  
TO A

| | | | | HEALTH OR BEHAVIOURAL CONDITION  
| | | | | 1 Yes  
| | | | | 2 No  
| | | | | [Don't Know and Refusal are not allowed]

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| | | | |
| | | | | IF INTERVIEWER: IS THE CHILD SUIT = Yes [SwiaX = 1]
| | | | |
| | | | | ELSE
| | | | |
| | | | | SWIACHK
| | | | |
| | | | | INTERVIEWER: You have coded that the child is unsuitable for timed scoring.
| | | | |
| | | | | You
| | | | | should only code that the child is not suitable for timed scoring if the child has
| | | | |
| | | | | - A
| | | | | MOTOR IMPAIRMENT THAT SLOWS THEIR HANDLING OF THE SQUARES/CUBES
| | | | |
| | | | | -
| | | | | A BEHAVIOURAL CONDITION (SUCH AS ADHD) WHICH LEADS THEM TO EXHIBIT
| | | | | EXTREME COMPULSIVENESS AND RESULTS IN THE CHILD 'TINKERING'
| | | | | EXCESSIVELY WITH THEIR RESPONSE.
| | | | |
| | | | | - OTHER EVIDENCE THAT INDICATES
| | | | | THAT THE CHILD DOES NOT RESPOND WELL TO SPEEDED TASKS DUE TO A
HEALTH
| | | | | OR BEHAVIOURAL CONDITION
| | | | |
| | | | | INTERVIEWER PLEASE CONFIRM: IS THE CHILD
| | | | | SUITABLE FOR TIMED SCORING?
| | | | | 1 Yes
| | | | | 2 No
| | | | | [Don't Know and Refusal are not allowed]
| | | | |
| | | | | END OF FILTER
| | | | |
| | | | | IF ((((((((((SwiaChk = Yes) AND (CToM <= 2)) OR ((SwiaChk = No) AND
| | | | | / / / / / (CErr <= 2))) AND (CCon[1]
| | | | | / / / / / AND (CCon[4] <
| | | | | / / / / / 4)) AND (CCon[8]
| | | | | / / / / / 1 AND CToM <= 2 OR SwiaChk = 2 AND CErr <= 2 AND CCon
| | | | | / / / / / CCon
| | | | | / / / / / CCon < 4]
| | | | |
| | | | | TR4A
| | | | | EXAMPLE D (FIRST TRIAL) - PICTURE, DEMONSTRATE
| | | | |
| | | | | INTERVIEWER: YOU NEED 4 PLASTIC CUBES.
| | | | |
| | | | | CHILD NEEDS 2 MORE CUBES,
| | | | | FOR A TOTAL OF FOUR, AND SAY: Now here are four cubes.
| | | | |
| | | | | TURN TO EXAMPLE D
| | | | | AND SHOW THE PATTERN TO THE CHILD. SAY: You will need them all to make this
| | | | | pattern. Watch me put them together.
| | | | | 1 Press 1 and <Enter to continue.

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[Don't Know and Refusal are not allowed]

**TR4B**

EXAMPLE D (FIRST TRIAL) - PICTURE, DEMONSTRATE

USING THE CHILD'S CUBES, CONSTRUCT THE PATTERN AND PLACE THE BOOKLET NEAR THE CUBES SO THAT THE CHILD CAN COMPARE THE PATTERNS. THEN MIX UP THE CUBES, GIVE THEM TO THE CHILD AND START TIMING AFTER YOU SAY: Now you do it. Let me know when you have finished.

TIME LIMIT: 60 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

- 1 Yes, within time limit
- 2 Yes, but not within time limit
- 3 Yes, but it was rotated by 45 degrees or more
- 4 Pattern was incorrect / No response / Don't know / Refused

[Don't Know and Refusal are not allowed]

*IF Time limit for EXAMPLE D (first trial) = Rotate [Tr4b = 3]*

**TR4C**

EXAMPLE D (FIRST TRIAL)

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY 45

DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

- 1 Press 1 and <Enter to continue.
- [Don't Know and Refusal are not allowed]

ELSE

*IF Time limit for EXAMPLE D (first trial) = No [Tr4b = 4]*

**TR4D**

EXAMPLE D (FIRST TRIAL) - PICTURE, DEMONSTRATE

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS NOT SIMILAR TO THE PICTURE SAY: That's not quite right. Watch me.

IF THE CHILD'S CONSTRUCTION IS SIMILAR TO THE PICTURE. POINT TO THE INCORRECT PART

OF THE CHILD'S PATTERN AND THEN TO THE CORRESPONDING PART OF THE PICTURE. AS YOU DO SO SAY: That's not quite right because this part should look like this. Watch me.

1 Press 1 and <Enter to continue.  
[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

*IF Time limit for EXAMPLE D (first trial) = [Rotate, No] [Tr4b = 3, 4]*

**TR4E**

EXAMPLE D (SECOND TRIAL) - PICTURE, DEMONSTRATE

NOW MIX UP THE CHILD'S PIECES AND CONSTRUCT THE PATTERN WITH CHILD'S PIECES.

WAIT 5 SECONDS. THEN MIX UP THE PIECES, GIVE THEM TO THE CHILD AND START TIMING AFTER YOU SAY: Please try this again.

TIME LIMIT: 60 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

- 1 Yes, within time limit
  - 2 Yes, but not within time limit
  - 3 Yes, but it was rotated by 45 degrees or more
  - 4 Pattern was incorrect / No response / Don't know / Refused
- [Don't Know and Refusal are not allowed]

*IF Time limit for EXAMPLE D (second trial) = Rotate [Tr4e = 3]*

**TR4F**

EXAMPLE D (SECOND TRIAL)

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY

45 DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

1 Press 1 and <Enter to continue.  
[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

*IF (Tr4b = ) OR (Tr4e = [Yes]) [Tr4b = OR Tr4e =]*

**TR4T**

EXAMPLE D

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?  
Range: 0..97  
[Don't Know and Refusal are not allowed]

END OF FILTER

*IF (Tr4b = [Yes, Time]) OR (Tr4e = [Yes, Time]) [Tr4b = 1, 2 OR Tr4e =  
/ / / / / 1, 2]*

**TR4P**

That's right, now lets try another one.

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

**C14A**

ITEM 14 - PICTURE (SEE HELP <F9)

CHILD NEEDS 4 CUBES.

TURN TO PAGE 14 AND MIX UP CUBES.

POINT TO THE PICTURE AND START TIMING AFTER YOU SAY: Now try  
this one.

TIME LIMIT: 60 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

1 Yes, within time limit

2 Yes, but not within time limit

3 Yes, but it was rotated by 45 degrees or more

4 Pattern was incorrect / No response / Don't know / Refused

[Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 14 = Yes [C14a = 1]*

*IF @/@/INTERVIEWER: You have co = Yes [SwiaChk = 1]*

**C14B**

ITEM 14

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?

Range: 0..60

[Don't Know and Refusal are not allowed]

END OF FILTER

*IF Time limit for ITEM 14 = Rotate [C14a = 3]*

**C14C**

ITEM 14

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY  
45

DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight  
like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY  
ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

*IF (CCon[10] <*

*4]*

**C15A**

ITEM 15 - PICTURE (SEE HELP <F9)

CHILD NEEDS 4 CUBES.

TURN TO PAGE 15 AND MIX UP CUBES.

POINT TO THE PICTURE AND START TIMING AFTER YOU SAY: Now  
try this one.

TIME LIMIT: 90 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

1 Yes, within time limit

2 Yes, but not within time limit

3 Yes, but it was rotated by 45 degrees or more

4 Pattern was incorrect / No response / Don't know / Refused

[Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 15 = Yes [C15a = 1]*

*IF @/@/INTERVIEWER: You have co = Yes [SwiaChk = 1]*

**C15B**

ITEM 15

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?

Range: 0..90

[Don't Know and Refusal are not allowed]

END OF FILTER

*IF Time limit for ITEM 15 = Rotate [C15a = 3]*

**C15C**

ITEM 15

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED  
BY

45 DEGREES OR MORE, SAY: To make a pattern just like this, you should make it  
straight like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS  
CORRECTLY ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO  
CONTINUE

1 Press 1 and <Enter to continue.  
[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

*IF ((CCon*  
*/ / / / / AND CCon[11] < 4]*

**C16A**  
ITEM 16 - PICTURE (SEE HELP <F9)

CHILD NEEDS 4 CUBES.

TURN TO PAGE 16 AND MIX UP CUBES.

POINT TO THE PICTURE AND START TIMING AFTER YOU SAY: Now  
try this one.

TIME LIMIT: 90 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

- 1 Yes, within time limit
  - 2 Yes, but not within time limit
  - 3 Yes, but it was rotated by 45 degrees or more
  - 4 Pattern was incorrect / No response / Don't know / Refused
- [Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 16 = Yes [C16a = 1]*

*IF @/@/INTERVIEWER: You have co = Yes [SwiaChk = 1]*

**C16B**  
ITEM 16

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?

Range: 0..90  
[Don't Know and Refusal are not allowed]

END OF FILTER

*IF Time limit for ITEM 16 = Rotate [C16a = 3]*

**C16C**  
ITEM 16

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED  
BY

45 DEGREES OR MORE, SAY: To make a pattern just like this, you should make it  
straight like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS  
CORRECTLY ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO  
CONTINUE

1 Press 1 and <Enter to continue.  
[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

*IF ((((((SwiaChk = Yes) AND (CToM <= 2)) OR (SwiaChk = No)) AND  
/ / / / / (CCon[10]  
/ / / / / <= 2 OR SwiaChk = 2 AND CCon[10]  
/ / / / / AND CCon[11] < 4]*

**C17A**  
ITEM 17 - PICTURE (SEE HELP <F9)

CHILD NEEDS 4 CUBES.

TURN TO PAGE 17 AND MIX UP CUBES.

POINT TO THE PICTURE AND START TIMING AFTER YOU SAY: Now  
try this one.

TIME LIMIT: 90 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

- 1 Yes, within time limit
  - 2 Yes, but not within time limit
  - 3 Yes, but it was rotated by 45 degrees or more
  - 4 Pattern was incorrect / No response / Don't know / Refused
- [Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 17 = Yes [C17a = 1]*

*IF @/@/INTERVIEWER: You have co = Yes [SwiaChk = 1]*

**C17B**  
ITEM 17

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?



INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?  
Range: 0..90  
[Don't Know and Refusal are not allowed]

END OF FILTER

*IF Time limit for ITEM 18 = Rotate [C18a = 3]*

**C18C**  
ITEM 18

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY 45 DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

1 Press 1 and <Enter to continue.  
[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

*IF ((CCon  
/ / / / / / < 4]*

**C19A**  
ITEM 19 - PICTURE (SEE HELP <F9)

CHILD NEEDS 4 CUBES.

TURN TO PAGE 19 AND MIX UP CUBES.

POINT TO THE PICTURE AND START TIMING AFTER YOU SAY:  
Now try this one.

TIME LIMIT: 90 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

- 1 Yes, within time limit
  - 2 Yes, but not within time limit
  - 3 Yes, but it was rotated by 45 degrees or more
  - 4 Pattern was incorrect / No response / Don't know / Refused
- [Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 19 = Yes [C19a = 1]*

*IF @/@/INTERVIEWER: You have co = Yes [SwiaChk = 1]*



**C19B**

ITEM 19

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?

Range: 0..90

[Don't Know and Refusal are not allowed]

END OF FILTER

*IF Time limit for ITEM 19 = Rotate [C19a = 3]*

**C19C**

ITEM 19

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY 45 DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

*IF (((CCon*

*/ / / / / (CCon[16]*

*/ / / / / AND CCon[16] < 4]*

**C20A**

ITEM 20 - PICTURE (SEE HELP <F9)

CHILD NEEDS 4 CUBES.

TURN TO PAGE 20 AND MIX UP CUBES.

POINT TO THE PICTURE AND START TIMING AFTER YOU SAY:

Now try this one.

TIME LIMIT: 90 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

1 Yes, within time limit

2 Yes, but not within time limit

3 Yes, but it was rotated by 45 degrees or more

4 Pattern was incorrect / No response / Don't know / Refused

[Don't Know and Refusal are not allowed]



INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?  
1 Yes, within time limit  
2 Yes, but not within time limit  
3 Yes, but it was rotated by 45 degrees or more  
4 Pattern was incorrect / No response / Don't know / Refused  
[Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 21 = Yes [C21a = 1]*

*IF @/@/INTERVIEWER: You have co = Yes [SwiaChk = 1]*

**C21B**

ITEM 21

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?

Range: 0..120

[Don't Know and Refusal are not allowed]

END OF FILTER

*IF Time limit for ITEM 21 = Rotate [C21a = 3]*

**C21C**

ITEM 21

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY 45 DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

*IF (CCon[17]*

*CCon[18] < 4]*

**C22A**

ITEM 22 - PICTURE (SEE HELP <F9)

CHILD NEEDS 9 CUBES.

TURN TO PAGE 22 AND MIX UP CUBES.

POINT TO THE PICTURE AND START TIMING AFTER YOU SAY:

Now try this one.

TIME LIMIT: 120 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?  
 1 Yes, within time limit  
 2 Yes, but not within time limit  
 3 Yes, but it was rotated by 45 degrees or more  
 4 Pattern was incorrect / No response / Don't know / Refused  
 [Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 22 = Yes [C22a = 1]*

*IF @/@/INTERVIEWER: You have co = Yes [SwiaChk =  
 / / / / / / / / / 1]*

**C22B**  
 ITEM 22

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?  
 Range: 0..120  
 [Don't Know and Refusal are not allowed]

END OF FILTER

*IF Time limit for ITEM 22 = Rotate [C22a = 3]*

**C22C**  
 ITEM 22

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT  
 ROTATED BY 45 DEGREES OR MORE, SAY: To make a pattern just like this,  
 you should make it straight like this.

ROTATE THE CHILD'S PATTERN  
 SO THAT IT IS CORRECTLY ORIENTED.

WAIT 5 SECONDS THEN  
 PRESS 1 AND ENTER TO CONTINUE  
 1 Press 1 and <Enter to continue.  
 [Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

*IF ((CCon  
 / / / / / / / [CCon[17] < 4]*

**C23A**  
 ITEM 23 - PICTURE (SEE HELP <F9)

CHILD NEEDS 9 CUBES.

TURN TO PAGE 23 AND MIX UP CUBES.

POINT TO THE PICTURE AND START TIMING AFTER YOU SAY:



/// / CCon  
/// / CCon <  
/// / 4 AND CCon[12] <  
/// / 4 AND CCon[16] <  
/// / 4 AND CCon[20] < 4]

**C24A**

ITEM 24 - PICTURE (SEE HELP <F9)

CHILD NEEDS 9 CUBES.

TURN TO PAGE 24 AND MIX UP CUBES.

POINT TO THE PICTURE AND START TIMING AFTER YOU SAY: Now try this one.

TIME LIMIT: 120 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

- 1 Yes, within time limit
- 2 Yes, but not within time limit
- 3 Yes, but it was rotated by 45 degrees or more
- 4 Pattern was incorrect / No response / Don't know / Refused

[Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 24 = Rotate [C24a = 3]*

**C24C**

ITEM 24

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY 45

DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

*IF (CCon[20] <  
/// / / / 4]*

**C25A**

ITEM 25 - PICTURE (SEE HELP <F9)

CHILD NEEDS 9 CUBES.

TURN TO PAGE 25 AND MIX UP CUBES.

POINT TO THE PICTURE AND START TIMING AFTER YOU SAY: Now try this one.

TIME LIMIT: 120 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

- 1 Yes, within time limit
  - 2 Yes, but not within time limit
  - 3 Yes, but it was rotated by 45 degrees or more
  - 4 Pattern was incorrect / No response / Don't know / Refused
- [Don't Know and Refusal are not allowed]

*IF Time limit for ITEM 25 = Rotate [C25a = 3]*

**C25C**  
ITEM 25

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY

45 DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

- 1 Press 1 and <Enter to continue.
- [Don't Know and Refusal are not allowed]

END OF FILTER

*IF ((CCon  
/ / / / / / < 4]*

**C26A**  
ITEM 26 - PICTURE (SEE HELP <F9)

CHILD NEEDS 9 CUBES.

TURN TO PAGE 26 AND MIX UP CUBES.

POINT TO THE PICTURE AND START TIMING AFTER YOU SAY: Now try this one.

TIME LIMIT: 120 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

- 1 Yes, within time limit
  - 2 Yes, but not within time limit
  - 3 Yes, but it was rotated by 45 degrees or more
  - 4 Pattern was incorrect / No response / Don't know / Refused
- [Don't Know and Refusal are not allowed]

IF Time limit for ITEM 26 = Rotate [C26a = 3]

**C26C**

ITEM 26

INTERVIEWER: IF THE CHILD'S CONSTRUCTION IS CORRECT BUT ROTATED BY 45 DEGREES OR MORE, SAY: To make a pattern just like this, you should make it straight like this.

ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY ORIENTED.

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

END OF FILTER

END OF FILTER

**ENDTEST**

Thank you for playing these games with me.

INTERVIEWER: THAT IS THE END OF THE PATTERN CONSTRUCTION ASSESSMENT. NOW PUT AWAY THE 6 SQUARES AND/OR THE 9 PLASTIC CUBES.

1 Press 1 and <Enter to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

END OF FILTER

**STAT**

INTERVIEWER: Status of assessments at present

Picture Similarities :

Naming Vocabularyly :

Pattern Construcion :

1 Press 1 and <Enter to continue.

IF ((ANwB = Later) OR (ANwC = Later)) OR (ANwD = Later) [ANwB = 2 OR



/ / ANwC = 2 OR ANwD = 2]

| |

| | **TODO**

| |

| |

| |

| | INTERVIEWER: Which assessment do you now want to complete?

| | 1 ^Pstxt

| | 2 ^NVTxt

| | 3 ^PCTxt

| | 4 None of these

| |

| | END OF FILTER

| |

| | **CHEND**

| |

| | \*\*\*\* END OF QRE FOR [^Cohort child's name] \*\*\*\*

| |

| |

| | INTERVIEWER :

| | - TO UPDATE ADMIN DETAILS, PRESS <Ctrl + Enter.

| | - TO ENTER

| | HOUSEHOLD QRE, PRESS <Ctrl + Enter.

| | - TO ENTER PARENT QRE, PRESS <Ctrl + Enter

| |

| | - TO ENTER ANOTHER COGNITIVE ASSESSMENT QRE, PRESS <Ctrl + Enter

| | - TO ENTER A

| | PHYSICAL ASSESSMENT QRE, PRESS <Ctrl + Enter

| | 1 Press 1 and <Enter to continue.

| |

| | END OF FILTER

| |

END OF FILTER

LOOP FOR loop:= 1 TO 3

*IF HHQre.BPrs[loop] = Yes [HHQre.BPrs[loop] = Yes]*

**CHSTART**

\*\*\*\* START OF PHYSICAL ASSESSMENT FOR [^Cohort child's name] \*\*\*\*

1 Press 1 and <Enter to continue.

**CINTDATE**

INTERVIEWER: Check Date of Interview and alter if not correct  
[Don't Know and Refusal are not allowed]

**APIN**

I'd now like to measure [^Cohort child's name]'s height, weight and waist  
circumference.

1 Press 1 and <Enter to continue.

**HTDN**

INTERVIEWER: YOU ARE NOW IN THE HEIGHT MODULE FOR [^Cohort child's name]

INTERVIEWER: PLEASE CONFIRM THAT YOU HAVE OBTAINED CONSENT TO MEASURE  
HEIGHT.

IF CONSENT GIVEN ATTEMPT TO MEASURE HEIGHT AND RECORD OUTCOME.

- 1 Consent given - height measured
- 2 Height refused by parent
- 3 Height refused by child
- 4 Unable to obtain height measurement

*IF Whether height measured = [RefP .. Unable] [Htdn = 2 , 3, 4]*

**NOHT**

ENTER REASON FOR REFUSAL/UNABLE TO TAKE MEASUREMENT  
String255

END OF FILTER

*IF Whether height measured = Meas [Htdn = 1]*

**HTCM**

ENTER HEIGHT IN CENTIMETRES

**HTAT**

ENTER NUMBER OF ATTEMPTS TO TAKE MEASUREMENT

Range: 1..97

**HTTM**

USING THE 24 HOUR CLOCK, ENTER TIME MEASUREMENT WAS TAKEN AT

**HTRL**

WHICH OF THESE CIRCUMSTANCES APPLY TO THE MEASUREMENT?

CODE ALL THAT APPLY

1 Height measured successfully

2 Hairstyle

3 Turban or other headwear

4 Posture - back not straight

5 Posture - legs not straight

6 Unable to stand still

7 Shoes were worn

8 Socks were worn

95 Other (specify)

*[code maximum 9 out of 9 possible responses]*

*IF Other = height measurement circumstances [Other = HtRl]*

**HTOT**

OTHER - PLEASE SPECIFY

String255

END OF FILTER

**HTEL**

IS THERE ANYTHING ELSE YOU THINK WE NEED TO KNOW ABOUT THIS MEASUREMENT?

1 Yes

2 No

*IF whether further height information = Yes [HtEl = 1]*

**HTEX**

WHAT ELSE DO WE NEED TO KNOW ABOUT THIS MEASUREMENT?

String255

END OF FILTER

END OF FILTER

*IF Whether height measured = [RefP .. Unable] [Htdn = 2 , 3, 4]*

**BKHT**

Please could I look in your Child Health Record Book to see the last recorded height measurement?

INTERVIEWER, PROMPT IF NECESSARY : 'This may be called the red/green/yellow book'

1 Yes

2 No - not got Child Health Record Book/ Not in Child Health Record Book

3 Refused

| | |  
| | | *IF whether looked in child record book = Yes [BkHt = 1]*  
| | |  
| | | **BKCM**  
| | | ENTER HEIGHT IN CENTIMETRES  
| | |  
| | | **BKDT**  
| | | ENTER DATE MEASUREMENT WAS TAKEN  
| | |  
| | | END OF FILTER  
| | |  
| | | END OF FILTER  
| | |

**WTDN**

INTERVIEWER: YOU ARE NOW IN THE WEIGHT MODULE FOR [^Cohort child's name]

INTERVIEWER: PLEASE CONFIRM THAT YOU HAVE OBTAINED CONSENT TO MEASURE WEIGHT.

IF CONSENT GIVEN ATTEMPT TO MEASURE WEIGHT AND RECORD OUTCOME.

- 1 Consent given - weight measured
- 2 Weight refused by parent
- 3 Weight refused by child
- 4 Unable to obtain weight measurement

*IF Whether weight measured = [RefP .. Unable] [Wtdn = 2 , 3, 4]*

**NOWT**

ENTER REASON FOR REFUSAL/UNABLE TO TAKE MEASUREMENT

String255

END OF FILTER

*IF Whether weight measured = Meas [Wtdn = 1]*

**WTCM**

ENTER WEIGHT IN KILOS AS IT APPEARS ON THE SCALES

**WTAT**

ENTER NUMBER OF ATTEMPTS TO TAKE MEASUREMENT

Range: 1..97

**WTSC**

WERE SCALES PLACED ON AN UNEVEN FLOOR OR CARPET?

- 1 Yes - uneven floor
- 2 Yes - carpet
- 3 No - neither

**WTRL**

WHICH OF THESE CIRCUMSTANCES APPLY TO THE MEASUREMENT?

CODE ALL THAT APPLY

- 1 Weight measured successfully
- 2 Child was wearing shoes or more than light clothing
- 3 Child was wearing a plaster cast on upper limb e.g. arm
- 4 Child was wearing a plaster cast on lower limb e.g. leg
- 5 Unable to stand still
- 95 Other (specify)

*[code maximum 6 out of 6 possible responses]*

*IF Other = weight measurement circumstances [Other = WtRI]*

**WTOT**

OTHER - PLEASE SPECIFY

String255

END OF FILTER

**WTEL**

IS THERE ANYTHING ELSE YOU THINK WE NEED TO KNOW ABOUT THIS MEASUREMENT?

1 Yes

2 No

*IF IS THERE ANYTHING ELSE YOU THI = Yes [WtEl = 1]*

**WTEX**

WHAT ELSE DO WE NEED TO KNOW ABOUT THIS MEASUREMENT?

String255

END OF FILTER

END OF FILTER

*IF Whether weight measured = [RefP .. Unable] [Wtdn = 2 , 3, 4]*

**BKWT**

Please could I look in your Child Health Record Book to see the last recorded weight measurement?

INTERVIEWER, PROMPT IF NECESSARY : 'This may be called the red/green/yellow book'

1 Yes

2 No - not got Child Health Record Book/ Not in Child Health Record Book

3 Refused

*IF whether looked in child record book = Yes [BkWt = 1]*

**BKKL**

ENTER WEIGHT IN KILOS

**DTBK**

ENTER DATE MEASUREMENT WAS TAKEN

END OF FILTER

END OF FILTER

**WSDN**

INTERVIEWER: YOU ARE NOW IN THE WAIST MODULE FOR [^Cohort child's name]

INTERVIEWER: PLEASE CONFIRM THAT YOU HAVE OBTAINED CONSENT TO MEASURE WAIST.

IF CONSENT GIVEN ATTEMPT TO MEASURE WAIST AND RECORD OUTCOME.

- 1 Consent given - waist measured
- 2 Waist refused by parent
- 3 Waist refused by child
- 4 Unable to obtain waist measurement

*IF waist measurement outcome = ConGiv [WsDn = 1]*

**WSMT**

INTERVIEWER: RECORD METHOD USED TO MEASURE WAIST.

- 1 Waist measured on bare skin by interviewer
- 2 Waist measured on bare skin by parent
- 3 Waist measured on bare skin by interviewer and parent
- 4 Waist measured over clothing by interviewer
- 5 Waist measured over clothing by parent
- 6 Waist measured over clothing by interviewer and parent

ELSE

*IF waist measurement outcome = [RefP .. Unable] [WsDn = 2 , 3, 4]*

**NOWS**

ENTER REASON FOR REFUSAL/UNABLE TO TAKE MEASUREMENT

String255

END OF FILTER

END OF FILTER

*IF waist measurement outcome = [MeasSI .. MeasCB] [WsMt = 1 - 6]*

**WSMA**

ENTER FIRST WAIST CIRCUMFERENCE IN CENTIMETRES

**WSMB**

ENTER SECOND WAIST CIRCUMFERENCE IN CENTIMETRES

*IF (Wsma = RESPONSE) AND (Wsmb = RESPONSE) [Wsma = RESPONSE*

*AND Wsmb = RESPONSE]*

*IF (WsmD 2) [WsmD 2]*

**WSMC**

ENTER THIRD WAIST CIRCUMFERENCE IN CENTIMETRES

END OF FILTER

END OF FILTER

**WSRL**

WHICH OF THESE CIRCUMSTANCES APPLY TO THE MEASUREMENT?

- 1 Waist measured successfully
- 2 Child unable to stand still
- 3 Child breathing in and out excessively
- 4 Unsure whether measurement taken at correct location
- 95 Other (specify)

*[code maximum 5 out of 5 possible responses]*

*IF Other = WHICH OF THESE CIRCUMSTANCES A [Other = WsRl]*

**WSOT**

OTHER - PLEASE SPECIFY

String255

END OF FILTER

**WSEL**

IS THERE ANYTHING ELSE YOU THINK WE NEED TO KNOW ABOUT THIS MEASUREMENT?

- 1 Yes
- 2 No

*IF IS THERE ANYTHING ELSE YOU THI = Yes [WsEl = 1]*

**WSEX**

WHAT ELSE DO WE NEED TO KNOW ABOUT THIS MEASUREMENT?

String255

END OF FILTER

END OF FILTER

*IF (HtCm = RESPONSE) OR (BkCm = RESPONSE) [HtCm = RESPONSE OR  
/ / BkCm = RESPONSE]*

**HTRC**

INTERVIEWER: PLEASE RECORD THE FOLLOWING HEIGHT INFORMATION ON THE CHILD

ASSESSMENT LEAFLET:

[^Cohort child's name]

[^Height - cms]

[^Height - feet/inches]

1 Press 1 and <Enter to continue.

END OF FILTER



| | *IF (WtCm = RESPONSE) OR (BkKl = RESPONSE) [WtCm = RESPONSE OR*  
| / *BkKl = RESPONSE]*

| | **WTRC**

| | INTERVIEWER: PLEASE RECORD THE FOLLOWING WEIGHT INFORMATION ON THE  
CHILD

| | ASSESSMENT LEAFLET:

| | [^Cohort child's name]

| | [^Weight - KG]

| | [^Weight - Stones/pounds]

| | 1 Press 1 and <Enter to continue.

| | END OF FILTER

| | *IF ((Wsmc = RESPONSE) OR (Wsmb = RESPONSE)) OR (Wsmc =*  
| / *RESPONSE) [Wsmc = RESPONSE OR Wsmb = RESPONSE OR Wsmc =*  
| / *RESPONSE]*

| | **WSRC**

| | INTERVIEWER: PLEASE RECORD THE FOLLOWING WAIST INFORMATION ON THE  
CHILD

| | ASSESSMENT LEAFLET:

| | [^Cohort child's name]

| | [^Waist - cms] [^Waist -  
| inches]

| | [^Waist - cms] [^Waist - inches]

| | [^Waist - cms] [^Waist -  
| inches]

| | 1 Press 1 and <Enter to continue.

| | END OF FILTER

| | **ENDTEST**

| | Thank you.

| | INTERVIEWER: THAT IS THE END OF THE PHYSICAL ASSESSMENTS.

| | 1 Press 1 and <Enter to continue.

| | **CHEND**

| | \*\*\*\* END OF PHYSICAL ASSESSMENT FOR [^Cohort child's name] \*\*\*\*

| | INTERVIEWER :

| | - TO UPDATE ADMIN DETAILS, PRESS <Ctrl + Enter.

| | - TO ENTER  
| | HOUSEHOLD QRE, PRESS <Ctrl + Enter.  
| | - TO ENTER PARENT QRE, PRESS <Ctrl + Enter  
| |  
| | - TO ENTER A COGNITIVE ASSESSMENT QRE, PRESS <Ctrl + Enter  
| | - TO ENTER ANOTHER  
| | PHYSICAL ASSESSMENT QRE, PRESS <Ctrl + Enter  
| | 1 Press 1 and <Enter to continue.  
| |  
| | END OF FILTER  
|  
END OF FILTER

*IF (MainQ.PH.HeCo = Yes) OR (MainQ.PH.WeCo = Yes) [MainQ.PH.HeCo = 1 OR MainQ.PH.WeCo = 1]*

**HWSTART**

\*\*\*\* START OF PARENT HEIGHT / WEIGHT FOR \*\*\*\*

1 Press 1 and <Enter to continue.

**HINTDATE**

INTERVIEWER: Check Date of Interview and alter if not correct  
[Don't Know and Refusal are not allowed]

*IF Copy of HeCo from PH = Yes [HeCx = Yes]*

**MHCO**

Earlier I asked you for your height and you didn't know but agreed that I could measure it. Could I measure it now?

INTERVIEWER: ATTEMPT TO MEASURE HEIGHT AND CODE OUTCOME.

- 1 Height measured
- 2 Height refused
- 3 Unable to obtain height measurement

*IF Earlier I asked you for your @ = Meas [MHCo = 1]*

**MHCM**

ENTER HEIGHT IN CENTIMETRES

END OF FILTER

END OF FILTER

*IF Copy of WeCo from PH = Yes [WeCx = Yes]*

**MWCO**

Earlier I asked you for your weight and you didn't know but agreed that I could measure it. Could I measure it now?

INTERVIEWER: ATTEMPT TO MEASURE WEIGHT AND CODE OUTCOME.

- 1 Weight measured
- 2 Weight refused
- 3 Unable to obtain weight measurement

*IF Earlier I asked you for your @ = Meas [MWCo = 1]*

**MWCM**

ENTER WEIGHT IN KILOS AS IT APPEARS ON THE SCALES

|||  
||| INTERVIEWER: IF WEIGHT IS OVER 97 KILOS, ENTER '97' AND OPEN A REMARK TO  
RECORD

||| THE CORRECT WEIGHT

|||

| END OF FILTER

|

| END OF FILTER

**ENDHW**

INTERVIEWER: Thank you!

1 Press 1 and <Enter to continue.

**HWEND**

\*\*\*\* END OF PARENT HEIGHT / WEIGHT FOR \*\*\*\*

INTERVIEWER :

- TO UPDATE ADMIN DETAILS, PRESS <Ctrl + Enter.

- TO ENTER

HOUSEHOLD QRE, PRESS <Ctrl + Enter.

- TO ENTER PARENT QRE, PRESS <Ctrl + Enter

-

TO ENTER A COGNITIVE ASSESSMENT QRE, PRESS <Ctrl + Enter

- TO ENTER A PHYSICAL

ASSESSMENT QRE, PRESS <Ctrl + Enter

1 Press 1 and <Enter to continue.

END OF FILTER

*IF (SecondQ.PH.HeCo = Yes) OR (SecondQ.PH.WeCo = Yes) [SecondQ.PH.HeCo = 1 OR SecondQ.PH.WeCo = 1]*

**HWSTART**

\*\*\*\* START OF PARENT HEIGHT / WEIGHT FOR \*\*\*\*

1 Press 1 and <Enter to continue.

**HINTDATE**

INTERVIEWER: Check Date of Interview and alter if not correct  
[Don't Know and Refusal are not allowed]

*IF Copy of HeCo from PH = Yes [HeCx = Yes]*

**MHCO**

Earlier I asked you for your height and you didn't know but agreed that I could measure it. Could I measure it now?

INTERVIEWER: ATTEMPT TO MEASURE HEIGHT AND CODE OUTCOME.

- 1 Height measured
- 2 Height refused
- 3 Unable to obtain height measurement

*IF Earlier I asked you for your @ = Meas [MHCo = 1]*

**MHCM**

ENTER HEIGHT IN CENTIMETRES

END OF FILTER

END OF FILTER

*IF Copy of WeCo from PH = Yes [WeCx = Yes]*

**MWCO**

Earlier I asked you for your weight and you didn't know but agreed that I could measure it. Could I measure it now?

INTERVIEWER: ATTEMPT TO MEASURE WEIGHT AND CODE OUTCOME.

- 1 Weight measured
- 2 Weight refused
- 3 Unable to obtain weight measurement

*IF Earlier I asked you for your @ = Meas [MWCo = 1]*

**MWCM**

ENTER WEIGHT IN KILOS AS IT APPEARS ON THE SCALES

|||  
|||

||| INTERVIEWER: IF WEIGHT IS OVER 97 KILOS, ENTER '97' AND OPEN A REMARK TO RECORD

||| THE CORRECT WEIGHT

|||

| END OF FILTER

|

| END OF FILTER

**ENDHW**

INTERVIEWER: Thank you!

| 1 Press 1 and <Enter to continue.

**HWEND**

\*\*\*\* END OF PARENT HEIGHT / WEIGHT FOR \*\*\*\*

INTERVIEWER :

- TO UPDATE ADMIN DETAILS, PRESS <Ctrl + Enter.

- TO ENTER

HOUSEHOLD QRE, PRESS <Ctrl + Enter.

- TO ENTER PARENT QRE, PRESS <Ctrl + Enter

-

TO ENTER A COGNITIVE ASSESSMENT QRE, PRESS <Ctrl + Enter

- TO ENTER A PHYSICAL

ASSESSMENT QRE, PRESS <Ctrl + Enter

| 1 Press 1 and <Enter to continue.

END OF FILTER