

Millennium Cohort Study

Sweep 3

***Questionnaire documentation for
cognitive assessments and physical
measurements***

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cognitive assessments and physical
measurements***

Prepared for the Centre for Longitudinal Studies, Institute of Education
by the National Centre for Social Research

March 2009

P2533

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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."

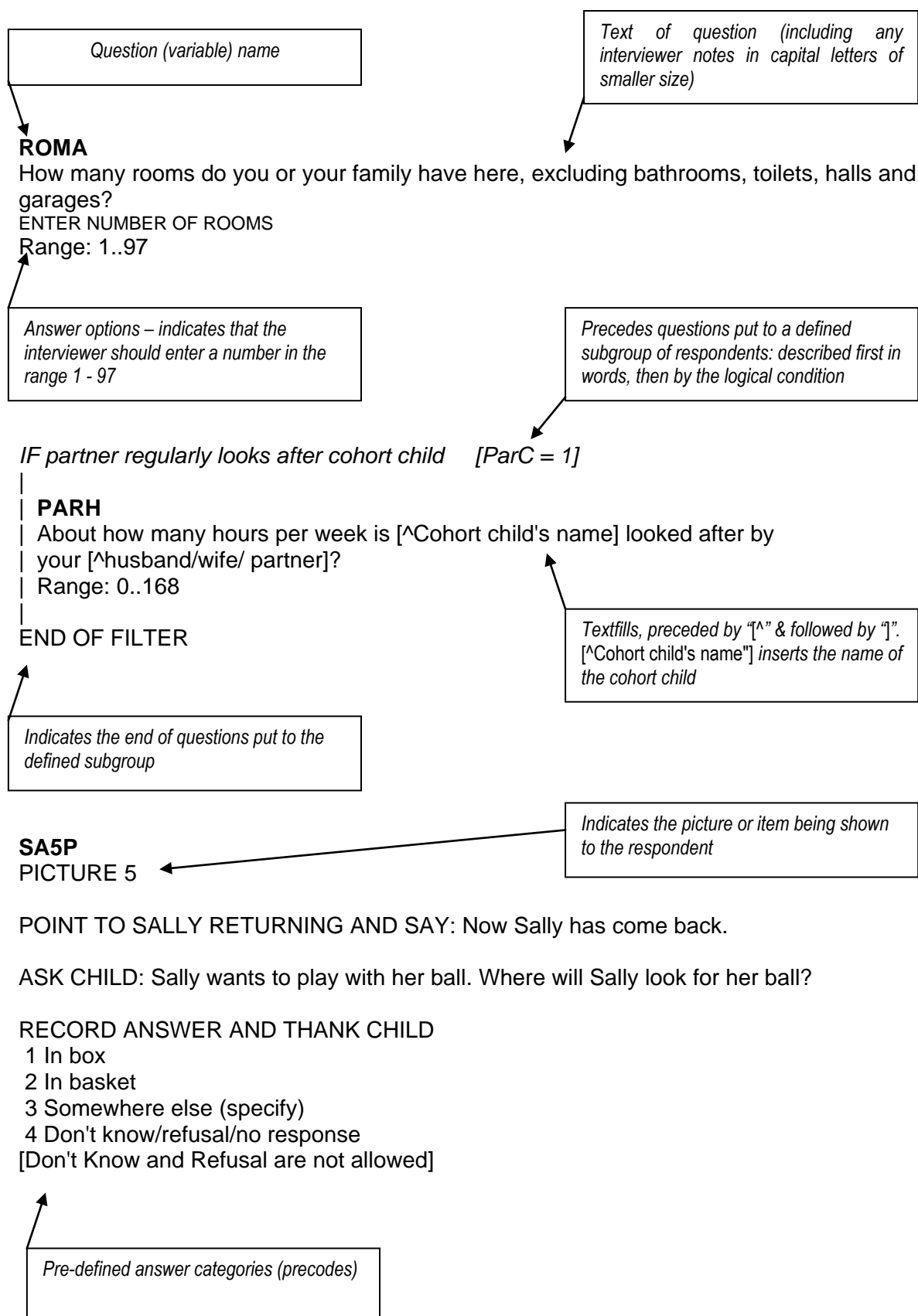
FOR C08 – C26

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



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

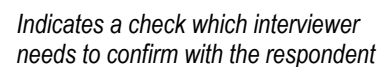
CHECK HA3

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 [Optm=RESPONSE]

```
|  
| / IF the number of places is greater than 8 [Optm>8]  
||  
|| That seems rather a lot (^Optm).  
|| 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

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]

ROUTING

If the total number of correct responses given at P11S to P18S is two skip to P01S, otherwise continue to P19S.

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]

ROUTING

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.

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]

ROUTING

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

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

P04S

PAGE 4

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).
(TURN OVER PICTURE CARD 4).

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

(SEE HELP <F9> FOR PROBES)

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

1 Yes (PUT CARD UNDER PICTURE 2)

2 No

[Don't Know and Refusal are not allowed]

IF 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 best with |
| this picture because you wear a sock on your foot

|

| 1 Press 1 and <Enter> to continue.

|

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

|

|

| END OF FILTER

|

|

END OF FILTER

P05S

PAGE 5

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).
(TURN OVER PICTURE CARD 5).

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

(SEE HELP <F9> FOR PROBES)

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

1 Yes (PUT CARD UNDER PICTURE 1)

2 No

[Don't Know and Refusal are not allowed]

IF 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]

ROUTING

If the total number of correct responses given at P01S to P06S is zero, skip to ENDTEST, otherwise continue to P07S.

P07S

PAGE 7

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).
(TURN OVER PICTURE CARD 7).

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

(SEE HELP <F9> FOR PROBES)

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

1 Yes (PUT CARD UNDER PICTURE 2)

2 No

[Don't Know and Refusal are not allowed]

ROUTING

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

P08S

PAGE 8

(POINT ACROSS THE ROW OF PICTURES AND SAY: Here is a row of pictures).
(TURN OVER PICTURE CARD 8).

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

(SEE HELP <F9> FOR PROBES)

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

1 Yes (PUT CARD UNDER PICTURE 2)

2 No

[Don't Know and Refusal are not allowed]

ROUTING

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

N1IN

INTERVIEWER: YOU ARE IN BAS NAMING VOCABULARY ASSESSMENT FOR
[^Cohort child's name].

YOU WILL NEED THE SMALL BLUE 'EARLY YEARS CORE SCALE 2' EASEL.
FIND THE 'NAMING VOCABULARY' SECTION AND TURN TO TAB 12
(SCISSORS).

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

N3IN

I am now going to show you some pictures. Please tell me what they are called.

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

N12V

SHOW PICTURE 12 (Scissors)

SAY: What is this?

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

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

(SEE HELP <F9>)

1 CORRECT - Scissors

2 CORRECT - Shears

3 CORRECT - Other

4 INCORRECT - Cut with

5 INCORRECT - Sharp

6 INCORRECT - Metal

7 INCORRECT - Other

88 Don't know / refusal / no response

[Don't Know and Refusal are not allowed]

*If answer to Picture 12 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]

N13R

That's right. Now let's try another one.

Press 1 and <Enter> to continue.

[Don't Know and Refusal are not allowed]

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]*

N13T

That was a good try, but this is called a window. Now you say window.

1 Press 1 and <Enter> to continue.

[Don't Know and Refusal are not allowed]

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

N15V

SHOW PICTURE 15 (Watch)

SAY: What is this?

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

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

(SEE HELP <F9>)

- 01 CORRECT - Watch
 - 02 CORRECT - Wristwatch
 - 03 CORRECT - Any brand name of watch (eg. Timex)
 - 04 CORRECT - Other
 - 05 INCORRECT - Clock
 - 06 INCORRECT - Time
 - 07 INCORRECT - Tick-tock
 - 08 INCORRECT - Bracelet
 - 09 INCORRECT - Other
 - 88 Don't know / refusal / no response
- [Don't Know and Refusal are not allowed]

IF answer to Picture 15 is wrong [N15V = 5, 6, 7, 8, 9]

N15P

PICTURE 15 (SEE HELP <F9>)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

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

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

IF THE RESPONSE IS CLOCK / TICK-TOCK (OR CHILD NAMES A RELATED OBJECT), SAY: What else could you call it?

- 01 CORRECT - Watch
 - 02 CORRECT - Wristwatch
 - 03 CORRECT - Any brand name of watch (eg. Timex)
 - 04 CORRECT - Other
 - 05 INCORRECT - Clock
 - 06 INCORRECT - Time
 - 07 INCORRECT - Tick-tock
 - 08 INCORRECT - Bracelet
 - 09 INCORRECT - Other
 - 88 Don't know / refusal / no response
- [Don't Know and Refusal are not allowed]

END OF FILTER

IF 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 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 OR N17P = 6, 2]

|
| **N17X**
| Please write in answer in full
| String60
| [Don't Know and Refusal are not allowed]
|
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 IS 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

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

N28V

SHOW PICTURE 28 (Fountain)

SAY: What is this?

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

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

(SEE HELP <F9>)

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

If answer to Picture 28 is wrong [N28V = 4 , 5, 6, 7, 8]

N28P

PICTURE 28 (SEE HELP <F9>)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

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

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

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

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

END OF FILTER

IF 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]***N30P**

PICTURE 30 (SEE HELP <F9>)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

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

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

IF response at N33V is correct – other or response at N33P is correct – other or incorrect - other [N33V = 2 OR N33P = 4, 2]

| **N33X**

| Please write in answer in full.

| String60

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

| END OF FILTER

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

String60

[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]

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

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

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]

N02R

That's right. Now let's try another one.

1 Press 1 and <Enter> to continue.

[Don't Know and Refusal are not allowed]

ELSE

*IF 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]*

N02T

That was a good try, but this is called a chair. Now you say chair.

1 Press 1 and <Enter> to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

N03V

SHOW PICTURE 3 (Bicycle)

SAY: What is this?

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

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

(SEE HELP <F9>)

01 CORRECT - Bicycle

02 CORRECT - Bike

03 CORRECT - Name of any type of bicycle, provided 'bicycle/bike' is included
(eg. racing bike, mountain bike)

04 CORRECT - Other

05 INCORRECT - Thing with wheels

06 INCORRECT - Thing you can ride

07 INCORRECT - Tricycle

08 INCORRECT - Vehicle

09 INCORRECT - Other

88 Don't know / refusal / no response

[Don't Know and Refusal are not allowed]

IF answer to Picture 3 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

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

| String60

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

| END OF FILTER

N05V

SHOW PICTURE 5 (Key)

SAY: What is this?

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

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

(SEE HELP <F9>)

1 CORRECT - Key

2 CORRECT - Yale

3 CORRECT - Other

4 INCORRECT - Lock

5 INCORRECT - Metal

6 INCORRECT - Other

88 Don't know / refusal / no response

[Don't Know and Refusal are not allowed]

IF answer to Picture 5 is wrong [N05V = 4 , 5, 6]

| **N05P**

| PICTURE 5 (SEE HELP <F9>)

| INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

| IF THE REPOSENSE 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

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

N09V

SHOW PICTURE 9 (Telephone)

SAY: What is this?

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

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

(SEE HELP <F9>)

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

IF answer to Picture 9 is wrong [N09V = 4 , 5, 6, 7]

N09P

PICTURE 9 (SEE HELP <F9>)

INTERVIEWER: GENTLY PROBE TO CLARIFY OR EXPAND ANSWER

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

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

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

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

END OF FILTER

IF 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 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 [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

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

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

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 lets try another one.

| 1 Press 1 and <Enter> to continue.

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

| END OF FILTER

C08A

ITEM 8 - PICTURE (SEE HELP <F9>)

CHILD NEEDS 2 CUBES.

TURN TO PAGE 8 AND MIX UP CUBES.

POINT TO THE PICTURE AND START TIMING AFTER YOU SAY: Now try this one, I will time you with this watch, but work carefully. Please let me know when you've finished.

TIME LIMIT: 30 SECONDS

INTERVIEWER DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

1 Yes, within time limit

2 Yes, but not within time limit

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

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

[Don't Know and Refusal are not allowed]

IF 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

| END OF FILTER

C09A

ITEM 9 - PICTURE (SEE HELP <F9>)

CHILD NEEDS 2 CUBES.

TURN TO PAGE 9 AND MIX UP CUBES.

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

TIME LIMIT: 30 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

1 Yes, within time limit

2 Yes, but not within time limit

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

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

[Don't Know and Refusal are not allowed]

*IF child constructed pattern correctly and within time limit [C09a = 1]***C09B**

ITEM 9

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?

Range: 0..30

[Don't Know and Refusal are not allowed]

*ELSE**IF the child's pattern is rotated by 45 degrees or more [C09a = 3]***C09C**

ITEM 9

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

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

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

1 Press 1 and <Enter> to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

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

C12A

ITEM 12 - PICTURE (SEE HELP <F9>)

CHILD NEEDS 2 CUBES.

TURN TO PAGE 12 AND MIX UP CUBES.

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

TIME LIMIT: 45 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

1 Yes, within time limit

2 Yes, but not within time limit

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

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

[Don't Know and Refusal are not allowed]

IF 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

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]

*IF child constructed pattern correctly and within time limit [C13a = 1]***C13B**

ITEM 13

INTERVIEWER: HOW MANY SECONDS DID THIS TAKE THE CHILD?

Range: 0..45

[Don't Know and Refusal are not allowed]

*ELSE**IF the child's pattern is rotated by 45 degrees or more [C13a = 3]***C13C**

ITEM 13

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

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

/ WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

/ 1 Press 1 and <Enter> to continue.

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

/ END OF FILTER

/ END OF FILTER

SWIAX

INTERVIEWER: IS THE CHILD SUITABLE FOR TIMED SCORING?

INTERVIEWER: CODE 'NO' IF CHILD HAS

- A MOTOR IMPAIRMENT THAT SLOWS THEIR HANDLING OF THE SQUARES/CUBES
- A BEHAVIOURAL CONDITION (SUCH AS ADHD) WHICH LEADS THEM TO EXHIBIT EXTREME COMPULSIVENESS AND RESULTS IN THE CHILD 'TINKERING' EXCESSIVELY WITH THEIR RESPONSE.
- OTHER EVIDENCE THAT INDICATES THAT THE CHILD DOES NOT RESPOND WELL TO SPEEDED TASKS DUE TO A HEALTH OR BEHAVIOURAL CONDITION

1 Yes

2 No

[Don't Know and Refusal are not allowed]

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 [Tr4b =1 OR Tr4e = 1]

| **TR4T**

| EXAMPLE D

| 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 [Tr4b = 1, 2 OR Tr4e = 1, 2]

| **TR4P**

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

| 1 Press 1 and <Enter> to continue.

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

| END OF FILTER

C14A

ITEM 14 - PICTURE (SEE HELP <F9>)

CHILD NEEDS 4 CUBES.

TURN TO PAGE 14 AND MIX UP CUBES.

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

TIME LIMIT: 60 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

1 Yes, within time limit

2 Yes, but not within time limit

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

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

[Don't Know and Refusal are not allowed]

IF 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

C16A

ITEM 16 - PICTURE (SEE HELP <F9>)

CHILD NEEDS 4 CUBES.

TURN TO PAGE 16 AND MIX UP CUBES.

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

TIME LIMIT: 90 SECONDS

INTERVIEWER: DID THE CHILD CONSTRUCT THE PATTERN CORRECTLY?

1 Yes, within time limit

2 Yes, but not within time limit

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

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

[Don't Know and Refusal are not allowed]

*IF child is suitable for timed scoring [SWIACHK = 1] and constructed pattern correctly and within time limit [C16a = 1]***C16B**

ITEM 16

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]***C16C**

ITEM 16

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

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

WAIT 5 SECONDS THEN PRESS 1 AND ENTER TO CONTINUE

1 Press 1 and <Enter> to continue.

[Don't Know and Refusal are not allowed]

END OF FILTER

END OF FILTER

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 Construcion :

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]*

```
|  
| TODO  
|  
| INTERVIEWER: Which assessment do you now want to complete?  
| 1 ^Pstxt  
| 2 ^NVTxt  
| 3 ^PCTxt  
| 4 None of these  
|  
| 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 [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)

[code maximum 9 out of 9 possible responses]

CHECK HTRL

IF height measurement circumstances = Other [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

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 DTBK

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] |

| |

*| | **NOWS***

| | ENTER REASON FOR REFUSAL/UNABLE TO TAKE MEASUREMENT

| | String255

| |

| END OF FILTER

|

END OF FILTER

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

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

MAIN AND PARTNER RESPONDENTS

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