

MacArthur-Bates Communicative Development Inventories

Child's name: _____ Gender: _____

Birthdate: BABY DOB Today's date: TODAY - DATE

FILEMAKER

EXPORT

KEY



MacArthur-Bates CDI Words and Sentences

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= MEANS ACTUAL WORD IS SAME WHEN EXPORTING

Part I: Words Children Use

A. Vocabulary Checklist

Children understand many more words than they say. We are particularly interested in the words your child SAYS. Please go through the list and mark the words you have heard your child use. If your child uses a different pronunciation of a word (for example, "raffe" instead of "giraffe" or "sketti" for "spaghetti"), mark the word anyway. Remember that this is a "catalogue" of all the words that are used by many different children. Don't worry if your child knows only a few of these right now.

1. Sound Effects and Animal Sounds (12)

baa baa = <input type="radio"/>	grrr GRRENG <input type="radio"/>	ouch = <input type="radio"/>	vroom = <input type="radio"/>
choo choo = <input type="radio"/>	meow = <input type="radio"/>	quack quack = <input type="radio"/>	woof woof = <input type="radio"/>
cockadoodledoo = <input type="radio"/>	moo = <input type="radio"/>	uh oh = <input type="radio"/>	yum yum = <input type="radio"/>

2. Animals (Real or Toy) (43)

alligator = <input type="radio"/>	cow = <input type="radio"/>	horse = <input type="radio"/>	puppy = <input type="radio"/>
animal ANIMALENG <input type="radio"/>	deer = <input type="radio"/>	kitty = <input type="radio"/>	rooster = <input type="radio"/>
ant = <input type="radio"/>	dog = <input type="radio"/>	lamb = <input type="radio"/>	sheep = <input type="radio"/>
bear = <input type="radio"/>	donkey = <input type="radio"/>	lion LIONENG <input type="radio"/>	squirrel = <input type="radio"/>
bee = <input type="radio"/>	duck = <input type="radio"/>	monkey = <input type="radio"/>	teddybear = <input type="radio"/>
bird = <input type="radio"/>	elephant = <input type="radio"/>	moose = <input type="radio"/>	tiger = <input type="radio"/>
bug = <input type="radio"/>	fish FISHANIMAL <input type="radio"/>	mouse = <input type="radio"/>	turkey = <input type="radio"/>
bunny = <input type="radio"/>	frog = <input type="radio"/>	owl = <input type="radio"/>	turtle = <input type="radio"/>
butterfly = <input type="radio"/>	giraffe = <input type="radio"/>	penguin = <input type="radio"/>	wolf = <input type="radio"/>
cat = <input type="radio"/>	goose = <input type="radio"/>	pig = <input type="radio"/>	zebra = <input type="radio"/>
chicken = <input type="radio"/>	hen = <input type="radio"/>	pony = <input type="radio"/>	

3. Vehicles (Real or Toy) (14)

airplane = <input type="radio"/>	car = <input type="radio"/>	sled = <input type="radio"/>	tricycle TRICYCLEENG <input type="radio"/>
bicycle = <input type="radio"/>	firetruck = <input type="radio"/>	stroller = <input type="radio"/>	truck = <input type="radio"/>
boat = <input type="radio"/>	helicopter = <input type="radio"/>	tractor = <input type="radio"/>	
bus = <input type="radio"/>	motorcycle = <input type="radio"/>	train TRAINENG <input type="radio"/>	

4. Toys (18)

ball = <input type="radio"/>	bubbles = <input type="radio"/>	glue = <input type="radio"/>	puzzle = <input type="radio"/>
balloon = <input type="radio"/>	chalk = <input type="radio"/>	pen = <input type="radio"/>	story = <input type="radio"/>
bat = <input type="radio"/>	crayon CRAYONENG <input type="radio"/>	pencil = <input type="radio"/>	toy = <input type="radio"/>
block = <input type="radio"/>	doll = <input type="radio"/>	play dough = <input type="radio"/>	
book = <input type="radio"/>	game = <input type="radio"/>	present = <input type="radio"/>	

5. Food and Drink (68)

apple = <input type="radio"/>	corn = <input type="radio"/>	lollipop = <input type="radio"/>	pretzel = <input type="radio"/>
applesauce = <input type="radio"/>	cracker = <input type="radio"/>	meat = <input type="radio"/>	pudding = <input type="radio"/>
banana = <input type="radio"/>	donut = <input type="radio"/>	melon MELONENG <input type="radio"/>	pumpkin = <input type="radio"/>
beans = <input type="radio"/>	drink DRINKFOOD <input type="radio"/>	milk = <input type="radio"/>	raisin RAISINENG <input type="radio"/>
bread = <input type="radio"/>	egg = <input type="radio"/>	muffin MUFFINENG <input type="radio"/>	salt = <input type="radio"/>
butter = <input type="radio"/>	fish FISHFOOD <input type="radio"/>	noodles = <input type="radio"/>	sandwich SANDWICHENG <input type="radio"/>
cake = <input type="radio"/>	food = <input type="radio"/>	nuts = <input type="radio"/>	sauce SAUCEENG <input type="radio"/>
candy = <input type="radio"/>	french fries = <input type="radio"/>	orange ORANGEFOOD <input type="radio"/>	soda/pop SODAPOP <input type="radio"/>
carrots = <input type="radio"/>	grapes = <input type="radio"/>	pancake = <input type="radio"/>	soup = <input type="radio"/>
cereal = <input type="radio"/>	green beans = <input type="radio"/>	peanut butter = <input type="radio"/>	spaghetti SPAGHETTIENG <input type="radio"/>
cheerios CHEERIOSENG <input type="radio"/>	gum = <input type="radio"/>	peas = <input type="radio"/>	strawberry = <input type="radio"/>
cheese = <input type="radio"/>	hamburger HAMBURGERENG <input type="radio"/>	pickle = <input type="radio"/>	toast TOASTENG <input type="radio"/>
chicken CHICKENFOOD <input type="radio"/>	ice = <input type="radio"/>	pizza PIZZAENG <input type="radio"/>	tuna = <input type="radio"/>
chocolate = <input type="radio"/>	ice cream = <input type="radio"/>	popcorn POPCORNENG <input type="radio"/>	vanilla = <input type="radio"/>
coffee = <input type="radio"/>	jello JELLOENG <input type="radio"/>	popsicle POPSICLEENG <input type="radio"/>	vitamins = <input type="radio"/>
coke COKEENG <input type="radio"/>	jelly = <input type="radio"/>	potato = <input type="radio"/>	water WATERFOOD <input type="radio"/>
cookie = <input type="radio"/>	juice = <input type="radio"/>	potato chip = <input type="radio"/>	yogurt = <input type="radio"/>

6. Clothing (28)

beads = <input type="radio"/>	dress = <input type="radio"/>	pajamas = <input type="radio"/>	sneaker = <input type="radio"/>
belt = <input type="radio"/>	gloves = <input type="radio"/>	pants = <input type="radio"/>	snowsuit = <input type="radio"/>
bib = <input type="radio"/>	hat = <input type="radio"/>	scarf = <input type="radio"/>	sock = <input type="radio"/>
boots = <input type="radio"/>	jacket = <input type="radio"/>	shirt = <input type="radio"/>	sweater = <input type="radio"/>
button = <input type="radio"/>	jeans JEANSENG <input type="radio"/>	shoe = <input type="radio"/>	tights = <input type="radio"/>
coat = <input type="radio"/>	mittens = <input type="radio"/>	shorts = <input type="radio"/>	underpants = <input type="radio"/>
diaper = <input type="radio"/>	necklace = <input type="radio"/>	slipper = <input type="radio"/>	zipper = <input type="radio"/>

7. Body Parts (27)

ankle = <input type="radio"/>	eye = <input type="radio"/>	knee = <input type="radio"/>	shoulder = <input type="radio"/>
arm = <input type="radio"/>	face = <input type="radio"/>	leg = <input type="radio"/>	tooth = <input type="radio"/>
belly button = <input type="radio"/>	feet = <input type="radio"/>	lips = <input type="radio"/>	toe = <input type="radio"/>
buttocks/bottom* <input type="radio"/>	finger = <input type="radio"/>	mouth = <input type="radio"/>	tongue = <input type="radio"/>
cheek = <input type="radio"/>	hair = <input type="radio"/>	nose = <input type="radio"/>	tummy = <input type="radio"/>
chin = <input type="radio"/>	hand = <input type="radio"/>	owie/boo boo OWIEBOOBOD <input type="radio"/>	vagina* = <input type="radio"/>
ear = <input type="radio"/>	head = <input type="radio"/>	penis* = <input type="radio"/>	

*or word used in your family

8. Small Household Items (50)

basket = <input type="radio"/>	dish = <input type="radio"/>	mop = <input type="radio"/>	spoon = <input type="radio"/>
blanket = <input type="radio"/>	fork = <input type="radio"/>	nail = <input type="radio"/>	tape = <input type="radio"/>
bottle = <input type="radio"/>	garbage = <input type="radio"/>	napkin = <input type="radio"/>	telephone = <input type="radio"/>
box = <input type="radio"/>	glass = <input type="radio"/>	paper = <input type="radio"/>	tissue/kleenex TISSUEKLEENEX
bowl = <input type="radio"/>	glasses = <input type="radio"/>	penny = <input type="radio"/>	toothbrush = <input type="radio"/>
broom = <input type="radio"/>	hammer = <input type="radio"/>	picture = <input type="radio"/>	towel = <input type="radio"/>
brush = <input type="radio"/>	jar = <input type="radio"/>	pillow = <input type="radio"/>	trash = <input type="radio"/>
bucket = <input type="radio"/>	keys = <input type="radio"/>	plant = <input type="radio"/>	tray = <input type="radio"/>
camera = <input type="radio"/>	knife = <input type="radio"/>	plate = <input type="radio"/>	vacuum = <input type="radio"/>
can CANHOUSEHOLDITEM	lamp = <input type="radio"/>	purse = <input type="radio"/>	walker = <input type="radio"/>
clock = <input type="radio"/>	light = <input type="radio"/>	radio RADIOENG	watch WATCHHOUSEHOLDITEMS
comb = <input type="radio"/>	medicine = <input type="radio"/>	scissors = <input type="radio"/>	
cup = <input type="radio"/>	money = <input type="radio"/>	soap = <input type="radio"/>	

9. Furniture and Rooms (33)

basement = <input type="radio"/>	crib = <input type="radio"/>	play pen = <input type="radio"/>	stairs = <input type="radio"/>
bathroom = <input type="radio"/>	door = <input type="radio"/>	porch = <input type="radio"/>	stove = <input type="radio"/>
bathtub = <input type="radio"/>	drawer = <input type="radio"/>	potty = <input type="radio"/>	table TABLEENG
bed = <input type="radio"/>	dryer = <input type="radio"/>	refrigerator = <input type="radio"/>	TV = <input type="radio"/>
bedroom = <input type="radio"/>	garage GARAGEENG	rocking chair = <input type="radio"/>	washing machine = <input type="radio"/>
bench = <input type="radio"/>	high chair = <input type="radio"/>	room = <input type="radio"/>	window = <input type="radio"/>
chair = <input type="radio"/>	kitchen = <input type="radio"/>	shower = <input type="radio"/>	
closet = <input type="radio"/>	living room = <input type="radio"/>	sink = <input type="radio"/>	
couch = <input type="radio"/>	oven = <input type="radio"/>	sofa SODAPOP	

10. Outside Things (31)

backyard = <input type="radio"/>	lawn mower = <input type="radio"/>	sidewalk = <input type="radio"/>	stone = <input type="radio"/>
cloud = <input type="radio"/>	moon = <input type="radio"/>	sky = <input type="radio"/>	street = <input type="radio"/>
flag = <input type="radio"/>	pool = <input type="radio"/>	slide SLIDEOUTSIDETHINGS	sun = <input type="radio"/>
flower = <input type="radio"/>	rain = <input type="radio"/>	snow = <input type="radio"/>	swing SWINGOUTSIDE
garden = <input type="radio"/>	rock = <input type="radio"/>	snowman = <input type="radio"/>	tree = <input type="radio"/>
grass = <input type="radio"/>	roof = <input type="radio"/>	sprinkler = <input type="radio"/>	water WATEROUTSIDETHINGS
hose = <input type="radio"/>	sandbox = <input type="radio"/>	star = <input type="radio"/>	wind = <input type="radio"/>
ladder = <input type="radio"/>	shovel = <input type="radio"/>	stick = <input type="radio"/>	

11. Places to Go (22)

beach = <input type="radio"/>	farm = <input type="radio"/>	park = <input type="radio"/>	woods = <input type="radio"/>
camping CAMPING ENG	gas station = <input type="radio"/>	party = <input type="radio"/>	work WORKPLACES TO GO
church* = <input type="radio"/>	home = <input type="radio"/>	picnic = <input type="radio"/>	yard = <input type="radio"/>
circus = <input type="radio"/>	house = <input type="radio"/>	playground = <input type="radio"/>	zoo ZOO ENG
country = <input type="radio"/>	movie = <input type="radio"/>	school = <input type="radio"/>	
downtown = <input type="radio"/>	outside = <input type="radio"/>	store = <input type="radio"/>	

*or word used in your family

12. People (29)

aunt = <input type="radio"/>	cowboy COWBOY ENG	lady = <input type="radio"/>	pet's name PETS NAME
baby = <input type="radio"/>	daddy* = <input type="radio"/>	mailman = <input type="radio"/>	police POLICE ENG
babysitter = <input type="radio"/>	doctor = <input type="radio"/>	man = <input type="radio"/>	sister = <input type="radio"/>
babysitter's name BABYSITTERS NAME	fireman = <input type="radio"/>	mommy* = <input type="radio"/>	teacher = <input type="radio"/>
boy = <input type="radio"/>	friend = <input type="radio"/>	nurse = <input type="radio"/>	uncle = <input type="radio"/>
brother = <input type="radio"/>	girl = <input type="radio"/>	child's own name CHILD'S OWN NAME	
child = <input type="radio"/>	grandma* = <input type="radio"/>	people = <input type="radio"/>	
clown CLOWN ENG	grandpa* = <input type="radio"/>	person = <input type="radio"/>	

*or word used in your family

13. Games and Routines (25)

bath = <input type="radio"/>	go potty = <input type="radio"/>	patty cake = <input type="radio"/>	thank you = <input type="radio"/>
breakfast = <input type="radio"/>	hi = <input type="radio"/>	peekaboo = <input type="radio"/>	this little piggy = <input type="radio"/>
bye = <input type="radio"/>	hello = <input type="radio"/>	please = <input type="radio"/>	turn around = <input type="radio"/>
call (on phone) CALL ON PHONE	lunch = <input type="radio"/>	shh/shush/hush SHH SHUSH HUSH	yes = <input type="radio"/>
dinner = <input type="radio"/>	nap = <input type="radio"/>	shopping = <input type="radio"/>	
give me five! GIVE ME FIVE	night night = <input type="radio"/>	snack = <input type="radio"/>	
gonna get you! GONNA GET YOU	no = <input type="radio"/>	so big! SO BIG	

14. Action Words (103)

bite = <input type="radio"/>	catch = <input type="radio"/>	cry = <input type="radio"/>	dump = <input type="radio"/>
blow = <input type="radio"/>	chase = <input type="radio"/>	cut = <input type="radio"/>	eat = <input type="radio"/>
break = <input type="radio"/>	clap = <input type="radio"/>	dance = <input type="radio"/>	fall = <input type="radio"/>
bring = <input type="radio"/>	clean CLEAN ACTION	draw = <input type="radio"/>	feed = <input type="radio"/>
build = <input type="radio"/>	climb = <input type="radio"/>	drink DRINK ACTION	find = <input type="radio"/>
bump = <input type="radio"/>	close = <input type="radio"/>	drive = <input type="radio"/>	finish = <input type="radio"/>
buy = <input type="radio"/>	cook = <input type="radio"/>	drop = <input type="radio"/>	fit = <input type="radio"/>
carry = <input type="radio"/>	cover = <input type="radio"/>	dry DRY ACTION	fix = <input type="radio"/>

(continued)

get =	<input type="radio"/>	listen =	<input type="radio"/>	see =	<input type="radio"/>	take =	<input type="radio"/>
give =	<input type="radio"/>	look =	<input type="radio"/>	shake =	<input type="radio"/>	talk =	<input type="radio"/>
go =	<input type="radio"/>	love =	<input type="radio"/>	share =	<input type="radio"/>	taste =	<input type="radio"/>
hate =	<input type="radio"/>	make =	<input type="radio"/>	show =	<input type="radio"/>	tear =	<input type="radio"/>
have =	<input type="radio"/>	open =	<input type="radio"/>	sing =	<input type="radio"/>	think =	<input type="radio"/>
hear =	<input type="radio"/>	paint =	<input type="radio"/>	sit =	<input type="radio"/>	throw =	<input type="radio"/>
help =	<input type="radio"/>	pick =	<input type="radio"/>	skate =	<input type="radio"/>	tickle =	<input type="radio"/>
hide =	<input type="radio"/>	play =	<input type="radio"/>	sleep =	<input type="radio"/>	touch =	<input type="radio"/>
hit =	<input type="radio"/>	pour =	<input type="radio"/>	slide SLIDE ACTION	<input type="radio"/>	wait =	<input type="radio"/>
hold =	<input type="radio"/>	pretend =	<input type="radio"/>	smile =	<input type="radio"/>	wake =	<input type="radio"/>
hug =	<input type="radio"/>	pull =	<input type="radio"/>	spill =	<input type="radio"/>	walk =	<input type="radio"/>
hurry =	<input type="radio"/>	push =	<input type="radio"/>	splash =	<input type="radio"/>	wash =	<input type="radio"/>
jump =	<input type="radio"/>	put =	<input type="radio"/>	stand =	<input type="radio"/>	watch WATCH ACTION	<input type="radio"/>
kick =	<input type="radio"/>	read =	<input type="radio"/>	stay =	<input type="radio"/>	wipe =	<input type="radio"/>
kiss =	<input type="radio"/>	ride =	<input type="radio"/>	stop =	<input type="radio"/>	wish =	<input type="radio"/>
knock =	<input type="radio"/>	rip =	<input type="radio"/>	sweep =	<input type="radio"/>	work WORK ACTION	<input type="radio"/>
lick =	<input type="radio"/>	run =	<input type="radio"/>	swim =	<input type="radio"/>	write =	<input type="radio"/>
like =	<input type="radio"/>	say =	<input type="radio"/>	swing SWING ACTION	<input type="radio"/>		

15. Descriptive Words (63)

allgone =	<input type="radio"/>	dry DRY DESCRIPTIVE WORD	<input type="radio"/>	last =	<input type="radio"/>	scared =	<input type="radio"/>
asleep =	<input type="radio"/>	empty =	<input type="radio"/>	little =	<input type="radio"/>	sick =	<input type="radio"/>
awake =	<input type="radio"/>	fast =	<input type="radio"/>	long =	<input type="radio"/>	sleepy =	<input type="radio"/>
bad =	<input type="radio"/>	fine =	<input type="radio"/>	loud =	<input type="radio"/>	slow =	<input type="radio"/>
better =	<input type="radio"/>	first =	<input type="radio"/>	mad =	<input type="radio"/>	soft =	<input type="radio"/>
big =	<input type="radio"/>	full =	<input type="radio"/>	naughty =	<input type="radio"/>	sticky =	<input type="radio"/>
black =	<input type="radio"/>	gentle =	<input type="radio"/>	new =	<input type="radio"/>	stuck =	<input type="radio"/>
blue =	<input type="radio"/>	good =	<input type="radio"/>	nice =	<input type="radio"/>	thirsty =	<input type="radio"/>
broken =	<input type="radio"/>	green =	<input type="radio"/>	noisy =	<input type="radio"/>	tiny =	<input type="radio"/>
brown =	<input type="radio"/>	happy =	<input type="radio"/>	old =	<input type="radio"/>	tired =	<input type="radio"/>
careful =	<input type="radio"/>	hard =	<input type="radio"/>	orange ORANGE DESCRIPTIVE WORD	<input type="radio"/>	wet =	<input type="radio"/>
clean CLEAN DESCRIPTIVE WORDS	<input type="radio"/>	heavy =	<input type="radio"/>	poor =	<input type="radio"/>	white =	<input type="radio"/>
cold =	<input type="radio"/>	high =	<input type="radio"/>	pretty =	<input type="radio"/>	windy =	<input type="radio"/>
cute =	<input type="radio"/>	hot =	<input type="radio"/>	quiet =	<input type="radio"/>	yellow =	<input type="radio"/>
dark =	<input type="radio"/>	hungry =	<input type="radio"/>	red =	<input type="radio"/>	yucky =	<input type="radio"/>
dirty =	<input type="radio"/>	hurt =	<input type="radio"/>	sad =	<input type="radio"/>		

16. Words About Time (12)

after = <input type="radio"/>	later = <input type="radio"/>	now = <input type="radio"/>	tomorrow = <input type="radio"/>
before = <input type="radio"/>	morning = <input type="radio"/>	time = <input type="radio"/>	tonight = <input type="radio"/>
day = <input type="radio"/>	night = <input type="radio"/>	today = <input type="radio"/>	yesterday = <input type="radio"/>

17. Pronouns (25)

he = <input type="radio"/>	me = <input type="radio"/>	their = <input type="radio"/>	we = <input type="radio"/>
her = <input type="radio"/>	mine = <input type="radio"/>	them = <input type="radio"/>	you = <input type="radio"/>
hers = <input type="radio"/>	my = <input type="radio"/>	these = <input type="radio"/>	your = <input type="radio"/>
him = <input type="radio"/>	myself = <input type="radio"/>	they = <input type="radio"/>	yourself = <input type="radio"/>
his = <input type="radio"/>	our = <input type="radio"/>	this = <input type="radio"/>	<input type="radio"/>
I = <input type="radio"/>	she = <input type="radio"/>	those = <input type="radio"/>	<input type="radio"/>
it = <input type="radio"/>	that = <input type="radio"/>	us = <input type="radio"/>	<input type="radio"/>

18. Question Words (7)

how = <input type="radio"/>	when = <input type="radio"/>	which = <input type="radio"/>	why = <input type="radio"/>
what = <input type="radio"/>	where = <input type="radio"/>	who = <input type="radio"/>	<input type="radio"/>

19. Prepositions and Locations (26)

about = <input type="radio"/>	beside = <input type="radio"/>	next to = <input type="radio"/>	there = <input type="radio"/>
above = <input type="radio"/>	by = <input type="radio"/>	of = <input type="radio"/>	to = <input type="radio"/>
around = <input type="radio"/>	down = <input type="radio"/>	off = <input type="radio"/>	under = <input type="radio"/>
at = <input type="radio"/>	for = <input type="radio"/>	on = <input type="radio"/>	up = <input type="radio"/>
away = <input type="radio"/>	here = <input type="radio"/>	on top of = <input type="radio"/>	with = <input type="radio"/>
back = <input type="radio"/>	inside/in INSIDEIN <input type="radio"/>	out = <input type="radio"/>	<input type="radio"/>
behind = <input type="radio"/>	into = <input type="radio"/>	over = <input type="radio"/>	<input type="radio"/>

20. Quantifiers and Articles (17)

a = <input type="radio"/>	any = <input type="radio"/>	not NOTARTICLES <input type="radio"/>	the = <input type="radio"/>
all = <input type="radio"/>	each = <input type="radio"/>	none = <input type="radio"/>	too = <input type="radio"/>
a lot = <input type="radio"/>	every = <input type="radio"/>	other OTHERARTICLES <input type="radio"/>	<input type="radio"/>
an = <input type="radio"/>	more = <input type="radio"/>	same = <input type="radio"/>	<input type="radio"/>
another = <input type="radio"/>	much = <input type="radio"/>	some = <input type="radio"/>	<input type="radio"/>

21. Helping Verbs (21)

am = <input type="radio"/>	do = <input type="radio"/>	is = <input type="radio"/>	were = <input type="radio"/>
are = <input type="radio"/>	does = <input type="radio"/>	lemme/let me <input type="radio"/>	will = <input type="radio"/>
be = <input type="radio"/>	don't DONT <input type="radio"/>	need/need to <input type="radio"/>	would = <input type="radio"/>
can CANHELPINGVERBS <input type="radio"/>	gonna/going to <input type="radio"/>	try/try to <input type="radio"/>	
could = <input type="radio"/>	gotta/got to <input type="radio"/>	wanna/want to <input type="radio"/>	
did/did ya <input type="radio"/>	hafta/have to <input type="radio"/>	was = <input type="radio"/>	

22. Connecting Words (6)

and <input type="radio"/>	but = <input type="radio"/>	so = <input type="radio"/>
because = <input type="radio"/>	if = <input type="radio"/>	then = <input type="radio"/>

B. How Children Use Words

		Not Yet	Sometimes	Often
1. Does your child ever talk about past events or people who are not present? For example, a child who saw a parade last week might later say parade, clown, or band.	B1ENG	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2. Does your child ever talk about something that's going to happen in the future, for example, saying "choo choo" or "airplane" before you leave the house for a trip, or saying "swing" when you are going to the park?	B2ENG	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3. Does your child talk about objects that are not present such as asking about a missing or absent toy, referring to a pet out of view, or asking about someone not present?	B3ENG	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4. Does your child understand if you ask for something that is not in the room, for example, by going to the bedroom to get a teddy bear when you say "where's the bear?"	B4ENG	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5. Does your child ever pick up or point to an object and name an absent person to whom the object belongs? For example, a child might point to mommy's shoe and say "mommy".	B5ENG	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Part II: Sentences and Grammar

A. Word Endings/Part I

		Not Yet	Sometimes	Often
1.	To talk about more than one thing, we add an "s" to many words. Examples include cars (for more than one car), shoes, dogs, and keys. Has your child begun to do this?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2.	To talk about ownership, we add an "'s", for example, Daddy's key, kitty's dish, and baby's bottle. Has your child begun to do this?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3.	To talk about activities, we sometimes add "ing" to verbs. Examples include looking, running, and crying. Has your child begun to do this?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4.	To talk about things that happened in the past, we often add "ed" to the verb. Examples include kissed, opened, and pushed. Has your child begun to do this?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

B. Word Forms

Following are some other words children learn. Please mark any of these words that your child uses.

Nouns **D-NOUNS**

children	<input type="radio"/>	men	<input type="radio"/>	teeth	<input type="radio"/>
feet	<input type="radio"/>	mice	<input type="radio"/>		<input type="radio"/>

Verbs **D-VERBS**

ate	<input type="radio"/>	fell	<input type="radio"/>	made	<input type="radio"/>
blew	<input type="radio"/>	flew	<input type="radio"/>	ran	<input type="radio"/>
bought	<input type="radio"/>	got	<input type="radio"/>	sat	<input type="radio"/>
broke	<input type="radio"/>	had	<input type="radio"/>	saw	<input type="radio"/>
came	<input type="radio"/>	heard	<input type="radio"/>	took	<input type="radio"/>
drank	<input type="radio"/>	held	<input type="radio"/>	went	<input type="radio"/>
drove	<input type="radio"/>	lost	<input type="radio"/>		

C. Word Endings/Part 2

Young children often place the wrong endings on words. For example, a child might say "Auntie goed home." Mistakes like this are often a sign of progress in language. In the following lists, please mark all the mistakes of this kind you have heard your child say recently.

Nouns **E-NOUNS**

blockses	<input type="radio"/>	foots	<input type="radio"/>	mouses	<input type="radio"/>	toeses	<input type="radio"/>
childrens	<input type="radio"/>	mans	<input type="radio"/>	shoeses	<input type="radio"/>	tooths	<input type="radio"/>
chilids	<input type="radio"/>	mens	<input type="radio"/>	sockses	<input type="radio"/>		
feets	<input type="radio"/>	mices	<input type="radio"/>	teeths	<input type="radio"/>		

Verbs **E-VERBS**

ated	<input type="radio"/>	bringed	<input type="radio"/>	broked	<input type="radio"/>	doed	<input type="radio"/>
blewed	<input type="radio"/>	buyed	<input type="radio"/>	camed	<input type="radio"/>	dranked	<input type="radio"/>
blowed	<input type="radio"/>	breaked	<input type="radio"/>	comed	<input type="radio"/>	drinked	<input type="radio"/>

(continued)

eated	<input type="radio"/>	gotted	<input type="radio"/>	losted	<input type="radio"/>	satted	<input type="radio"/>
fallled	<input type="radio"/>	haved	<input type="radio"/>	maked	<input type="radio"/>	sitted	<input type="radio"/>
flied	<input type="radio"/>	heared	<input type="radio"/>	ranned	<input type="radio"/>	taked	<input type="radio"/>
getted	<input type="radio"/>	holded	<input type="radio"/>	runned	<input type="radio"/>	wented	<input type="radio"/>
goed	<input type="radio"/>	losed	<input type="radio"/>	seed	<input type="radio"/>		

Not Yet

Sometimes

Often

Has your child begun to combine words yet, such as "nother cracker", or "doggie bite?" **E1ENG**

☐
☐
☐

If you answered not yet, please stop here. If you answered sometimes or often, please continue.

D. Examples

Please list three of the longest sentences you have heard your child say recently.

- E21ENG**
- E22ENG**
- E23ENG**

E. Complexity

In each of the following pairs, please mark the one that sounds MOST like the way your child talks right now. If your child is saying sentences even more complicated than the two provided, just pick the second one.

- | | | |
|---|---|--|
| 1. Two shoe. <input type="radio"/>
Two shoes. F1ENG <input type="radio"/> | 11. (Talking about something that already happened)
Daddy pick me up. F11ENG <input type="radio"/>
Daddy picked me up. <input type="radio"/> | 24. I no do it. <input type="radio"/>
I can't do it. F24ENG <input type="radio"/> |
| 2. Two foot. <input type="radio"/>
Two feet. F2ENG <input type="radio"/> | 12. (Talking about something that already happened)
Kitty go away. F12ENG <input type="radio"/>
Kitty went away. <input type="radio"/> | 25. I like read stories. <input type="radio"/>
I like to read stories. F25ENG <input type="radio"/> |
| 3. Daddy car. <input type="radio"/>
Daddy's car. F3ENG <input type="radio"/> | 13. Doggie table. <input type="radio"/>
Doggie on table. F13ENG <input type="radio"/> | 26. Don't read book. <input type="radio"/>
Don't want you read that book. F26ENG <input type="radio"/> |
| 4. (Talking about something happening right now)
Kitty sleep. <input type="radio"/>
Kitty sleeping. F4ENG <input type="radio"/> | 14. That my truck. <input type="radio"/>
That's my truck. F14ENG <input type="radio"/> | 27. Turn on light. <input type="radio"/>
Turn on the light so I can see. F27ENG <input type="radio"/> |
| 5. (Talking about something happening right now)
I make tower. <input type="radio"/>
I making tower. F5ENG <input type="radio"/> | 15. Baby crying. <input type="radio"/>
Baby is crying. F15ENG <input type="radio"/> | 28. I want that. <input type="radio"/>
I want that one you got. F28ENG <input type="radio"/> |
| 6. (Talking about something that already happened)
I fall down. <input type="radio"/>
I fell down. F6ENG <input type="radio"/> | 16. You fix it? <input type="radio"/>
Can you fix it? F16ENG <input type="radio"/> | 29. Want cookies. <input type="radio"/>
Want cookies and milk. F29ENG <input type="radio"/> |
| 7. More cookie! <input type="radio"/>
More cookies! F7ENG <input type="radio"/> | 17. Read me story, Mommy. <input type="radio"/>
Read me a story, Mommy. F17ENG <input type="radio"/> | 30. Cookie mommy. <input type="radio"/>
Cookie for mommy. F30ENG <input type="radio"/> |
| 8. These my tooth. <input type="radio"/>
These my teeth. F8ENG <input type="radio"/> | 18. No wash dolly. <input type="radio"/>
Don't wash dolly. F18ENG <input type="radio"/> | 31. Baby want eat. <input type="radio"/>
Baby want to eat. F31ENG <input type="radio"/> |
| 9. Baby blanket. <input type="radio"/>
Baby's blanket. F9ENG <input type="radio"/> | 19. Want more juice. <input type="radio"/>
Want juice in there. F19ENG <input type="radio"/> | 32. Lookit me! <input type="radio"/>
Lookit me dancing! F32ENG <input type="radio"/> |
| 10. (Talking about something that already happened)
Doggie kiss me. <input type="radio"/>
Doggie kissed me. F10ENG <input type="radio"/> | 20. There a kitty. <input type="radio"/>
There's a kitty. F20ENG <input type="radio"/> | 33. Lookit! <input type="radio"/>
Lookit what I got! F33ENG <input type="radio"/> |
| | 21. Go bye-bye. <input type="radio"/>
Wanna go bye-bye! F21ENG <input type="radio"/> | 34. Where's my dolly? <input type="radio"/>
Where's my dolly name Sam? F34ENG <input type="radio"/> |
| | 22. Where mommy go? <input type="radio"/>
Where did mommy go? F22ENG <input type="radio"/> | 35. We made this. <input type="radio"/>
Me and Paul made this. F35ENG <input type="radio"/> |
| | 23. Coffee hot. <input type="radio"/>
That coffee hot. F23ENG <input type="radio"/> | 36. I sing song. <input type="radio"/>
I sing song for you. F36ENG <input type="radio"/> |
| | | 37. Baby crying. <input type="radio"/>
Baby crying cuz she's sad. F37ENG <input type="radio"/> |