



Development, Standardization, and Administration Manual

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Final Item Banks and Response Scales

Daily Activities Domain

The Daily Activities domain includes items in four content areas: Getting Dressed, Keeping Clean, Home Tasks, and Eating and Mealtime. Sixty-eight items address basic self-care and instrumental activities of daily living such as eating, grooming, dressing, and household maintenance.

When presented with the PEDI-CAT, all respondents begin with the same item in each domain in the middle of the range of difficulty. The response to that item then dictates which item will appear next (a harder or easier item), thus customizing the items to the child and minimizing the number of irrelevant items. The first item administered in the Daily Activities domain is always, "Pulls open a sealed bag of snack food". Item filters, eliminating the item from being administered, are noted as appropriate with each specific item in Table 4.2.

Table 4.2 Daily Activities Items






(Item ID) Original number	Content area	Item	Illustration
(76) DA002	Eating and Mealtime	Swallows pureed/ blended/ strained foods	
(77) DA003	Eating and Mealtime	Finger feeds small or bite-size pieces of food	
(78) DA004	Eating and Mealtime	Holds and drinks from an open cup or glass	
(79) DA006	Eating and Mealtime	Holds and eats a sandwich or burger	
(80) DA007	Eating and Mealtime	Feeds self with spoon (minimal spilling)	

Table 4.2 Daily Activities Items *continued*





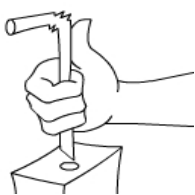
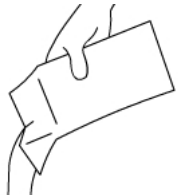

(Item ID) Original number	Content area	Item	Illustration
(81) DA008	Eating and Mealtime	Drinks liquids using a straw	
(82) DA009	Eating and Mealtime	Feeds self with fork (minimal spilling)	
(83) DA010	Eating and Mealtime	Uses a knife to butter bread and spread jam	
(84) DA011	Eating and Mealtime	Cuts vegetables or meat with a fork and table knife	
(85) DA012	Eating and Mealtime	Inserts a straw into a juice box	
(86) DA013	Eating and Mealtime	Pours liquid from a large carton into a glass	
(87) DA014	Eating and Mealtime	Stirs to mix ingredients	

Table 4.2 Daily Activities Items *continued*





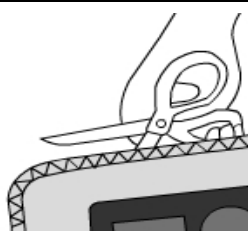

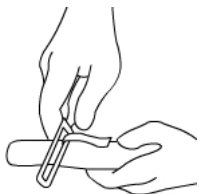
(Item ID) Original number	Content area	Item	Illustration
(88) DA015	Eating and Mealtime	Empties food from mixing bowl to baking pan	
(89) DA016	Eating and Mealtime	Pulls open a sealed bag of snack food	
(90) DA019	Eating and Mealtime	Removes lid from plastic food containers	
(91) DA020	Eating and Mealtime	Opens sealed cardboard food boxes	
(92) DA021	Home Tasks	Cuts with scissors to open hard plastic packaging	
(93) DA022	Eating and Mealtime	Closes a bottle with a twist-off cap	
(94) DA025	Eating and Mealtime	Peels foods such as potatoes or carrots	

Table 4.2 Daily Activities Items *continued*


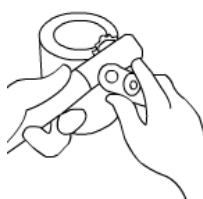




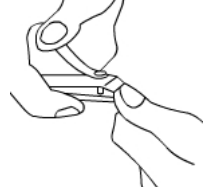
(Item ID) Original number	Content area	Item	Illustration
(95) DA026	Eating and Mealtime	Chops or slices hard fruits or vegetables	
(96) DA027	Eating and Mealtime	Uses a can opener to open a can	
(97) DA028	Keeping Clean	Rubs hands together to clean	
(98) DA030	Keeping Clean	Wipes nose thoroughly with tissue	
(99) DA031	Keeping Clean	Turns the water on and off at sink	
(100) DA034	Keeping Clean	Puts toothpaste on brush and brushes teeth thoroughly	
(101) DA036	Keeping Clean	Trims fingernails on both hands	

Table 4.2 Daily Activities Items *continued*








(Item ID) Original number	Content area	Item	Illustration
(102) DA039	Getting Dressed	Fastens hairclips or barrettes (Females only)	
(103) DA040	Getting Dressed	Puts hair up in a ponytail (Females only)	
(104) DA044	Keeping Clean	Shaves face using electric or safety razor (Males only ≥ 14 years of age)	
(105) DA046	Getting Dressed	Fastens watch band	
(106) DA047	Getting Dressed	Fastens a necklace or chain	
(107) DA049	Keeping Clean	Trims toenails on both feet	
(108) DA051	Keeping Clean	Cleans body thoroughly in bath or shower	

Table 4.2 Daily Activities Items *continued*








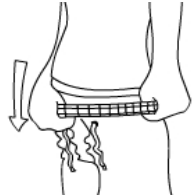

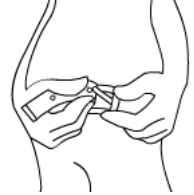



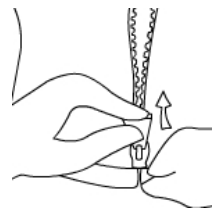
(Item ID) Original number	Content area	Item	Illustration
(109) DA052	Keeping Clean	Dries hair with a towel	
(110) DA054	Keeping Clean	Obtains shampoo, washes, and rinses hair	
(111) DA055	Keeping Clean	Dries hair with a hair dryer (Females only)	
(112) DA057	Getting Dressed	Removes socks	
(113) DA058	Getting Dressed	Takes off a t-shirt	
(114) DA060	Getting Dressed	Puts on a t-shirt	
(115) DA061	Getting Dressed	Puts on and buttons a front-buttoning shirt	

Table 4.2 Daily Activities Items *continued*

(Item ID) Original number	Content area	Item	Illustration
(116) DA062	Getting Dressed	Removes pants with elastic waist	
(117) DA064	Getting Dressed	Puts on and fastens pants	
(118) DA065	Getting Dressed	Fastens belt buckle	
(119) DA066	Getting Dressed	Tucks in shirt or blouse	
(120) DA067	Getting Dressed	Puts on socks	
(121) DA068	Getting Dressed	Puts on slip-on shoes	
(122) DA069	Getting Dressed	Connects and zips zippers that are not fastened at the bottom	






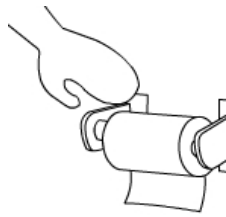

(Item ID) Original number	Content area	Item	Illustration
(123) DA070	Getting Dressed	Ties shoelaces	
(124) DA072	Getting Dressed	Inserts laces into sneakers or boots	
(125) DA073	Getting Dressed	Puts on winter, sport, or work gloves	
(126) DA074	Getting Dressed	Puts on bra and fastens in front or back (Females only ≥ 12 years of age)	
(127) DA075	Getting Dressed	Puts on tights or pantyhose (Females only)	
(128) DA079	Keeping Clean	Wipes self with toilet paper after a bowel movement	
(129) DA081	Keeping Clean	Opens, closes, and latches public bathroom stall doors	

Table 4.2 Daily Activities Items *continued*

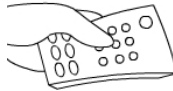


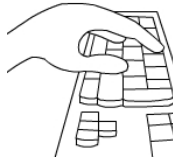


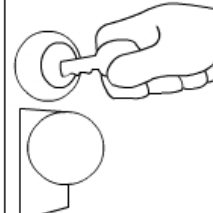







(Item ID) Original number	Content area	Item	Illustration
(130) DA083	Home Tasks	Uses a TV remote control	
(131) DA084	Home Tasks	Operates a video game controller	
(132) DA086	Home Tasks	Uses a computer mouse to click on icons or links	
(133) DA087	Home Tasks	Uses a computer keyboard to type	
(134) DA089	Home Tasks	Wipes a counter or table	
(135) DA091	Home Tasks	Stacks breakable plates or cups	
(136) DA092	Home Tasks	Opens door lock using key	

Table 4.2 Daily Activities Items *continued*

(Item ID) Original number	Content area	Item	Illustration
(137) DA093	Home Tasks	Changes pillow case on pillow	
(138) DA094	Home Tasks	Replaces (unscrews and screws) the bulb in a table lamp	
(139) DA095	Home Tasks	Tightens loose screws using a screwdriver	
(140) DA096	Home Tasks	Puts a bandage on a small cut on hand	
(141) DA097	Home Tasks	Opens childproof medicine or vitamin containers	
(142) DA098	Home Tasks	Presses buttons to operate a keypad such as phone or ATM	
(143) DA100	Home Tasks	Removes a single bill from wallet	

Mobility Domain

The PEDI-CAT Mobility domain addresses four content areas: Basic Movement and Transfers, Standing and Walking, Steps and Inclines, and Running and Playing. Seventy-five items across the four content areas address early mobility and physical functioning activities such as head control, transfers, walking, climbing stairs, and playground skills. If a respondent indicates that the child uses a walking device, items specifying the use of a walking device will be included. An additional 10 items are specifically for children who use walking aids (canes, crutches, walkers).

When presented with the PEDI-CAT, all respondents begin with the same item in each domain in the middle of the range of difficulty. The response to that item then dictates which item will appear next (a harder or easier item), thus customizing the items to the child and minimizing the number of irrelevant items. The first item administered in the Mobility domain is always, "Stands for a few minutes". If respondents select *Unable*, only items from the Basic Movement and Transfers content area will be administered. If respondents select *Hard*, then Basic Movement and Transfers items are administered as well as items from the Standing and Walking content area. If respondents select *Easy*, *A little hard*, or *I don't know*, then items from any of the Mobility Domains four content areas may be administered. The wheelchair and walking device items will also be included as appropriate for any response selected.

A separate Mobility subdomain addresses functional mobility using a wheelchair. The 12 wheelchair items are a separate subdomain called "Wheelchair" under the Mobility Domain and when administered, generate a separate score. If a child uses a wheelchair but does not propel a wheelchair, then no Wheelchair items are administered. If the child uses a manual wheelchair and the respondent indicates the child can propel the manual wheelchair, the Wheelchair item pool is administered. This pool is administered in a fixed order and the entire Wheelchair item pool is administered, until three *Unable* responses are given in a row, or the item pool is exhausted. A scaled score and item map are generated for this subdomain. At the present time, there are no items for power wheelchair users.

Table 4.3. Mobility Items



(Item ID) Original number	Content area	Item	Illustration
(1) MB002	Basic Movement and Transfers	When lying on belly, turns head to both sides	
(2) MB003	Basic Movement and Transfers	When lying on back, turns head to both sides	

Table 4.3. Mobility Items *continued*








(Item ID) Original number	Content area	Item	Illustration
(3) MB006	Basic Movement and Transfers	When lying on back, reaches for toy	
(4) MB007	Basic Movement and Transfers	When lying on belly, pushes up on elbows	
(5) MB008	Basic Movement and Transfers	When lying on belly, pushes up on hands	
(6) MB009	Basic Movement and Transfers	Gets onto hands and knees	
(7) MB012	Basic Movement and Transfers	Sits on floor with pillow for support	
(8) MB014	Basic Movement and Transfers	Lifts one arm overhead and reaches for a small toy while sitting on floor	
(9) MB016	Basic Movement and Transfers	Sits on floor without support of pillow or couch	

Table 4.3. Mobility Items *continued*







(Item ID) Original number	Content area	Item	Illustration
(10) MB017	Basic Movement and Transfers	Stands up from an adult-size chair	
(11) MB019	Basic Movement and Transfers	Sits in an adult-size chair with a back	
(12) MB022	Basic Movement and Transfers	Rolls over in bed or crib	
(13) MB024	Basic Movement and Transfers	Gets in and out of own bed	
(14) MB025	Basic Movement and Transfers	Gets under sheet or blanket and arranges pillows for comfort in bed	
(15) MB027	Basic Movement and Transfers	Stands up from the middle of the floor	

Table 4.3. Mobility Items *continued*








(Item ID) Original number	Content area	Item	Illustration
(16) MB030	Standing and Walking	Stands for a few minutes	
(17) MB031	Standing and Walking	Stands on tiptoes to reach for something	
(18) MB032	Basic Movement and Transfers	Gets in and out of bathtub	
(19) MB033	Basic Movement and Transfers	Steps in and out of shower stall	
(20) MB034	Basic Movement and Transfers	Gets on and off an adult-size toilet	
(21) MB035	Standing and Walking	While standing, bends over and picks up something from the floor	
(22) MB036	Standing and Walking	Squats down and then stands back up	

Table 4.3. Mobility Items *continued*



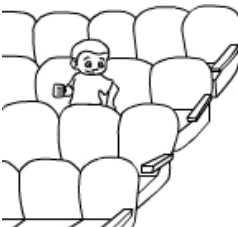



(Item ID) Original number	Content area	Item	Illustration
(23) MB037	Standing and Walking	Walks while holding onto furniture or walls	
(24) MB038	Standing and Walking	Walks from room to room in home (no stairs)	
(25) MB041	Standing and Walking	Walks in between a row of auditorium or movie theater seats	
(26) MB042	Standing and Walking	Opens and closes door to enter and exit home	
(27) MB044	Standing and Walking	Walks on wet, indoor slippery surfaces	
(28) MB045	Standing and Walking	Walks and carries a full glass without spilling	

Table 4.3. Mobility Items *continued*








(Item ID) Original number	Content area	Item	Illustration
(29) MB046	Standing and Walking	Walks while wearing a light backpack	
(30) MB047	Standing and Walking	Walks while wearing a heavy backpack	
(31) MB048	Standing and Walking	Pulls heavy wagon filled with toys or small child	
(32) MB049	Standing and Walking	Walks and carries a food tray	
(33) MB050	Standing and Walking	Walks and carries a full shopping bag with handles	
(34) MB051	Standing and Walking	Pushes adult-size shopping cart	
(35) MB053	Standing and Walking	Walks outdoors on grass, mulch, or gravel	

Table 4.3. Mobility Items *continued*



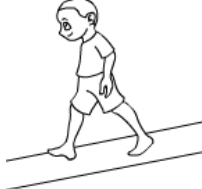

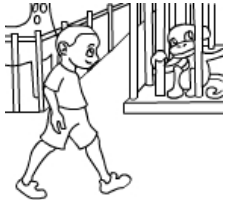

(Item ID) Original number	Content area	Item	Illustration
(36) MB054	Steps and Inclines	Steps up and down curbs	
(37) MB055	Steps and Inclines	Walks on a raised narrow surface (curb/low wall)	
(38) MB056	Steps and Inclines	Walks up and down ramp	
(39) MB057	Steps and Inclines	Hikes up hill 2-3 miles/3-5 kilometers	
(40) MB058	Standing and Walking	Walks several hours at family or school outing such as zoo, amusement park, or fair	
(41) MB059	Standing and Walking	Walks fast enough to cross two-lane street safely	

Table 4.3. Mobility Items *continued*






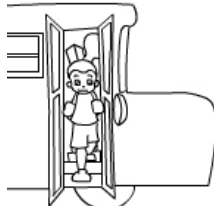

(Item ID) Original number	Content area	Item	Illustration
(42) MB060	Running and Playing	When running, is able to go around people and objects	
(43) MB065	Running and Playing	Moves forward on ride-on toys without pedals (Only < 5 years of age)	
(44) MB066	Running and Playing	Rides tricycle (Only < 6 years of age)	
(45) MB067	Running and Playing	Rides bicycle without training wheels	
(46) MB068	Basic Movement and Transfers	Gets in and out of a car	
(47) MB069	Steps and Inclines	Gets on and off a public bus or school bus	
(48) MB070	Basic Movement and Transfers	Gets in and out of van, truck, or sport utility vehicle	

Table 4.3. Mobility Items *continued*

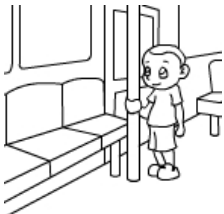
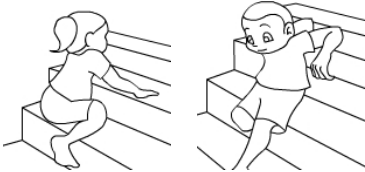
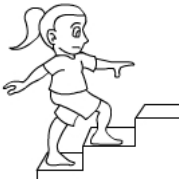


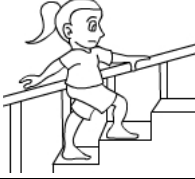

(Item ID) Original number	Content area	Item	Illustration
(49) MB071	Standing and Walking	Stands while holding on in a moving vehicle (bus, train, trolley, boat/ferry)	
(50) MB072	Steps and Inclines	Goes up and down stairs by crawling or scooting on bottom (Only < 6 years of age)	
(51) MB074	Steps and Inclines	Walks up a flight of stairs without holding onto handrail	
(52) MB075	Steps and Inclines	Goes up and down an escalator	
(53) MB076	Steps and Inclines	Walks up and down bleacher steps in gym or stadium	
(54) MB077	Steps and Inclines	Walks up a flight of stairs holding onto handrail	
(55) MB078	Steps and Inclines	Walks down a flight of stairs holding onto handrail	

Table 4.3. Mobility Items *continued*








(Item ID) Original number	Content area	Item	Illustration
(56) MB079	Steps and Inclines	Walks down a flight of stairs without holding onto handrail	
(57) MB083	Steps and Inclines	Carries full laundry basket with two hands up a flight of stairs	
(58) MB085	Running and Playing	Kicks a rolling ball while standing	
(59) MB086	Steps and Inclines	Jumps down off a single step	
(60) MB088	Running and Playing	Jumps 10 times in a row with a jump rope	
(61) MB090	Basic Movement and Transfers	Sits on infant playground swing while swing is pushed (Only < 3 years of age)	
(62) MB092	Running and Playing	Pumps legs and swings on playground swing	

Table 4.3. Mobility Items *continued*








(Item ID) Original number	Content area	Item	Illustration
(63) MB095	Running and Playing	Climbs up ladder of a slide	
(64) MB096	Running and Playing	Climbs on and off a climbing structure	
(65) MB097	Running and Playing	Moves across monkey bars	
(66) MB098	Steps and Inclines	Climbs indoor step ladder	
(67) MB099	Running and Playing	Climbs out of swimming pool using pool ladder	
(68) MB100	Running and Playing	Pulls self out of swimming pool not using ladder	
(69) MB125	Basic Movement and Transfers	Climbs onto couch or adult- size chair	

Table 4.3. Mobility Items *continued*


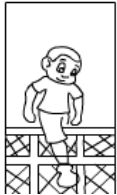




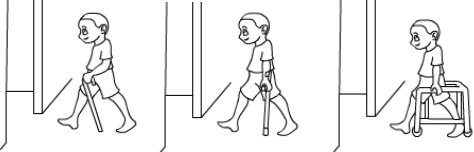
(Item ID) Original number	Content area	Item	Illustration
(70) MB126	Standing and Walking	When walking, is able to go around people and objects	
(71) MB127	Steps and Inclines	Climbs over 2 foot high obstacle such as a baby gate	
(72) MB128	Steps and Inclines	Climbs step ladder to put a heavy box on a high shelf	
(73) MB129	Standing and Walking	Walks 3 miles/5 kilometers	
(74) MB130	Standing and Walking	Walks 50 feet/15 meters while carrying 25 pound/11 kilogram bag	
(75) MB132	Steps and Inclines	Runs up two flights of stairs	
(255) MB102D	Standing and Walking with Device	Walks with walking aid (e.g., cane, crutches, walker) from room to room in home (no stairs)	

Table 4.3. Mobility Items *continued*

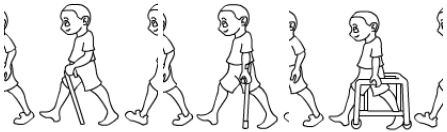
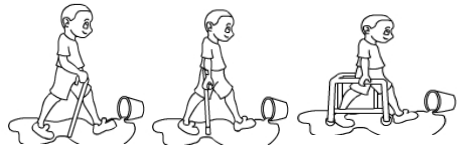
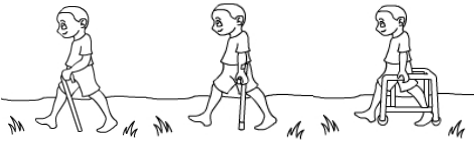

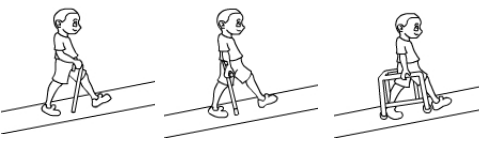
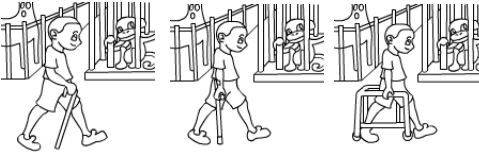


(Item ID) Original number	Content area	Item	Illustration
(256) MB104D	Standing and Walking with Device	Walking with walking aid (e.g., cane, crutches, walker), keeps place in a line of moving people	
(257) MB107D	Standing and Walking with Device	Walks with walking aid (e.g., cane, crutches, walker) on wet, indoor slippery surfaces	
(258) MB108D	Standing and Walking with Device	Walks with walking aid (e.g., cane, crutches, walker) on grass, mulch, or gravel	
(259) MB109D	Steps and Inclines with Device	Steps up and down curbs using walking aid (e.g., cane, crutches, walker)	
(260) MB111D	Steps and Inclines with Device	Walks with walking aid (e.g., cane, crutches, walker) up and down ramp	
(261) MB112D	Standing and Walking with Device	Walks with walking aid (e.g., cane, crutches, walker) several hours at family or school outing such as zoo, amusement park, or fair	
(262) MB113D	Wheelchair	Uses manual wheelchair to move from room to room in home	
(263) MB115D	Wheelchair	Keeps place in a line of moving people while using manual wheelchair	

Table 4.3. Mobility Items *continued*





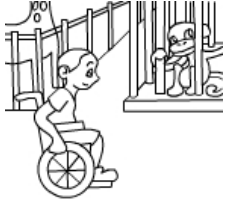
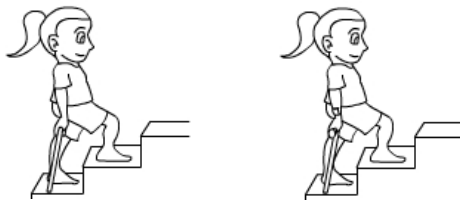

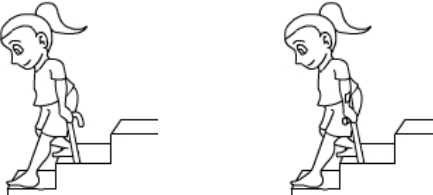


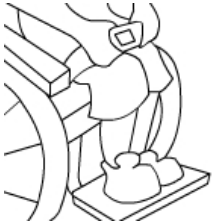
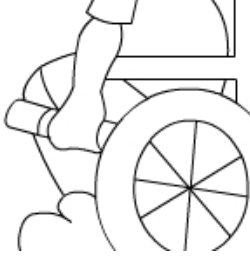

(Item ID) Original number	Content area	Item	Illustration
(264) MB116D	Wheelchair	Opens and closes door to enter and exit home while using manual wheelchair	
(265) MB119D	Wheelchair	Uses manual wheelchair outdoors on grass, mulch, or gravel	
(266) MB120D	Wheelchair	Goes up and down curbs with manual wheelchair	
(267) MB121D	Wheelchair	Goes up and down ramp with manual wheelchair	
(268) MB124D	Wheelchair	Pushes manual wheelchair for several hours at family or school outing such as zoo, amusement park, or fair	
(269) MB133D	Steps and Inclines with Device	Walks up a flight of stairs with a walking aid (e.g., cane, crutches, walker) without holding onto handrail	
(270) MB134D	Steps and Inclines with Device	Using walking aid (e.g., cane, crutches, walker), gets on and off a public bus or school bus	

Table 4.3. Mobility Items *continued*

(Item ID) Original number	Content area	Item	Illustration
(271) MB135D	Steps and Inclines with Device	Walks down a flight of stairs with walking aid (e.g., cane, crutches, walker) without holding onto handrail	
(272) MB138D	Wheelchair	Moves from manual wheelchair to adult-size chair	
(273) MB139D	Wheelchair	Uses manual wheelchair to move quickly indoors to answer a telephone or doorbell	
(274) MB140D	Wheelchair	Fastens manual wheelchair seat belt	
(275) MB141D	Wheelchair	Puts manual wheelchair brakes on and off	
(276) MB142D	Wheelchair	Gets into manual wheelchair from floor	

Social/Cognitive Domain

The PEDI CAT Social/Cognitive domain includes 60 items that address communication, interaction, safety, behavior, play with toys and games, attention, and problem-solving in the four content areas of Interaction, Communication, Everyday Cognition, and Self-Management.

When presented with the PEDI-CAT, all respondents begin with the same item in each domain in the middle of the range of difficulty. The response to that item then dictates which item will appear next (a harder or easier item), thus customizing the items to the child and minimizing the number of irrelevant items. The first item administered in the Social/Cognitive domain is, "Recognizes numbers such as on a clock or phone".

Note. There are no item pictures for this domain.

Table 4.4 Social/Cognitive Items

(Item ID) Original number	Content area	Item
(144) SC001	Communication	Uses words, gestures, or signs to ask for something
(145) SC002	Communication	Uses several words or signs together such as "go home now" and "daddy go"
(146) SC004	Communication	Uses words or signs to ask questions such as "Where's Mommy?" or "What's that?"
(147) SC005	Interaction	Carries on a conversation with a familiar person by listening and responding appropriately
(148) SC008	Communication	Teaches another person a new game or activity by giving examples and explanations
(149) SC010	Interaction	Greets new people appropriately when introduced
(150) SC011	Everyday Cognition	Follows directions given by adult leader of a small group (4-5 children or teenagers)
(151) SC012	Interaction	Asks permission before using someone else's property
(152) SC013	Everyday Cognition	Attends to and follows direction given by a coach or teacher while in a large group (20-30 children or teenagers)
(153) SC014	Interaction	Uses language appropriate to the situation such as formal language at a job interview or informal language when hanging out with friends

Table 4.4 Social/Cognitive Items *continued*

(Item ID) Original number	Content area	Item
(154) SC016	Interaction	Asks for a change in plans or responsibilities in a respectful way such as asking a teacher to extend a deadline
(155) SC018	Interaction	Follows gaze of another person to look at the same place or object
(156) SC019	Interaction	Plays peek-a-boo or pat-a-cake (Only < 3 years of age)
(157) SC020	Interaction	Interacts briefly with a peer during play
(158) SC021	Interaction	Asks one or more peers to play using words or gestures
(159) SC022	Interaction	Takes turns sharing a favorite toy with peers
(160) SC023	Interaction	Participates in role-playing activities such as playing school or acting out famous characters
(161) SC024	Interaction	Plays with one or more children of the same age for several hours on their own
(162) SC025	Interaction	Takes turns and follows rules while playing simple board, card, or video games
(163) SC026	Interaction	Uses strategy and follows strict rules while playing complex board, card, or video games
(164) SC028	Interaction	Shows positive reactions to friends' success such as congratulating a peer for scoring a goal or doing well on a test
(165) SC029	Interaction	Works with friends to reach an agreement when they have different ideas
(166) SC030	Interaction	Maintains friendships that involve give-and-take, compromises, and loyalty
(167) SC031	Interaction	Tries to resolve a conflict with friends or classmates
(168) SC032	Everyday Cognition	Recognizes his/her printed name
(169) SC033	Everyday Cognition	Prints first and last name legibly

Table 4.4 Social/Cognitive Items *continued*

(Item ID) Original number	Content area	Item
(170) SC035	Everyday Cognition	Writes a legible 3–4 item list
(171) SC036	Communication	Writes short notes or sends text messages or email
(172) SC037	Everyday Cognition	Communicates ideas in a 2–3 page written assignment or report
(173) SC038	Everyday Cognition	Recognizes numbers such as on a clock or phone
(174) SC039	Everyday Cognition	Counts out the correct coins to pay for an item that costs \$1 or less
(175) SC040	Everyday Cognition	Understands signs in the community such as <i>Restrooms</i> or <i>EXIT</i>
(176) SC041	Everyday Cognition	Counts out the correct amount of bills and/or coins to pay for an item costing \$20–\$40
(177) SC042	Everyday Cognition	Uses a map to plan a route to a new place
(178) SC043	Everyday Cognition	Finds a phone number or address using the phone book or computer
(179) SC044	Everyday Cognition	Follows written directions of 2–3 steps
(180) SC045	Everyday Cognition	Follows complex written instructions such as to set up new computer software or complete a school project
(181) SC047	Communication	Uses the words <i>yesterday/tomorrow/today</i> correctly
(182) SC048	Everyday Cognition	Associates days of the week with their typical activities such as football practice on Tuesday, chores on Saturday
(183) SC049	Everyday Cognition	Associates a specific time with a specific activity such as a favorite TV show starting at 3 pm
(184) SC051	Everyday Cognition	Uses a watch or clock to be ready for an activity such as catching school bus or watching TV show
(185) SC056	Self-Management	Accepts the need to wait an hour or two before a request can be met

Table 4.4 Social/Cognitive Items *continued*

(Item ID) Original number	Content area	Item
(186) SC057	Self-Management	When upset, responds without punching, hitting, or biting
(187) SC058	Self-Management	Accepts advice or feedback from a teacher, coach, or boss without losing temper
(188) SC059	Self-Management	Keeps unsafe objects and household materials out of mouth
(189) SC060	Self-Management	Behaves safely when falling is possible, such as on a playground slide or near stairs
(190) SC063	Everyday Cognition	Checks traffic in both directions and knows when to cross street
(191) SC064	Everyday Cognition	Shows interest in objects held close by looking, touching, or listening
(192) SC065	Everyday Cognition	Tries to make toys work by pressing, pushing, or squeezing
(193) SC066	Everyday Cognition	Puts together an unfamiliar 5–10 piece puzzle with interlocking pieces
(194) SC067	Everyday Cognition	Uses toys in simple pretend play such as putting doll to bed or driving a toy truck
(195) SC068	Everyday Cognition	Builds simple structures from objects such as building a tower or a house from blocks
(196) SC071	Communication	Uses single words, gestures, or signs to show what he/she wants
(197) SC072	Communication	Describes what help is needed to solve a problem such as approaching store staff to locate item or asking a friend to borrow a book needed for homework
(198) SC073	Everyday Cognition	Tries to do things a different way when not successful such as turning a puzzle piece in a different direction or trying a different route in a video game
(199) SC074	Everyday Cognition	Uses a calendar or datebook to record and keep track of appointments, assignment, or events
(200) SC076	Communication	Explains reasons behind actions or such as why he/she spent money on a particular item
(201) SC077	Self-Management	Stays quiet in public places when expected

Table 4.4 Social/Cognitive Items *continued*

(Item ID) Original number	Content area	Item
(202) SC078	Communication	Provides own address and telephone number when asked
(203) SC079	Self-Management	Transitions from one familiar activity to another such as playground to classroom, bath time to bed time

Response Scale for Daily Activities, Mobility, and Social/Cognitive Domains

Please choose which response below best describes your child's ability in the following:

- Unable = **Can't do**, doesn't know how or is too young.
- Hard = Does with **a lot** of help, extra time, or effort.
- A little hard = Does with **a little** help, extra time or effort.
- Easy = Does with **no** help, extra time or effort, or child's skills are past this level.
- I don't know

Note. *I don't know* responses are not included in the score calculation by the software and as such, additional items may be administered.