Millennium Cohort Study
Sweep 3

Questionnaire documentation for
cognitive assessments and physical measurements
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Introduction

The Millennium Cohort Survey, Sweep 3 (MCS3) was carried out using computer assisted personal interviewing (CAPI) and computer assisted self-interviewing (CASI). The survey instrument is a computer program written in a software package called Blaise. This document is a paper representation of this computer program.

1.1 Structure of the questionnaire

This paper representation covers the following sections of the CAPI questionnaire for MCS3: child cognitive assessments, child physical measurements and parent physical measurements. Details of the cognitive assessments and physical measurements can be found in ‘Millennium Cohort Study Sweep 3: Technical Report’ by J Chaplin Gray, R Gatenby and N Simmonds, 2009, National Centre for Social Research.

1.2 Features of the documentation

1.2.1 Module

The CAPI questionnaire comprises modules that contain a list of all the questions, answer options, and the routing conditions or ‘rules’ which govern when a particular question should be asked. In general, the heading of each module summarises the topics covered and gives the module title.

1.2.2 Routing instructions

Routing instructions are shown at appropriate points. The routing condition is both explained in words and given in terms of the logical command. The routing condition is displayed immediately before the first question to which it applies and is indicated either by a box headed “Routing” or by an ‘IF’ statement. If indicated by an ‘IF’ statement, the end of the influence of a particular routing condition is indicated by an ‘END OF FILTER’ instruction.

1.2.3 Textfill

In some cases the text of a question may be varied automatically to take account of the particular circumstances of the respondent using a ‘textfill’. These possible different wordings are defined along with the circumstances in which they are used. In other words, textfills are used to tailor the question wording to the respondent’s circumstances. Textfills are preceded by ‘[^’ and followed by ‘]’. When more than one possible textfill appears within a question, they are separated by ‘/’.

For example, reference to the name of the cohort child or other persons in the household will be documented as [^Cohort child's name] and [^Name of person] respectively.

1.2.4 Checks

An advantage of CAPI questionnaires is that checks can be included in the program to alert interviewers when an unlikely or impossible response has been entered.

‘Hard’ checks can be used to prevent logical inconsistency (for example so that a child cannot be older than his / her parents). In such circumstances, a warning screen is activated
to alert the interviewer to the problem. The interviewer cannot bypass hard checks - they must identify the problem and resolve the discrepancy before proceeding.

'Soft' checks are used to bring improbabilities to the attention of the interviewer. For example, if the weight of the child is higher or lower than expected. In such situations the interviewer is instructed to investigate the improbable answer and make any necessary corrections. If the interviewer is confident that the information given is correct, they may suppress the warning and continue with the interview.

Most modules contain checks so that interviewers can resolve/check them with the respondents during the course of interview. Checks are referenced at the question at which they occur (e.g. Check FC1) and specified in detail at the end in this documentation.

1.2.5 Help screen

Some modules contain a help screen, which is a text box providing additional information to facilitate defining and coding answers during the interview. The help screen is activated by the interviewer by pressing F9. Help screens are indicated at the question at which they occur, and are described below:

**PICTURE SIMILARITIES HELP SCREEN**

IF IT IS UNCLEAR WHICH PICTURE THE CHILD HAS CHOSEN SAY: Which picture do you mean?

IF CHILD PLACES THE CARD ON TOP OF THE PICTURE OR UNDERNEATH THE PAGE, POINT BELOW THE ROW OF PICTURES AND SAY: Put your card down here under the picture it goes with.

IF THE CHILD APPEARS CONCERNED ABOUT THE ORIENTATION OF THE CARD, SAY: It doesn’t matter which way the card is turned. Just put it under the picture it goes with.

IF CHILD SPONTANEOUSLY CHANGES THEIR MIND AND MOVES THE CARD, CODE THEIR FINAL RESPONSE.

YOU CAN REPEAT THE INSTRUCTIONS IF NECESSARY, E.G. IF THE CHILD DOES NOT RESPOND OR IF THE CHILD ASKS YOU TO.

CODE A DON`T KNOW / REFUSAL OR OTHERWISE INCORRECT RESPONSE (E.G. NO RESPONSE) AS NO."

**NAMING VOCABULARY HELP SCREEN**

You can repeat the instructions if necessary.

If child spontaneously changes a response, code the best response.
PATTERN CONSTRUCTION HELP SCREEN

IF THE CHILD BUILDS THEIR PICTURE ON OR AGAINST THE MODEL OR PICTURE, SAY: Please make your pattern down here AND POINT TO THE TABLE / FLOOR.

IF CHILD ASKS ABOUT STOP WATCH SAY: I’m going to time you with this watch, but I want you to work carefully and try to get these patterns right.

IF CHILD EXCEEDS TIME LIMIT AND IS NOT NEAR COMPLETION OF THE TASK SAY: Let’s try another one.

FOR C08 – C26

IF THE CHILD BUILDS THEIR PICTURE ON OR AGAINST THE MODEL OR PICTURE, SAY: Please make your pattern down here AND POINT TO THE TABLE / FLOOR.

IF THE CHILD IS DISTRACTED BY THE SIDES OF THE CUBES, POINT TO THE TOP OF THE CUBES AND SAY: The sides don’t matter. Make the tops look like this.

IF CHILD EXCEEDS TIME LIMIT AND IS NOT NEAR COMPLETION OF THE TASK SAY: Let’s try another one."
### 1.3 Example: documentation

<table>
<thead>
<tr>
<th>ROMA</th>
<th>How many rooms do you or your family have here, excluding bathrooms, toilets, halls and garages? ENTER NUMBER OF ROOMS Range: 1..97</th>
</tr>
</thead>
<tbody>
<tr>
<td>IF</td>
<td>partner regularly looks after cohort child [ParC = 1]</td>
</tr>
<tr>
<td>PARH</td>
<td>About how many hours per week is [^Cohort child’s name] looked after by your [^husband/wife/ partner]? Range: 0..168</td>
</tr>
<tr>
<td>END OF FILTER</td>
<td></td>
</tr>
</tbody>
</table>

**Answer options** – indicates that the interviewer should enter a number in the range 1 - 97

**Precedes questions put to a defined subgroup of respondents: described first in words, then by the logical condition**

**Textfills, preceded by "[^] & followed by \]". [^Cohort child’s name” inserts the name of the cohort child**

**Indicates the end of questions put to the defined subgroup**

**Indicates the picture or item being shown to the respondent**

**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]

Pre-defined answer categories (precodes)
1.4 Example: checks

In the main body of the documentation the check is referenced as follows:

OTPM
How many other places have you lived at?
Range: 1..97

CHECK HA3

Then the check is fully described in the ‘Checks’ section at the end of the documentation:

CHECK HA3

IF number of places lived at since last interview answered [Otpm=RESPONSE]

| IF the number of places is greater than 8 [Otpm>8]
| | That seems rather a lot (^Otpm).
| | Please check and amend if necessary.
END CHECK

Indicates a check which interviewer needs to confirm with the respondent
Questionnaire Documentation
Child cognitive assessments
REPEAT QUESTIONS FOR EACH COHORT CHILD

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]

CHECK CINTDATE

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.
Start of Sally and Anne assessment

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

ROUTING
If consent given to administer Sally and Anne assessment, continue to SAIN. Otherwise skip to ANCB (start of Picture Similarities assessment).

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 child’s answer is somewhere else [SA5P = 3]

SAOS

INTERVIEWER: WRITE IN OTHER PLACE CHILD SAYS SALLY WILL LOOK FOR HER BALL
String255

END OF FILTER

SARE
Where is the ball really?

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 child’s answer is somewhere else [SaRe = 3]

SARO

INTERVIEWER: WRITE IN OTHER PLACE CHILD SAYS BALL IS String255

END OF FILTER

SAME

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

Where did Sally put the ball at the beginning?
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 child's answer is somewhere else [SaMe = 3]

SAMO

INTERVIEWER: WRITE IN OTHER PLACE CHILD SAYS BALL WAS
String255

END OF FILTER
Start of Picture Similarities assessment

**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

**ROUTING**

If consent obtained to administer Picture Similarities assessment [ANCB = 1] continue to ANWB otherwise skip to ANCC (start of Naming Vocabulary assessment).

**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]

**CHECK ANWB**

**ROUTING**

If interviewer codes “Ask now” at ANWB continue to PINA. Otherwise skip to ANCC (start of Naming Vocabulary assessment).

**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 child gives correct answer [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 child gives incorrect answer [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
CHILD COGNITIVE ASSESSMENTS: PICTURE SIMILARITIES

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 child gives correct answer [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 child gives incorrect answer [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.
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]

ROUTING
If the total number of correct responses given at P11S to P16S is zero skip to P01S, otherwise continue to P17S.

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]

ROUTING
If the total number of correct responses given at P11S to P17S is one skip to P01S, otherwise continue to P18S.
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]

<table>
<thead>
<tr>
<th>ROUTING</th>
</tr>
</thead>
<tbody>
<tr>
<td>If the total number of correct responses given at P11S to P18S is two skip to P01S, otherwise continue to P19S.</td>
</tr>
</tbody>
</table>

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]

<table>
<thead>
<tr>
<th>ROUTING</th>
</tr>
</thead>
<tbody>
<tr>
<td>Each item from P20S to P33S is asked only if the child gives three or more correct responses in the preceding 8 items, otherwise skip to ENDTEST.</td>
</tr>
</tbody>
</table>
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]

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]

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]
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]

CHECK SSTP

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]

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]
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]

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]

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]
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]

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]

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]
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]

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]

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]
P01S to P10S asked only if number of correct responses given at P11S to P18S is two or less. Otherwise skip to ENDTEST.

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 child gives correct answer [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 child gives incorrect answer [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
CHILD COGNITIVE ASSESSMENTS: PICTURE SIMILARITIES

**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 child gives correct answer [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 child gives incorrect answer [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 child gives correct answer [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 child gives incorrect answer [P03S = 2]

P03T

PAGE 3 - TEACHING

INTERVIEWER: PUT CARD 3 UNDER PICTURE 3 AND SAY: The card goes here because they 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
(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 child gives correct answer [P04S = 1]

P04R

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 child gives incorrect answer [P04S = 2]

P04T

PAGE 4 - TEACHING

INTERVIEWER: PUT CARD 4 UNDER PICTURE 2 AND SAY: The card goes beat 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 child gives correct answer [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 child gives incorrect answer [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 the total number of correct responses given at P01S to P06S is zero, skip to ENDTEST, otherwise continue to P07S.

(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]

If the total number of correct responses given at P01S to P07S is one skip to ENDTEST, otherwise continue to P08S.

(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]

If the total number of correct responses given at P01S to P08S is two skip to ENDTEST, otherwise continue to P09S.
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]

ROUTING
If the total number of correct responses given at P02S to P09S is two or less skip to ENDTEST, otherwise continue to P10S.

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]

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]
Start of Naming Vocabulary assessment

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

ROUTING

If consent obtained to administer Naming Vocabulary assessment [ANCC = 1] continue to ANWC otherwise skip to ANCD (start of Pattern Construction assessment).

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]

CHECK ANWC

ROUTING

If interviewer codes “Ask now” at ANWC continue to NLNG. Otherwise skip to ANCD (start of Pattern Construction assessment).

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]

CHECK NLNG

END OF FILTER
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]
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 is wrong [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 response at N12V is correct – other or response at N12P is correct – other or incorrect - other [N12V = 3 OR N12P = 7, 3]

N12X
Please write in answer in full
String60
[Don't Know and Refusal are not allowed]

END OF FILTER

IF response at N12V or N12P is correct [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 response at N12V is don't know or response at N12P is incorrect or don't know [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 is wrong [N13V = 4, 5, 6, 7, 8]

**N13P**

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 response at N13V is correct – other or response at N13P is correct – other or incorrect - other [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 response at N13V or N13P is correct [N13V = 1, 2, 3 OR N13P = 1, 2, 3]

<table>
<thead>
<tr>
<th>N13R</th>
</tr>
</thead>
<tbody>
<tr>
<td>That's right. Now let's try another one.</td>
</tr>
<tr>
<td>Press 1 and &lt;Enter&gt; to continue.</td>
</tr>
<tr>
<td>[Don't Know and Refusal are not allowed]</td>
</tr>
</tbody>
</table>

ELSE

| IF response at N13V is don't know or response at N13P is incorrect or don't know |
| [N13V = OR N13P = 4, 5, 6, 7, 8, 88] |

<table>
<thead>
<tr>
<th>N13T</th>
</tr>
</thead>
<tbody>
<tr>
<td>That was a good try, but this is called a window. Now you say window.</td>
</tr>
<tr>
<td>1 Press 1 and &lt;Enter&gt; to continue.</td>
</tr>
<tr>
<td>[Don't Know and Refusal are not allowed]</td>
</tr>
</tbody>
</table>

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 is wrong [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 response at N14V is correct – other or response at N14P is correct – other or incorrect -
other [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
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 is wrong [N15V = 5, 6, 7, 8, 9]

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 response at N15V is a brand name of a watch, correct – other or response at N15P is brand name of a watch, correct – other or incorrect - other  [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 is wrong \( [N16V = 4, 5, 6, 7] \)

**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 response at N16V is correct – other or response at N16P is correct – other or incorrect - other \( [N16V = 3 \text{ OR } N16P = 7, 3] \)

**N16X**

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

END OF FILTER

**ROUTING**

Each item from N17 to N30 is asked only if the child has given at least one correct answer in the previous five items.

If a child gets five consecutive incorrect answers, skip to N01V.
**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 is wrong [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 response at N17V is correct – other or response at N17P is correct – other or incorrect - other \( [N17V = 2 \text{ OR } N17P = 6, 2] \)

<table>
<thead>
<tr>
<th>N17X</th>
</tr>
</thead>
<tbody>
<tr>
<td>Please write in answer in full</td>
</tr>
<tr>
<td>String60</td>
</tr>
<tr>
<td>[Don’t Know and Refusal are not allowed]</td>
</tr>
</tbody>
</table>

END OF FILTER

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 is wrong \([N18V = 4\), 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 response at N18V is correct – other or response at N18P is correct – other or incorrect - other \([N18V = 3 OR N18P = 6, 3]\)**

**N18X**

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

END OF FILTER
**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 wrong [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 response at N19V is correct – other or response at N19P is correct – other or incorrect - other [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

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 is wrong [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 response at N20V is correct – other or response at N20P is correct – other or incorrect - other [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
**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 CHILD STILL DOES NOT RESPOND, CODE 88 - no response.

(SEE HELP <F9>)
1 CORRECT - Triangle
2 CORRECT - Red triangle
3 CORRECT - Other
4 INCORRECT - Pyramid
5 INCORRECT - Shape
6 INCORRECT - Red
7 INCORRECT - Other
88 Don't know / refusal / no response
[Don't Know and Refusal are not allowed]

**IF answer to Picture 21 is wrong [N21V = 4, 5, 6, 7]**

**N21P**
PICTURE 21 (SEE HELP <F9>)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

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

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

1 CORRECT - Triangle
2 CORRECT - Red triangle
3 CORRECT - Other
4 INCORRECT - Pyramid
5 INCORRECT - Shape
6 INCORRECT - Red
7 INCORRECT - Other
88 Don't know / refusal / no response
[Don't Know and Refusal are not allowed]

END OF FILTER
IF response at N21V is correct – other or response at N21P is correct – other or incorrect - other [N21V = 3 OR N21P = 7, 3]
  |
  N21X
  Please write in answer in full
  String60
  [Don't Know and Refusal are not allowed]
  |
END OF FILTER

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 is wrong [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 response at N22V is a specific sea-shell name or correct – other or response at N22P is a specific sea-shell name, correct – other or incorrect - other [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
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 is wrong [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 response at N23V is correct – other or response at N23P is correct – other or incorrect - other [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

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 is wrong \(N24V = 5, 6, 7, 8\)

**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 response at N24V is correct – other or response at N24P is correct – other or incorrect - other \(N24V = 4\) or \(N24P = 8, 4\)

**N24X**

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

END OF FILTER
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]

CHECK NSTP

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 is wrong [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 response at N25V is correct – other or response at N25P is correct – other or incorrect - other [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
CHILD COGNITIVE ASSESSMENTS: NAMING VOCABULARY

**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 is wrong [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 response at N26V is correct – other or response at N26P is correct – other or incorrect - other [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

N27V
SHOW PICTURE 27 (Paper clip)

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 - Paper clip
2 CORRECT - Other
3 INCORRECT - Clip
4 INCORRECT - Paper holder
5 INCORRECT - Safety pin
6 INCORRECT - Paper pin
7 INCORRECT - Clip for paper
8 INCORRECT - Other
88 Don't know / refusal / no response
[Don't Know and Refusal are not allowed]
IF answer to Picture 27 is wrong [N27V = 3 - 8]

N27P
PICTURE 27 (SEE HELP <F9>)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

IF THE RESPONSE IS PAPER HOLDER (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 CLIP (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 - Paper clip
2 CORRECT - Other
3 INCORRECT - Clip
4 INCORRECT - Paper holder
5 INCORRECT - Safety pin
6 INCORRECT - Paper pin
7 INCORRECT - Clip for paper
8 INCORRECT - Other
88 Don't know / refusal / no response
[Don't Know and Refusal are not allowed]

END OF FILTER

IF response at N27V is correct – other or response at N27P is correct – other or incorrect - other [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
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 is wrong [N28V = 4, 5, 6, 7, 8]

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 response at N28V is correct – other or response at N28P is correct – other or incorrect - other [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

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 is wrong [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 response at N29V is correct – other or response at N29P is correct – other or incorrect - other [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
**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 is wrong [N30V = 6, 7]**

<table>
<thead>
<tr>
<th>N30P</th>
</tr>
</thead>
<tbody>
<tr>
<td>PICTURE 30 (SEE HELP &lt;F9&gt;)</td>
</tr>
</tbody>
</table>

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 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 response at N30V is correct – other or response at N30P is correct – other or incorrect - other [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

ROUTING

N31V is asked if the total number of incorrect responses given at N12 to N30 is less than three, and each item from N31 to N36 is asked only if the child has given at least one correct answer in the previous five items.

Otherwise skip to ENDTEST.

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 is wrong [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 response at N31V is correct – other or response at N31P is correct – other or incorrect - other [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
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 is wrong [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 response at N32V is correct – other or response at N32P is correct – other or incorrect - other [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

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 is wrong [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
**N33X**
Please write in answer in full.
String60
[Don't Know and Refusal are not allowed]

END OF FILTER

**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 is wrong [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 response at N34V is correct – other or response at N34P is correct – other or incorrect - other [N34V = 2 OR N34P = 5, 2]

**N34X**
- Please write in answer in full
- [Don't Know and Refusal are not allowed]

**END OF FILTER**

**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 is wrong [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 response at N35V is correct – other or response at N35P is correct – other or incorrect - other [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

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]
**CHILD COGNITIVE ASSESSMENTS: NAMING VOCABULARY**

*IF answer to Picture 36 is wrong [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 response at N36V is correct – other or response at N36P is correct – other or incorrect - other [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
ROUTING

N01V is asked only if the total number of correct responses given at N12 to N30 is less than three. Otherwise skip to ENDTEST.

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 is wrong [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
**CHILD COGNITIVE ASSESSMENTS: NAMING VOCABULARY**

*IF response at N01V is name of type of shoe or correct – other or response at N01P is name of type of shoe, correct – other or incorrect - other [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 response at N01V or N01P is correct [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 response at N01V is don't know or response at N01P is wrong or don't know [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

**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 = is wrong [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 response at N02V is correct – other or response at N02P is correct – other or incorrect - other [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 response at N02V or N02P is correct [N02V = 1, 2, 3 OR N02P = 1, 2, 3]

<table>
<thead>
<tr>
<th>N02R</th>
</tr>
</thead>
<tbody>
<tr>
<td>That's right. Now let's try another one.</td>
</tr>
<tr>
<td>1 Press 1 and &lt;Enter&gt; to continue.</td>
</tr>
<tr>
<td>[Don't Know and Refusal are not allowed]</td>
</tr>
</tbody>
</table>

ELSE

IF response at N02V is don't know or response at N02P is wrong or don't know [N02V = 88 OR N02P = 4, 5, 6, 7, 88]

<table>
<thead>
<tr>
<th>N02T</th>
</tr>
</thead>
<tbody>
<tr>
<td>That was a good try, but this is called a chair. Now you say chair.</td>
</tr>
<tr>
<td>1 Press 1 and &lt;Enter&gt; to continue.</td>
</tr>
<tr>
<td>[Don't Know and Refusal are not allowed]</td>
</tr>
</tbody>
</table>

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 is wrong [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 response at N03V is type of bicycle or correct – other or response at N03P is type of bicycle, correct – other or incorrect - other [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 is wrong [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
**Millennium Cohort Study Sweep 3: Questionnaire Documentation**

*If response at N04V is name of specific book or correct – other or response at N36P is name of specific book, correct – other or incorrect - other [N04V = 2, 3 OR N04P = 2, 10, 3]*

**N04X**
- Please write in answer in full
- String 60
- [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 is wrong [N05V = 4 , 5, 6]*

**N05P**
- PICTURE 5 (SEE HELP <F9>)

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

*IF THE REPONSE 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 response at N05V is correct – other or response at N05P is correct – other or incorrect - other [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

ROUTING
Each item from N06 to N11 is asked only if the child has given at least one correct answer in the previous five items.
Otherwise skip to ENDTEST.

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 is wrong \([N06V = 4, 5, 6, 7, 8]\)

**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 response at N06V is name of spoon or correct – other or response at N06P is name of spoon, correct – other or incorrect - other \([N06V = 2, 3 OR N06P = 2, 8, 3]\)

**N06X**

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

END OF FILTER
CHILD COGNITIVE ASSESSMENTS: NAMING VOCABULARY

**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 is wrong [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 response at N07V is name of breed of horse or correct - other or response at N07P is name of breed of horse, correct - other or incorrect - other [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**

**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 is wrong [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 response at N08V is name of species of duck or correct - other or response at N08P is name of species of duck, correct - other or incorrect - other [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
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 is wrong [N09V = 4, 5, 6, 7]

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 response at N09V is correct – other or response at N09P is correct – other or incorrect - other [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

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 is wrong [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 response at N10V is name of fish or correct – other or response at N10P is name of fish, correct – other or incorrect - other [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
**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 is wrong [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 response at N11V is correct – other or response at N11P is correct – other or incorrect - other [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

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]
Start of Pattern Construction assessment

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

ROUTING

If consent obtained to administer Pattern Construction assessment [ANCD = 1] continue to ANWD otherwise skip to STAT (status of assessments).

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]

CHECK ANWD

ROUTING

If interviewer codes “Ask now” at ANWD continue to CINA. Otherwise skip to STAT (status of assessments).

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 the child's pattern is rotated by 45 degrees or more [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 the child's pattern was incorrect [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 corresponding part of the child's pattern and then to the incorrect 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 the child’s pattern was rotated by more than 45 degrees or incorrect [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 the child’s pattern is rotated by 45 degrees or more [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 child constructed pattern correctly and within time limit [Tr1b = 1 OR Tr1e = 1]

| TR1T
| EXAMPLE A
| INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?  
| Range: 0..97  
| [Don't Know and Refusal are not allowed]
| CHECK TR1T
| END OF FILTER

IF child constructed pattern correctly [Tr1b = 1, 2 OR Tr1e = 1, 2]

| TR1P
| That's right, now let's 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 child constructed pattern correctly and within time limit [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 the child's pattern is rotated by 45 degrees or more [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 the child's pattern was incorrect [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 the child’s pattern is rotated by 45 degrees or more [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 the child’s pattern was incorrect [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 the child’s pattern was rotated by more than 45 degrees or incorrect [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)

ELSE

**IF the child’s pattern is rotated by 45 degrees or more [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 child constructed pattern correctly and within time limit [Tr2a = 1 OR Tr2d = 1]**

**TR2T**

EXAMPLE B

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?
Range: 0..97
[Don’t Know and Refusal are not allowed]

**CHECK TR2T**

END OF FILTER
IF child constructed pattern correctly [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 child constructed pattern correctly and within time limit [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 the child's pattern is rotated by 45 degrees or more [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 the child's pattern was incorrect 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
CHILD COGNITIVE ASSESSMENTS: PATTERN CONSTRUCTION

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 child constructed pattern correctly and within time limit [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]

ELSE
IF the child's pattern is rotated by 45 degrees or more [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

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 child constructed pattern correctly and within time limit [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]

ELSE
// IF the child's pattern is rotated by 45 degrees or more [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

END OF FILTER
ROUTING

Each item from C05 to C13 is asked only if the child has given at least two correct answers in the previous five items, i.e. if the child gives four incorrect responses in five consecutive items, the assessment will stop.

Otherwise skip to ENDTEST.

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 child constructed pattern correctly and within time limit [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]

ELSE
IF the child's pattern is rotated by 45 degrees or more [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
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 child constructed pattern correctly and within time limit [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]

ELSE

   IF the child's pattern is rotated by 45 degrees or more [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
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 child constructed pattern correctly and within time limit [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]

ELSE
IF the child's pattern is rotated by 45 degrees or more [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
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]

CHECK PSTP

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 the child’s pattern is rotated by 45 degrees or more [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 the child’s pattern was incorrect [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 the child’s pattern was rotated by more than 45 degrees or incorrect [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] |

ELSE

IF the child’s pattern is rotated by 45 degrees or more [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 child constructed pattern correctly and within time limit [Tr3b = 1 OR Tr3e = 1]

| TR3T |
|      |
| EXAMPLE C |

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?
|      |
| Range: 0..97 |
| [Don't Know and Refusal are not allowed] |

CHECK TR3T

END OF FILTER

IF child constructed pattern correctly [Tr3b = 1, 2 OR Tr3e = 1, 2]

| TR3P |
|      |
| That's right, now let's 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 child constructed pattern correctly and within time limit [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]

ELSE
IF the child’s pattern is rotated by 45 degrees or more [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
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 child constructed pattern correctly and within time limit [C09a = 1]

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?
Range: 0..30
[Don't Know and Refusal are not allowed]

ELSE
IF the child’s pattern is rotated by 45 degrees or more [C09a = 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]
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 child constructed pattern correctly and within time limit [C10a = 1]

C10B
ITEM 10

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?
Range: 0..30
[Don't Know and Refusal are not allowed]

ELSE
IF the child's pattern is rotated by 45 degrees or more [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
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 child constructed pattern correctly and within time limit [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]

ELSE
IF the child's pattern is rotated by 45 degrees or more [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
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 child constructed pattern correctly and within time limit [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]

ELSE
IF the child's pattern is rotated by 45 degrees or more [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
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]

\textbf{IF child constructed pattern correctly and within time limit [C13a = 1]}

\textbf{C13B}
ITEM 13

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?
Range: 0..45
[Don't Know and Refusal are not allowed]

\textbf{ELSE}
\textbf{IF the child's pattern is rotated by 45 degrees or more [C13a = 3]}

\textbf{C13C}
ITEM 13

\textbf{// 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.}
\textbf{// ROTATE THE CHILD'S PATTERN SO THAT IT IS CORRECTLY ORIENTED.}
\textbf{// WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE}
\textbf{1 Press 1 and <Enter> to continue.}
[Don't Know and Refusal are not allowed]
\textbf{END OF FILTER}

\textbf{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]

IF child is not suitable for timed scoring [SwiaX = 2]

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

Routing

If the child has completed all but a maximum of two items accurately and as quickly as possible, continue to TR4A, otherwise skip to ENDTEST.

If child gives four incorrect responses in five consecutive items, skip to ENDTEST, otherwise continue.
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.
[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 the child’s pattern is rotated by 45 degrees or more [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 the child’s pattern was incorrect [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 the child’s pattern was rotated by more than 45 degrees or incorrect [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]

ELSE
IF the child’s pattern is rotated by 45 degrees or more [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 child constructed pattern correctly and within time limit \([\text{Tr}4\text{b} = 1 \text{ OR } \text{Tr}4\text{e} = 1]\)

<table>
<thead>
<tr>
<th>TR4T</th>
</tr>
</thead>
<tbody>
<tr>
<td>EXAMPLE D</td>
</tr>
</tbody>
</table>

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?
Range: 0..97
[Don't Know and Refusal are not allowed]

CHECK TR4T

END OF FILTER

IF child constructed pattern correctly \([\text{Tr}4\text{b} = 1, 2 \text{ OR } \text{Tr}4\text{e} = 1, 2]\)

<table>
<thead>
<tr>
<th>TR4P</th>
</tr>
</thead>
</table>
That's right, now let's 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 child is suitable for timed scoring [SWIACHK = 1] and constructed pattern correctly and within time limit [C14a = 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

ELSE
IF the child's pattern is rotated by 45 degrees or more [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
END OF FILTER

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 child is suitable for timed scoring [SWIACHK = 1] and constructed pattern correctly and within time limit [C15a = 1]

**C15B**
ITEM 15

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?
Range: 0..90
[Don't Know and Refusal are not allowed]

ELSE
IF the child’s pattern is rotated by 45 degrees or more [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
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 child is suitable for timed scoring [SWIACHK = 1] and constructed pattern correctly and within time limit [C16a = 1]

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?
Range: 0..90
[Don't Know and Refusal are not allowed]

ELSE
IF the child's pattern is rotated by 45 degrees or more [C16a = 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

END OF FILTER
Routing

If the child has completed all but a maximum of two items accurately and as quickly as possible, continue to C17A, otherwise skip to ENDTEST.

If child gives four incorrect responses in five consecutive items, skip to ENDTEST, otherwise continue.

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 child is suitable for timed scoring [SWIACHK = 1] constructed pattern correctly and within time limit [C17a = 1]

C17B
ITEM 17

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?
Range: 0..90
[Don't Know and Refusal are not allowed]

ELSE
IF the child’s pattern is rotated by 45 degrees or more [C17a = 3]

C17C
ITEM 17

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
C18A
ITEM 18 - PICTURE (SEE HELP <F9>)

CHILD NEEDS 4 CUBES.

TURN TO PAGE 18 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 child is suitable for timed scoring [SWIACHK = 1] constructed pattern correctly and within time limit [C18a = 1]

C18B
ITEM 18

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?
Range: 0..90
[Don't Know and Refusal are not allowed]

ELSE
IF the child's pattern is rotated by 45 degrees or more [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
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 child is suitable for timed scoring [SWIACHK = 1] constructed pattern correctly and within time limit [C19a = 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

ELSE
 IF the child's pattern is rotated by 45 degrees or more [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
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]

IF child is suitable for timed scoring [SWIACHK = 1] constructed pattern correctly and within time limit [C20a = 1]

C20B
ITEM 20

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?
Range: 0..90
[Don't Know and Refusal are not allowed]

ELSE
IF the child's pattern is rotated by 45 degrees or more [C20a = 3]

C20C
ITEM 20

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
**Routing**

If the child has completed all but a maximum of two items accurately and as quickly as possible, continue to C21A, otherwise skip to ENDTEST.

If child gives four incorrect responses in five consecutive items, skip to ENDTEST, otherwise continue.

---

**C21A**

ITEM 21 - PICTURE (SEE HELP <F9>)

INTERVIEWER: CHILD NOW NEEDS 9 CUBES.

TURN TO PAGE 21. MIX UP CUBES AND START TIMING AFTER YOU SAY: You will need all nine cubes for this one and the rest of the patterns. 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 child is suitable for timed scoring [SWIACHK = 1] constructed pattern correctly and within time limit [C21a = 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

---

*ELSE*

*IF the child’s pattern is rotated by 45 degrees or more [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

END OF FILTER
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 child is suitable for timed scoring [SWIACHK = 1] constructed pattern correctly and within time limit [C22a = 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

ELSE
IF the child's pattern is rotated by 45 degrees or more [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
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: 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 child is suitable for timed scoring [SWIACHK = 1] constructed pattern correctly and within time limit [C23a = 1]

C23B
ITEM 23

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?
Range: 0..120
[Don't Know and Refusal are not allowed]

END OF FILTER

ELSE
IF the child's pattern is rotated by 45 degrees or more [C23a = 3]

C23C
ITEM 23

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
Routing

If the child has completed all but a maximum of two items accurately and as quickly as possible, and is not suitable for timed scoring [SWIACHK = 2] continue to C24A, otherwise skip to ENDTEST.

If child gives four incorrect responses in five consecutive items, skip to ENDTEST, otherwise continue.

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 the child's pattern is rotated by 45 degrees or more [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
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 the child’s pattern is rotated by 45 degrees or more [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
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 the child's pattern is rotated by 45 degrees or more [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

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]
STAT

INTERVIEWER: Status of assessments at present

Picture Similarities :
Naming Vocabulary :
Pattern Construction :

1 Press 1 and <Enter> to continue.

*IF interviewer has coded that they would like to do any of the assessments later [ANWB = 2 OR ANWC = 2 OR ANWD = 2]*

<table>
<thead>
<tr>
<th>TODO</th>
</tr>
</thead>
<tbody>
<tr>
<td>INTERVIEWER: Which assessment do you now want to complete?</td>
</tr>
<tr>
<td>1 ^Pstxt</td>
</tr>
<tr>
<td>2 ^NVTxt</td>
</tr>
<tr>
<td>3 ^PCTxt</td>
</tr>
<tr>
<td>4 None of these</td>
</tr>
</tbody>
</table>

| CHECK TODO |

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.
Child physical measurements
REPEAT QUESTIONS FOR EACH COHORT CHILD

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]

CHECK: CINTDATE

APIN
I'd now like to measure [^Cohort child's name]'s height, weight and waist circumference.
1 Press 1 and <Enter to continue.

Start of height measurement

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 height refused by parent, refused by child, or unable to obtain height [HTDN = 2, 3, 4]

| NOHT
| ENTER REASON FOR REFUSAL/UNABLE TO TAKE MEASUREMENT
| String255

END OF FILTER
ROUTING
If consent given to measure height \([\text{HTDN} = 1]\) continue to HTCM. Otherwise skip to BKHT.

HTCM
ENTER HEIGHT IN CENTIMETRES

CHECK HTCM

HTAT
ENTER NUMBER OF ATTEMPTS TO TAKE MEASUREMENT
Range: 1..97

CHECK HTAT

HTTM
USING THE 24 HOUR CLOCK, ENTER TIME MEASUREMENT WAS TAKEN AT

CHECK HTTM

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)
99 Other (specify)

[\text{code maximum 9 out of 9 possible responses}]

CHECK HTRL

\[\text{IF height measurement circumstances} = \text{Other} \quad [\text{HTRL} = 95] \]

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

IF height refused by parent, refused by child, or unable to obtain height [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

CHECK BKCM

BKDT
ENTER DATE MEASUREMENT WAS TAKEN

CHECK BKDT

END OF FILTER

END OF FILTER
Start of weight measurement

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 weight refused by parent, refused by child, or unable to obtain weight  [WTDN = 2, 3, 4] | NOWT | ENTER REASON FOR REFUSAL/UNABLE TO TAKE MEASUREMENT | String255 |
END OF FILTER

ROUTING

If consent given to measure weight [WTDN = 1] continue to HTCM. Otherwise skip to BKWT.

WTCM
ENTER WEIGHT IN KILOS AS IT APPEARS ON THE SCALES

CHECK WTCM

WTAT
ENTER NUMBER OF ATTEMPTS TO TAKE MEASUREMENT
Range: 1..97

CHECK WTAT

WTSC
WERE SCALES PLACED ON AN UNEVEN FLOOR OR CARPET?
  1 Yes - uneven floor
  2 Yes – carpet
  3 No – neither
CHILD PHYSICAL MEASUREMENTS: WEIGHT

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]

CHECK WTRL

IF Other = weight measurement circumstances [Other = WTRL]
   | 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 there is something need to know about measurement [WTEL = 1]
   | WTEX
   | WHAT ELSE DO WE NEED TO KNOW ABOUT THIS MEASUREMENT?
   | String255
   | END OF FILTER
IF weight refused by parent, refused by child, or unable to obtain weight  [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

CHECK BKKL

**DTBK**
ENTER DATE MEASUREMENT WAS TAKEN

CHECK DTKB

END OF FILTER

END OF FILTER
Start of waist measurement

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 consent given for waist to be measured  [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 refused by parent, refused by child, or unable to obtain waist measurement
/  [WsDn = 2, 3, 4]
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IF waist measured \([WSMT = 1 - 6]\)

WSMA
ENTER FIRST WAIST CIRCUMFERENCE IN CENTIMETRES

CHECK WSMA

WSMB
ENTER SECOND WAIST CIRCUMFERENCE IN CENTIMETRES

CHECK WSMB

IF first and second waist measurements differ by more than 2 cms

WSMC
ENTER THIRD WAIST CIRCUMFERENCE IN CENTIMETRES

CHECK WSMC

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]

CHECK WSRL

IF Other circumstances \([WSRL = Other]\)

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 there is something need to know about measurement \([WSEL = 1]\)

WSEX
WHAT ELSE DO WE NEED TO KNOW ABOUT THIS MEASUREMENT?
String255

END OF FILTER

END OF FILTER
CHILD PHYSICAL MEASUREMENTS: WAIST

*IF cohort child's HEIGHT has been measured, or has been given from Child Health Record Book [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 cohort child's WEIGHT has been measured, or has been given from Child Health Record Book [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 cohort child's WAIST has been measured [WSMA = RESPONSE OR WSMB = RESPONSE OR WSMC = RESPONSE]*

**WSRC**

INTERVIEWER: PLEASE RECORD THE FOLLOWING WAIST INFORMATION ON THE CHILD ASSESSMENT LEAFLET:

[*Cohort child's name]
[*First waist - cms] [*First waist - inches]
[*Second waist - cms] [*Second waist - inches]
[*Third waist - cms] [*Third 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] ****

1 Press 1 and <Enter to continue.
Parent physical measurements
ASK IF DID NOT KNOW HEIGHT OR WEIGHT AND AGREED TO BE MEASURED

HWSTART

**** START OF PARENT HEIGHT / WEIGHT FOR ["name of main respondent/ partner"] ****

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]

CHECK: HINTDATE

IF willing to have HEIGHT measured [PH.HECO = 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 height measured [MHCO = 1]

MHCM

ENTER HEIGHT IN CENTIMETRES

CHECK MHCM

END OF FILTER

END OF FILTER
IF willing to have WEIGHT measured [PH.WECO = 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 weight measured [MWCO = 1]

MWCM
ENTER WEIGHT IN KILOS AS IT APPEARS ON THE SCALES

CHECK MWCM

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 [‘name of main respondent/ partner] ****

1 Press 1 and <Enter to continue.
Checks
Checks: Cognitive assessments
CHECK CINTDATE

IF date entered at CINTDATE [CINTDATE = RESPONSE]

| IF household grid is not complete [ HHQRE. HLAN not answered]

| INTERVIEWER: The Household interview hasn't been completed. ('HLan' has not been answered.) Please complete the Household interview before starting a child interview.

| END CHECK

| IF year not 2006 [CINTDATE<> 2006]

| The year should be 2006. Please change

| END CHECK

| IF year after current year [CINTDATE > SYSDATE]

| ^cintdate is in the future! Please check!

| END CHECK

END OF FILTER
CHECK ANWB

IF interviewer codes that they wish to complete the assessment later [ANWB = 2] but has already started the assessment

| Previously, ANWB was 'Now'. Changing the answer to ANWB could delete data! Please change ANWB back to 'Now'! |

END CHECK

IF interviewer codes that they wish to terminate the assessment [ANWB = 3] but has not yet started the assessment

| The assessment has not been started yet! Please code 'Now' or 'Later'! |

END CHECK

IF interviewer codes that they wish to complete the assessment now [ANWB = 1] but previously said they wished to terminate the assessment

| You previously said you wanted to terminate the assessment. You should not re-start the assessment if you stopped it because the child was distressed. Are you sure you wish to re-start the assessment? |

END CHECK

IF interviewer codes that they wish to complete the assessment later [ANWB = 2] but previously said they wished to terminate the assessment

| You previously said you wanted to terminate the assessment. You should not plan to re-start the assessment if you stopped it because the child was distressed. Are you sure you wish change ANWB to Later? |

END CHECK

CHECK SSTP

IF interviewer codes yes to SSTP [SSTP = 1]

| Do you need to terminate this assessment? If yes, press enter to go back to the start of the assessment and then code 3 at ANWB to terminate the assessment. If you do not want to terminate this assessment, press ALT+C and change SSTP to Code 2 'No'. |

END CHECK
CHECK ANWC

IF interviewer codes that they wish to complete the assessment later \([ANWC = 2]\) but has already started the assessment

- Previously, ANWC was 'Now'. Changing the answer to ANWC could delete data! Please change ANWC back to 'Now'!

END CHECK

IF interviewer codes that they wish to terminate the assessment \([ANWC = 3]\) but has not yet started the assessment

- The assessment has not been started yet! Please code 'Now' or 'Later'!

END CHECK

IF interviewer codes that they wish to complete the assessment now \([ANWC = 1]\) but previously said they wished to terminate the assessment

- You previously said you wanted to terminate the assessment. You should not re-start the assessment if you stopped it because the child was distressed. Are you sure you wish to re-start the assessment?

END CHECK

IF interviewer codes that they wish to complete the assessment later \([ANWC = 2]\) but previously said they wished to terminate the assessment

- You previously said you wanted to terminate the assessment. You should not plan to re-start the assessment if you stopped it because the child was distressed. Are you sure you wish change ANWC to Later?

END CHECK

CHECK NLNG

IF no response given at NLNG

- You must choose either English or Welsh. Please amend.

END CHECK

CHECK NSTP

IF interviewer codes yes to NSTP \([NSTP = 1]\)

- Do you need to terminate this assessment? If yes, press enter to go back to the start of the assessment and then code 3 at ANWC to terminate the assessment. If you do not want to terminate this assessment, press ALT+C and change NSTP to Code 2 'No'.

END CHECK
CHECK ANWD

**IF interviewer codes that they wish to complete the assessment later [ANWD = 2] but has already started the assessment**

Previously, ANWD was 'Now'. Changing the answer to ANWD could delete data! Please change ANWD back to 'Now'!

END CHECK

**IF interviewer codes that they wish to terminate the assessment [ANWD = 3] but has not yet started the assessment**

The assessment has not been started yet! Please code 'Now' or 'Later'!

END CHECK

**IF interviewer codes that they wish to complete the assessment now [ANWD = 1] but previously said they wished to terminate the assessment**

You previously said you wanted to terminate the assessment. You should not re-start the assessment if you stopped it because the child was distressed. Are you sure you wish to re-start the assessment?

END CHECK

**IF interviewer codes that they wish to complete the assessment later [ANWD = 2] but previously said they wished to terminate the assessment**

You previously said you wanted to terminate the assessment. You should not plan to re-start the assessment if you stopped it because the child was distressed. Are you sure you wish change ANWD to Later?

END CHECK

CHECK TR1T

**IF number of seconds is greater than 30**

The time limit for this pattern was 30 seconds. Please change!

END CHECK

CHECK TR2T

**IF number of seconds is greater than 30**

The time limit for this pattern was 30 seconds. Please change!

END CHECK
CHECK PSTP

*IF interviewer codes yes to PSTP [PSTP = 1]*

Do you need to terminate this assessment? If yes, press enter to go back to the start of the assessment and then code 3 at ANWD to terminate the assessment. If you do not want to terminate this assessment, press ALT+C and change PSTP to Code 2 ‘No’.

END CHECK

CHECK TR3T

*IF number of seconds is greater than 30*

The time limit for this pattern was 30 seconds. Please change!

END CHECK

CHECK TR4T

*IF number of seconds is greater than 60*

The time limit for this pattern was 60 seconds. Please change!

END CHECK

CHECK TODO

*IF interviewer coded Picture Similarities assessment [TODO = 1]*

Press ENTER to return

END CHECK

*IF interviewer coded Naming Vocabulary assessment [TODO = 2]*

Press ENTER to return

END CHECK

*IF interviewer coded Pattern Construction assessment [TODO = 3]*

Press ENTER to return

END CHECK
Checks: child physical measurements
CHECK CINTDATE
IF date entered at CINTDATE [CINTDATE = RESPONSE]
| IF household grid is not complete [ HHQRE. HLAN not answered]
| INTERVIEWER: The Household interview hasn't been completed. ('HLan' has not been answered.) Please complete the Household interview before starting a Child physical assessment.
| END CHECK
| IF year not 2006 [CINTDATE<> 2006]
| The year should be 2006. Please change
| END CHECK
| IF year after current year [CINTDATE > SYSDATE]
| ^cintdate is in the future! Please check!
| END CHECK
END OF FILTER

CHECK HTCM
IF height measurement is answered [HTCM = response]
| IF height measurement is less than 70 cm or more than 150 cm [HTCM < 70 or > 150]
| ^HtCm centimetres can't be right! Please change!
| END CHECK
| IF height measurement is less than 95 cm or more than 130 cm [HTCM < 95 or > 130]
| ^HtCm centimetres is rather high/low. Please check.
| END CHECK
END OF FILTER

CHECK HTAT
IF number of attempts at measurement is answered [HTAT = RESPONSE]
| IF number of attempts to take measurement is more than 10 [HTAT > 10]
| ^HTAt attempts is high! Please check!
| END CHECK
END OF FILTER
CHECK HTTM
IF time of measurement is entered [HTTM = RESPONSE]

  IF time is before 7 am [HTTM.HOUR <7]
    That is before 7am. Are you sure?
  END CHECK

  IF time is after 9 pm [HTTM.HOUR > 21]
    That is after 9pm. Are you sure?
  END CHECK

END OF FILTER

CHECK HTRL

IF at HTRL interviewer coded 01 AND any other codes
  Code 1 is exclusive at this question. Please change!
END CHECK

CHECK BKCM
IF height measurement from Child Health Record Book is entered [BKCM = RESPONSE]

  IF height measurement is less than 20cm or more than 150 cm [BkCm <20 or >150]
    ^BkCm centimetres can't be right! Please change!
  END CHECK

  IF height measurement is less than 70 cm or more than 130 cm [BKCM <70 or >130]
    ^BkCm centimetres is rather high/low. Please check.
  END CHECK

END OF FILTER
CHECK BKDT

IF date measurement taken is entered [BKDT = RESPONSE]

IF year is less than 2000 [BKDT.YEAR < 2000]
| That can't be right! Please check!"
END CHECK

IF year is more than 2007 [BKDT.YEAR > 2007]
| That can't be right! Please check!"
END CHECK

IF date of measurement is after the date of interview [BKDATE>CINTDATE]
| That can't be right! ^BKDT is after ^CINTDATE. Please change!"
END CHECK

IF date of measurement is before the child was born [BKDT<HHQre.B1db)
| That can't be right! ^BKDT is before the child was born. Please change!
END CHECK

END OF FILTER

CHECK WTCM

IF weight is entered [WTCM =RESPONSE]

IF weight is less than 10 kg or more than 60 kg [WTCM <10 or >60]
| ^WTCM KILOS can't be right! Please change!"
END CHECK

IF weight is less than 12 kg or more than 32 kg [WTCM <12 or >32]
| ^WTCM kilos is rather high/low. Please check." 
END CHECK

END OF FILTER

CHECK WTAT

IF number of attempts at measurement is answered [WTAT = RESPONSE]

IF number of attempts to take measurement is more than 10 [WTAT > 10]
| ^WTAt attempts is high! Please check!"
END CHECK

END OF FILTER
CHECK WTRL

IF at WTRL interviewer coded 01 AND any other codes

Code 1 is exclusive at this question. Please change!

END CHECK

CHECK BKKL

IF weight from Child Health Record Book is entered [BKKL = RESPONSE]

IF weight is less than 5 kg or more than 60 kg [BKKL <5 or >60]

^BKKL KILOS can't be right! Please change!

END CHECK

IF weight is less than 8 kg or more than 32 kg [BKKL <12 or >32]

^BKKL kilos is rather high/low. Please check.

END CHECK

END OF FILTER

CHECK DTBK

IF date measurement taken is entered [DTBK = RESPONSE]

IF year is less than 2000 [DTBK.YEAR < 2000]

That can't be right! Please check!

END CHECK

IF year is more than 2007 [DTBK.YEAR >2007]

That can't be right! Please check!

END CHECK

IF date of measurement is after the date of interview [DTBK >CINTDATE]

That can't be right! ^DTBK is after ^CINTDATE. Please change!

END CHECK

IF date of measurement is before the child was born [DTBK <HHQre.B1db]

That can't be right! ^DTBK is before the child was born. Please change!

END CHECK

END OF FILTER
CHECK WSMA

IF waist measurement is entered [WSMA=RESPONSE]

IF waist measurement is less than 30cm or more than 100 cm [WSMA <30 or >100]

^WSMA centimetres can't be right! Please change!

END CHECK

IF waist measurement is less than 40 cm or more than 70 cm [WSMA <40 or >70]

^WSMA centimetres is rather high/low. Please check.

END CHECK

END OF FILTER

CHECK WSMB

IF waist measurement is entered [WSMB=RESPONSE]

IF waist measurement is less than 30cm or more than 100 cm [WSMB <30 or >100]

^WSMB centimetres can't be right! Please change!

END CHECK

IF waist measurement is less than 40 cm or more than 70 cm [WSMB <40 or >70]

^WSMB centimetres is rather high/low. Please check.

END CHECK

END OF FILTER

CHECK WSMC

IF waist measurement is entered [WSMC=RESPONSE]

IF waist measurement is less than 30cm or more than 100 cm [WSMC <30 or >100]

^WSMC centimetres can't be right! Please change!

END CHECK

IF waist measurement is less than 40 cm or more than 70 cm [WSMC <40 or >70]

^WSMC centimetres is rather high/low. Please check.

END CHECK

END OF FILTER
CHECK WSRL

*IF at WSRL interviewer coded 01 AND any other codes*

| Code 1 is exclusive at this question. Please change! |
| END CHECK |
Checks: parent physical measurements
CHECK HINTDATE
IF date entered at HINTDATE [HIntDate = RESPONSE]
  IF household grid is not complete [ HHQRE. HLAN not answered]
    INTERVIEWER: The Household interview hasn't been completed. ('HLan' has not been
                     answered.) Please complete the Household interview before starting this section..
  END CHECK
IF year not 2006 [HIntDate<> 2006]
  The year should be 2006. Please change
END CHECK
IF year after current year [CIntDate > SYSDATE]
  ^hintdate is in the future! Please check!
END CHECK
END OF FILTER

CHECK MHCM
IF height measurement is answered [MHCM = response]
  IF height measurement is less than 120 cm or more than 210 cm [MHCM < 120 or > 210]
    INTERVIEWER: This seems rather low/high. Check your answer and amend if
                     necessary.
  END CHECK
END OF FILTER

CHECK MWCM
IF weight is entered [MWCM =RESPONSE]
  IF weight is less than 25 kg or more than 110 kg [MWCM <10 or >60]
    INTERVIEWER: This seems rather low/high. Check your answer and amend if
                     necessary.
  END CHECK
END OF FILTER