

= MEANS THAT ACTUAL WORD IS SAME WHEN EXPORTING

## Part I: Early Words

### A. First Signs of Understanding

Before children begin to speak, they show signs of understanding language by responding to familiar words and phrases. Below are some common examples. Does your child do any of these?

- Respond when name is called (e.g., by turning and looking at source).
- Respond to "no no" (by stopping what he/she is doing, at least for a moment).
- React to "there's mommy/daddy" by looking around for them.

A1 ENG  
A2 ENG  
A3 ENG

yes no

<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>

### B. Phrases (28) B ENG

In the list below, please mark the phrases that your child seems to understand.

understands		understands		understands		understands	
Are you hungry?	<input type="radio"/>	Daddy's/mommy's home.	<input type="radio"/>	Give me a kiss.	<input type="radio"/>	Sit down.	<input type="radio"/>
Are you tired/sleepy?	<input type="radio"/>	Do you want more?	<input type="radio"/>	Go get ____.	<input type="radio"/>	Spit it out.	<input type="radio"/>
Be careful.	<input type="radio"/>	Don't do that.	<input type="radio"/>	Good girl/boy.	<input type="radio"/>	Stop it.	<input type="radio"/>
Be quiet.	<input type="radio"/>	Don't touch.	<input type="radio"/>	Hold still.	<input type="radio"/>	Time to go night night.	<input type="radio"/>
Clap your hands.	<input type="radio"/>	Get up.	<input type="radio"/>	Let's go bye bye.	<input type="radio"/>	Throw the ball.	<input type="radio"/>
Change diaper.	<input type="radio"/>	Give it to mommy.	<input type="radio"/>	Look/look here.	<input type="radio"/>	This little piggy.	<input type="radio"/>
Come here/come on.	<input type="radio"/>	Give me a hug.	<input type="radio"/>	Open your mouth.	<input type="radio"/>	Want to go for a ride?	<input type="radio"/>

### C. Starting to Talk

- Some children like to "parrot" or imitate things that they've just heard (including new words that they are just learning, and/or parts of sentences, for example, repeating "work now" after mother says "Mommy's going to work now.") How often does your child imitate words?
- Some children like to go around naming or labeling things, as though proud of knowing the names and wanting to show this. How often does your child do this?

Never Sometimes Often

C1 ENG

C2 ENG

<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

### D. Vocabulary Checklist

The following is a list of typical words in young children's vocabularies. For words your child understands but does not yet say, place a mark in the first column (understands). For words that your child not only understands but also uses, place a mark in the second column (understands and says). If your child uses a different pronunciation of a word (for example, "raffe" for "giraffe" or "sketti" for "spaghetti"), mark the word anyway. Remember, this is a "catalogue" of words that are used by many different children. Don't worry if your child knows only a few right now.

#### 1. Sound Effects and Animal Sounds (12)

	under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says
baa baa =	<input type="radio"/>	<input type="radio"/>	grrr	<input type="radio"/>	<input type="radio"/>	ouch =	<input type="radio"/>	<input type="radio"/>	vroom =	<input type="radio"/>	<input type="radio"/>
choo choo =	<input type="radio"/>	<input type="radio"/>	meow =	<input type="radio"/>	<input type="radio"/>	quack quack =	<input type="radio"/>	<input type="radio"/>	woof woof =	<input type="radio"/>	<input type="radio"/>
cockadoodledoo =	<input type="radio"/>	<input type="radio"/>	moo =	<input type="radio"/>	<input type="radio"/>	uh oh =	<input type="radio"/>	<input type="radio"/>	yum yum =	<input type="radio"/>	<input type="radio"/>

GRRENG

## 2. Animal Names (Real or Toy) (36)

		under-stands	under-stands and says			under-stands	under-stands and says			under-stands	under-stands and says			under-stands	under-stands and says
animal	ANIMAL	ENG	○	cow	=	○	○	goose	=	○	○	pig	=	○	○
bear	=	○	○	deer	=	○	○	horse	=	○	○	pony	=	○	○
bee	=	○	○	dog	=	○	○	kitty	=	○	○	puppy	=	○	○
bird	=	○	○	donkey	=	○	○	lamb	=	○	○	sheep	=	○	○
bug	=	○	○	duck	=	○	○	lion	LION	ENG	○	squirrel	=	○	○
bunny	=	○	○	elephant	=	○	○	monkey	=	○	○	teddy bear	TEDDY	BEAR	○
butterfly	=	○	○	fish	FISH	ANIMAL	○	mouse	=	○	○	tiger	=	○	○
cat	=	○	○	frog	=	○	○	owl	=	○	○	turkey	=	○	○
chicken	CHICKEN	ANIMAL	○	giraffe	=	○	○	penguin	=	○	○	turtle	=	○	○

## 3. Vehicles (Real or Toy) (9)

		under-stands	under-stands and says			under-stands	under-stands and says			under-stands	under-stands and says
airplane	=	<input type="radio"/>	<input type="radio"/>	car	=	<input type="radio"/>	<input type="radio"/>	stroller	=	<input type="radio"/>	<input type="radio"/>
bicycle	=	<input type="radio"/>	<input type="radio"/>	firetruck	=	<input type="radio"/>	<input type="radio"/>	train	TRAINENG	<input type="radio"/>	<input type="radio"/>
bus	=	<input type="radio"/>	<input type="radio"/>	motorcycle	=	<input type="radio"/>	<input type="radio"/>	truck	=	<input type="radio"/>	<input type="radio"/>

## 4. Toys (8)

		under-stands	under-stands and says			under-stands	under-stands and says			under-stands	under-stands and says								
ball	=		<input type="radio"/>	<input type="radio"/>	block	=		<input type="radio"/>	<input type="radio"/>	bubbles	=		<input type="radio"/>	<input type="radio"/>	pen	=		<input type="radio"/>	<input type="radio"/>
balloon	=		<input type="radio"/>	<input type="radio"/>	book	=		<input type="radio"/>	<input type="radio"/>	doll	=		<input type="radio"/>	<input type="radio"/>	toy	=		<input type="radio"/>	<input type="radio"/>

## 5. Food and Drink (30)

		under-stands	under-stands and says			under-stands	under-stands and says			under-stands	under-stands and says			under-stands	under-stands and says
apple	=	○	○	cheerios	CHEERIOSENG			fish	FISHFOOD	○		peas	=	○	○
banana	=	○	○	cheese	=	○	○	food	=	○	○	pizza	PIZZAENG		
bread	=	○	○	chicken	CHICKENFOOD			ice cream	=	○	○	raisin	RAISINENG	○	
butter	=	○	○	coffee	=	○	○	juice	=	○	○	spaghetti	SPAGHETTIENG		
cake	=	○	○	cookie	=	○	○	meat	=	○	○	toast	TOASTENG	○	
candy	=	○	○	cracker	=	○	○	milk	=	○	○	water	WATERFOOD	○	
carrots	=	○	○	drink	DRINKFOOD	○		noodles	=	○	○				
cereal	=	○	○	egg	=	○	○	orange	ORANGEFOOD						

## 6. Clothing (19)

	under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says
beads =	<input type="radio"/>	<input type="radio"/>	diaper =	<input type="radio"/>	<input type="radio"/>	necklace =	<input type="radio"/>	<input type="radio"/>	shorts =	<input type="radio"/>	<input type="radio"/>
bib =	<input type="radio"/>	<input type="radio"/>	dress =	<input type="radio"/>	<input type="radio"/>	pajamas =	<input type="radio"/>	<input type="radio"/>	sock =	<input type="radio"/>	<input type="radio"/>
boots =	<input type="radio"/>	<input type="radio"/>	hat =	<input type="radio"/>	<input type="radio"/>	pants =	<input type="radio"/>	<input type="radio"/>	sweater =	<input type="radio"/>	<input type="radio"/>
button =	<input type="radio"/>	<input type="radio"/>	jacket =	<input type="radio"/>	<input type="radio"/>	shirt =	<input type="radio"/>	<input type="radio"/>	zipper =	<input type="radio"/>	<input type="radio"/>
coat =	<input type="radio"/>	<input type="radio"/>	jeans = JEANSENG	<input type="radio"/>	<input type="radio"/>	shoe =	<input type="radio"/>	<input type="radio"/>			

## 7. Body Parts (20)

	under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says
arm =	<input type="radio"/>	<input type="radio"/>	face =	<input type="radio"/>	<input type="radio"/>	head =	<input type="radio"/>	<input type="radio"/>	owie/boo boo = OWIEBOOBOO	<input type="radio"/>	<input type="radio"/>
belly button =	<input type="radio"/>	<input type="radio"/>	foot =	<input type="radio"/>	<input type="radio"/>	knee =	<input type="radio"/>	<input type="radio"/>	tooth =	<input type="radio"/>	<input type="radio"/>
cheek =	<input type="radio"/>	<input type="radio"/>	finger =	<input type="radio"/>	<input type="radio"/>	leg =	<input type="radio"/>	<input type="radio"/>	toe =	<input type="radio"/>	<input type="radio"/>
ear =	<input type="radio"/>	<input type="radio"/>	hair =	<input type="radio"/>	<input type="radio"/>	mouth =	<input type="radio"/>	<input type="radio"/>	tongue =	<input type="radio"/>	<input type="radio"/>
eye =	<input type="radio"/>	<input type="radio"/>	hand =	<input type="radio"/>	<input type="radio"/>	nose =	<input type="radio"/>	<input type="radio"/>	tummy =	<input type="radio"/>	<input type="radio"/>

## 8. Furniture and Rooms (24)

	under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says
bathroom =	<input type="radio"/>	<input type="radio"/>	crib =	<input type="radio"/>	<input type="radio"/>	living room =	<input type="radio"/>	<input type="radio"/>	sink =	<input type="radio"/>	<input type="radio"/>
bathtub =	<input type="radio"/>	<input type="radio"/>	door =	<input type="radio"/>	<input type="radio"/>	oven =	<input type="radio"/>	<input type="radio"/>	stairs =	<input type="radio"/>	<input type="radio"/>
bed =	<input type="radio"/>	<input type="radio"/>	drawer =	<input type="radio"/>	<input type="radio"/>	play pen =	<input type="radio"/>	<input type="radio"/>	stove =	<input type="radio"/>	<input type="radio"/>
bedroom =	<input type="radio"/>	<input type="radio"/>	garage = GARAGEENG	<input type="radio"/>	<input type="radio"/>	potty =	<input type="radio"/>	<input type="radio"/>	table = TABLEENG	<input type="radio"/>	<input type="radio"/>
chair =	<input type="radio"/>	<input type="radio"/>	high chair =	<input type="radio"/>	<input type="radio"/>	refrigerator =	<input type="radio"/>	<input type="radio"/>	TV =	<input type="radio"/>	<input type="radio"/>
couch =	<input type="radio"/>	<input type="radio"/>	kitchen =	<input type="radio"/>	<input type="radio"/>	rocking chair =	<input type="radio"/>	<input type="radio"/>	window =	<input type="radio"/>	<input type="radio"/>

## 9. Small Household Items (36)

	under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says
blanket =	<input type="radio"/>	<input type="radio"/>	dish =	<input type="radio"/>	<input type="radio"/>	money =	<input type="radio"/>	<input type="radio"/>	scissors =	<input type="radio"/>	<input type="radio"/>
bottle =	<input type="radio"/>	<input type="radio"/>	fork =	<input type="radio"/>	<input type="radio"/>	paper =	<input type="radio"/>	<input type="radio"/>	soap =	<input type="radio"/>	<input type="radio"/>
bowl =	<input type="radio"/>	<input type="radio"/>	glass =	<input type="radio"/>	<input type="radio"/>	penny =	<input type="radio"/>	<input type="radio"/>	spoon =	<input type="radio"/>	<input type="radio"/>
box =	<input type="radio"/>	<input type="radio"/>	glasses =	<input type="radio"/>	<input type="radio"/>	picture =	<input type="radio"/>	<input type="radio"/>	telephone =	<input type="radio"/>	<input type="radio"/>
broom =	<input type="radio"/>	<input type="radio"/>	hammer =	<input type="radio"/>	<input type="radio"/>	pillow =	<input type="radio"/>	<input type="radio"/>	toothbrush =	<input type="radio"/>	<input type="radio"/>
brush =	<input type="radio"/>	<input type="radio"/>	keys =	<input type="radio"/>	<input type="radio"/>	plant =	<input type="radio"/>	<input type="radio"/>	towel =	<input type="radio"/>	<input type="radio"/>
clock =	<input type="radio"/>	<input type="radio"/>	lamp =	<input type="radio"/>	<input type="radio"/>	plate =	<input type="radio"/>	<input type="radio"/>	trash =	<input type="radio"/>	<input type="radio"/>
comb =	<input type="radio"/>	<input type="radio"/>	light =	<input type="radio"/>	<input type="radio"/>	purse =	<input type="radio"/>	<input type="radio"/>	vacuum =	<input type="radio"/>	<input type="radio"/>
cup =	<input type="radio"/>	<input type="radio"/>	medicine =	<input type="radio"/>	<input type="radio"/>	radio = RADIOENG	<input type="radio"/>	<input type="radio"/>	watch = WATCHHOUSEHOLDITEMS	<input type="radio"/>	<input type="radio"/>



## 10. Outside Things and Places to Go (27)

	under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says
backyard =	<input type="radio"/>	<input type="radio"/>	moon =	<input type="radio"/>	<input type="radio"/>	school =	<input type="radio"/>	<input type="radio"/>	sun =	<input type="radio"/>	<input type="radio"/>
beach =	<input type="radio"/>	<input type="radio"/>	outside =	<input type="radio"/>	<input type="radio"/>	shovel =	<input type="radio"/>	<input type="radio"/>	swing	SWING OUTSIDE THINGS	
church* =	<input type="radio"/>	<input type="radio"/>	park =	<input type="radio"/>	<input type="radio"/>	sky =	<input type="radio"/>	<input type="radio"/>	tree =	<input type="radio"/>	<input type="radio"/>
flower =	<input type="radio"/>	<input type="radio"/>	party =	<input type="radio"/>	<input type="radio"/>	slide	SLIDE OUTSIDE THINGS		water	WATER OUTSIDE THINGS	
garden =	<input type="radio"/>	<input type="radio"/>	pool =	<input type="radio"/>	<input type="radio"/>	snow =	<input type="radio"/>	<input type="radio"/>	work	WORKPLACE TO GO	
home =	<input type="radio"/>	<input type="radio"/>	rain =	<input type="radio"/>	<input type="radio"/>	star =	<input type="radio"/>	<input type="radio"/>	zoo	ZOO ENG	
house =	<input type="radio"/>	<input type="radio"/>	rock =	<input type="radio"/>	<input type="radio"/>	store =	<input type="radio"/>	<input type="radio"/>			

\*or word used in your family

## 11. People (20)

	under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says
aunt =	<input type="radio"/>	<input type="radio"/>	brother =	<input type="radio"/>	<input type="radio"/>	grandpa* =	<input type="radio"/>	<input type="radio"/>	people =	<input type="radio"/>	<input type="radio"/>
baby =	<input type="radio"/>	<input type="radio"/>	child =	<input type="radio"/>	<input type="radio"/>	lady =	<input type="radio"/>	<input type="radio"/>	person =	<input type="radio"/>	<input type="radio"/>
babysitter =	<input type="radio"/>	<input type="radio"/>	daddy* =	<input type="radio"/>	<input type="radio"/>	man =	<input type="radio"/>	<input type="radio"/>	sister =	<input type="radio"/>	<input type="radio"/>
babysitter's name	BABYSITTERS NAME		girl =	<input type="radio"/>	<input type="radio"/>	mommy* =	<input type="radio"/>	<input type="radio"/>	teacher =	<input type="radio"/>	<input type="radio"/>
boy =	<input type="radio"/>	<input type="radio"/>	grandma* =	<input type="radio"/>	<input type="radio"/>	child's own name	<input type="radio"/>	<input type="radio"/>	uncle =	<input type="radio"/>	<input type="radio"/>

\*or word used in your family

## 12. Games and Routines (19)

	under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says
bath =	<input type="radio"/>	<input type="radio"/>	hello =	<input type="radio"/>	<input type="radio"/>	no =	<input type="radio"/>	<input type="radio"/>	thank you =	<input type="radio"/>	<input type="radio"/>
breakfast =	<input type="radio"/>	<input type="radio"/>	hi =	<input type="radio"/>	<input type="radio"/>	patty cake =	<input type="radio"/>	<input type="radio"/>	wait =	<input type="radio"/>	<input type="radio"/>
bye or bye bye	BYE		lunch =	<input type="radio"/>	<input type="radio"/>	peekaboo =	<input type="radio"/>	<input type="radio"/>	wanna/want to	WANNAWANTO	
dinner =	<input type="radio"/>	<input type="radio"/>	nap =	<input type="radio"/>	<input type="radio"/>	please =	<input type="radio"/>	<input type="radio"/>	yes =	<input type="radio"/>	<input type="radio"/>
don't	DONT		night night =	<input type="radio"/>	<input type="radio"/>	shh/shush/hush	<input type="radio"/>	<input type="radio"/>			

## 13. Action Words (55)

	under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says
bite =	<input type="radio"/>	<input type="radio"/>	bump =	<input type="radio"/>	<input type="radio"/>	dance =	<input type="radio"/>	<input type="radio"/>	eat =	<input type="radio"/>	<input type="radio"/>
blow =	<input type="radio"/>	<input type="radio"/>	clean	CLEAN ACTION		draw =	<input type="radio"/>	<input type="radio"/>	fall =	<input type="radio"/>	<input type="radio"/>
break =	<input type="radio"/>	<input type="radio"/>	close =	<input type="radio"/>	<input type="radio"/>	drink	DRINK ACTION		feed =	<input type="radio"/>	<input type="radio"/>
bring =	<input type="radio"/>	<input type="radio"/>	cry =	<input type="radio"/>	<input type="radio"/>	drive =	<input type="radio"/>	<input type="radio"/>	finish =	<input type="radio"/>	<input type="radio"/>

(continued)

	under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says
get =	<input type="radio"/>	<input type="radio"/>	look =	<input type="radio"/>	<input type="radio"/>	say =	<input type="radio"/>	<input type="radio"/>	take =	<input type="radio"/>	<input type="radio"/>
give =	<input type="radio"/>	<input type="radio"/>	love =	<input type="radio"/>	<input type="radio"/>	see =	<input type="radio"/>	<input type="radio"/>	throw =	<input type="radio"/>	<input type="radio"/>
go =	<input type="radio"/>	<input type="radio"/>	open =	<input type="radio"/>	<input type="radio"/>	show =	<input type="radio"/>	<input type="radio"/>	tickle =	<input type="radio"/>	<input type="radio"/>
help =	<input type="radio"/>	<input type="radio"/>	play =	<input type="radio"/>	<input type="radio"/>	sing =	<input type="radio"/>	<input type="radio"/>	touch =	<input type="radio"/>	<input type="radio"/>
hit =	<input type="radio"/>	<input type="radio"/>	pull =	<input type="radio"/>	<input type="radio"/>	sleep =	<input type="radio"/>	<input type="radio"/>	watch =	WATCHACTION	
hug =	<input type="radio"/>	<input type="radio"/>	push =	<input type="radio"/>	<input type="radio"/>	smile =	<input type="radio"/>	<input type="radio"/>	walk =	<input type="radio"/>	<input type="radio"/>
hurry =	<input type="radio"/>	<input type="radio"/>	put =	<input type="radio"/>	<input type="radio"/>	splash =	<input type="radio"/>	<input type="radio"/>	wash =	<input type="radio"/>	<input type="radio"/>
jump =	<input type="radio"/>	<input type="radio"/>	read =	<input type="radio"/>	<input type="radio"/>	stop =	<input type="radio"/>	<input type="radio"/>	wipe =	<input type="radio"/>	<input type="radio"/>
kick =	<input type="radio"/>	<input type="radio"/>	ride =	<input type="radio"/>	<input type="radio"/>	swim =	<input type="radio"/>	<input type="radio"/>	write =	<input type="radio"/>	<input type="radio"/>
kiss =	<input type="radio"/>	<input type="radio"/>	run =	<input type="radio"/>	<input type="radio"/>	swing =	SWINGACTION				

#### 14. Words About Time (8)

	under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says
day =	<input type="radio"/>	<input type="radio"/>	morning =	<input type="radio"/>	<input type="radio"/>	now =	<input type="radio"/>	<input type="radio"/>	tomorrow =	<input type="radio"/>	<input type="radio"/>
later =	<input type="radio"/>	<input type="radio"/>	night =	<input type="radio"/>	<input type="radio"/>	today =	<input type="radio"/>	<input type="radio"/>	tonight =	<input type="radio"/>	<input type="radio"/>

#### 15. Descriptive Words (37)

	under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says
all gone =	ALLGONE		dark =	<input type="radio"/>	<input type="radio"/>	hot =	<input type="radio"/>	<input type="radio"/>	sick =	<input type="radio"/>	<input type="radio"/>
asleep =	<input type="radio"/>	<input type="radio"/>	dirty =	<input type="radio"/>	<input type="radio"/>	hungry =	<input type="radio"/>	<input type="radio"/>	sleepy =	<input type="radio"/>	<input type="radio"/>
bad =	<input type="radio"/>	<input type="radio"/>	dry =	DRYDESCRIPTIVEWORD		hurt =	<input type="radio"/>	<input type="radio"/>	soft =	<input type="radio"/>	<input type="radio"/>
big =	<input type="radio"/>	<input type="radio"/>	empty =	<input type="radio"/>	<input type="radio"/>	little =	<input type="radio"/>	<input type="radio"/>	thirsty =	<input type="radio"/>	<input type="radio"/>
blue =	<input type="radio"/>	<input type="radio"/>	fast =	<input type="radio"/>	<input type="radio"/>	naughty =	<input type="radio"/>	<input type="radio"/>	tired =	<input type="radio"/>	<input type="radio"/>
broken =	<input type="radio"/>	<input type="radio"/>	fine =	<input type="radio"/>	<input type="radio"/>	nice =	<input type="radio"/>	<input type="radio"/>	wet =	<input type="radio"/>	<input type="radio"/>
careful =	<input type="radio"/>	<input type="radio"/>	gentle =	<input type="radio"/>	<input type="radio"/>	old =	<input type="radio"/>	<input type="radio"/>	yucky =	<input type="radio"/>	<input type="radio"/>
clean =	CLEANDESCRIPTIVEWORDS		good =	<input type="radio"/>	<input type="radio"/>	pretty =	<input type="radio"/>	<input type="radio"/>			
cold =	<input type="radio"/>	<input type="radio"/>	happy =	<input type="radio"/>	<input type="radio"/>	red =	<input type="radio"/>	<input type="radio"/>			
cute =	<input type="radio"/>	<input type="radio"/>	hard =	<input type="radio"/>	<input type="radio"/>	scared =	<input type="radio"/>	<input type="radio"/>			

## 16. Pronouns (11)

	under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says
his =	<input type="radio"/>	<input type="radio"/>	it =	<input type="radio"/>	<input type="radio"/>	my =	<input type="radio"/>	<input type="radio"/>	you =	<input type="radio"/>	<input type="radio"/>
her =	<input type="radio"/>	<input type="radio"/>	me =	<input type="radio"/>	<input type="radio"/>	that =	<input type="radio"/>	<input type="radio"/>	your =	<input type="radio"/>	<input type="radio"/>
I =	<input type="radio"/>	<input type="radio"/>	mine =	<input type="radio"/>	<input type="radio"/>	this =	<input type="radio"/>	<input type="radio"/>		<input type="radio"/>	<input type="radio"/>

## 17. Question Words (6)

	under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says
how =	<input type="radio"/>	<input type="radio"/>	when =	<input type="radio"/>	<input type="radio"/>	who =	<input type="radio"/>	<input type="radio"/>
what =	<input type="radio"/>	<input type="radio"/>	where =	<input type="radio"/>	<input type="radio"/>	why =	<input type="radio"/>	<input type="radio"/>

## 18. Prepositions and Locations (11)

	under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says
away =	<input type="radio"/>	<input type="radio"/>	in =	<input type="radio"/>	<input type="radio"/>	on =	<input type="radio"/>	<input type="radio"/>	under =	<input type="radio"/>	<input type="radio"/>
back =	<input type="radio"/>	<input type="radio"/>	inside =	<input type="radio"/>	<input type="radio"/>	out =	<input type="radio"/>	<input type="radio"/>	up =	<input type="radio"/>	<input type="radio"/>
down =	<input type="radio"/>	<input type="radio"/>	off =	<input type="radio"/>	<input type="radio"/>	there =	<input type="radio"/>	<input type="radio"/>			

## 19. Quantifiers (8)

	under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says		under-stands	under-stands and says
all =	<input type="radio"/>	<input type="radio"/>	more =	<input type="radio"/>	<input type="radio"/>	not NOTARTICLES			same =	<input type="radio"/>	<input type="radio"/>
another =	<input type="radio"/>	<input type="radio"/>	none =	<input type="radio"/>	<input type="radio"/>	other OTHERARTICLES			some =	<input type="radio"/>	<input type="radio"/>

## Part II: Actions and Gestures

### A. First Communicative Gestures

When infants are first learning to communicate, they often use gestures to make their wishes known. For each item below, mark the line that describes your child's actions right now.

		Not Yet	Sometimes	Often
1. Extends arm to show you something he/she is holding.	2A1ENG	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2. Reaches out and gives you a toy or some object that he/she is holding.	2A2ENG	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3. Points (with arm and index finger extended) at some interesting object or event.	2A3ENG	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4. Waves bye-bye on his/her own when someone leaves.	2A4ENG	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5. Extends his/her arm upward to signal a wish to be picked up.	2A5ENG	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
6. Shakes head "no".	2A6ENG	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
7. Nods head "yes".	2A7ENG	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
8. Gestures "hush" by placing finger to lips.	2A8ENG	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
9. Requests something by extending arm and opening and closing hand.	2A9ENG	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
10. Blows kisses from a distance.	2A10ENG	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
11. Smacks lips in a "yum yum" gesture to indicate that something tastes good.	2A11ENG	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
12. Shrugs to indicate "all gone" or "where'd it go".	2A12ENG	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

### B. Games and Routines

Does your child do any of the following?

		Yes	No
1. Play peekaboo.	2B1ENG	<input type="radio"/>	<input type="radio"/>
2. Play patty cake.	2B2ENG	<input type="radio"/>	<input type="radio"/>
3. Play "so big".	2B3ENG	<input type="radio"/>	<input type="radio"/>
4. Play chasing games.	2B4ENG	<input type="radio"/>	<input type="radio"/>
5. Sing.	2B5ENG	<input type="radio"/>	<input type="radio"/>
6. Dance.	2B6ENG	<input type="radio"/>	<input type="radio"/>



### C. Actions with Objects

Does your child do or try to do any of the following?

		Yes	No
1. Eat with a spoon or fork.	2C1ENG	<input type="radio"/>	<input type="radio"/>
2. Drink from a cup containing liquid.	2C2ENG	<input type="radio"/>	<input type="radio"/>
3. Comb or brush own hair.	2C3ENG	<input type="radio"/>	<input type="radio"/>
4. Brush teeth.	2C4ENG	<input type="radio"/>	<input type="radio"/>
5. Wipe face or hands with a towel or cloth.	2C5ENG	<input type="radio"/>	<input type="radio"/>
6. Put on hat.	2C6ENG	<input type="radio"/>	<input type="radio"/>
7. Put on a shoe or sock.	2C7ENG	<input type="radio"/>	<input type="radio"/>
8. Put on a necklace, bracelet, or watch.	2C8ENG	<input type="radio"/>	<input type="radio"/>
9. Lay head on hands and squeeze eyes shut as if sleeping.	2C9ENG	<input type="radio"/>	<input type="radio"/>
10. Blow to indicate something is hot.	2C10ENG	<input type="radio"/>	<input type="radio"/>
11. Hold plane and make it "fly".	2C11ENG	<input type="radio"/>	<input type="radio"/>
12. Put telephone to ear.	2C12ENG	<input type="radio"/>	<input type="radio"/>
13. Sniff flowers.	2C13ENG	<input type="radio"/>	<input type="radio"/>
14. Push toy car or truck.	2C14ENG	<input type="radio"/>	<input type="radio"/>
15. Throw a ball.	2C15ENG	<input type="radio"/>	<input type="radio"/>
16. Pour pretend liquid from one container to another.	2C16ENG	<input type="radio"/>	<input type="radio"/>
17. Stir pretend liquid in a cup or pan with a spoon.	2C17ENG	<input type="radio"/>	<input type="radio"/>

### D. Pretending to be a Parent

Here are some things that young children sometimes do with stuffed animals or dolls. Please mark the actions that you have seen your child do.

		Yes	No
1. Put to bed.	2D1ENG	<input type="radio"/>	<input type="radio"/>
2. Cover with blanket.	2D2ENG	<input type="radio"/>	<input type="radio"/>
3. Feed with bottle.	2D3ENG	<input type="radio"/>	<input type="radio"/>
4. Feed with spoon.	2D4ENG	<input type="radio"/>	<input type="radio"/>
5. Brush/comb its hair.	2D5ENG	<input type="radio"/>	<input type="radio"/>
6. Pat or burp it.	2D6ENG	<input type="radio"/>	<input type="radio"/>
7. Push in stroller/buggy.	2D7ENG	<input type="radio"/>	<input type="radio"/>
8. Rock it.	2D8ENG	<input type="radio"/>	<input type="radio"/>
9. Kiss or hug it.	2D9ENG	<input type="radio"/>	<input type="radio"/>
10. Try to put shoe or sock or hat on it.	2D10ENG	<input type="radio"/>	<input type="radio"/>
11. Wipe its face or hands.	2D11ENG	<input type="radio"/>	<input type="radio"/>
12. Talk to it.	2D12ENG	<input type="radio"/>	<input type="radio"/>
13. Try to put diaper on it.	2D13ENG	<input type="radio"/>	<input type="radio"/>



**E. Imitating Other Adult Actions  
(Using real or toy implements)**

Does your child do or try to do any of the following?

		Yes	No
1. Sweep with broom or mop.	2E1ENG	<input type="radio"/>	<input type="radio"/>
2. Put key in door or lock.	2E2ENG	<input type="radio"/>	<input type="radio"/>
3. Pound with hammer or mallet.	2E3ENG	<input type="radio"/>	<input type="radio"/>
4. Attempt to use saw.	2E4ENG	<input type="radio"/>	<input type="radio"/>
5. "Type" at a typewriter or computer keyboard.	2E5ENG	<input type="radio"/>	<input type="radio"/>
6. "Read" (opens book, turns page).	2E6ENG	<input type="radio"/>	<input type="radio"/>
7. Vacuum.	2E7ENG	<input type="radio"/>	<input type="radio"/>
8. Water plants.	2E8ENG	<input type="radio"/>	<input type="radio"/>
9. Play musical instrument (e.g., piano, trumpet).	2E9ENG	<input type="radio"/>	<input type="radio"/>
10. "Drive" car by turning steering wheel.	2E10ENG	<input type="radio"/>	<input type="radio"/>
11. Wash dishes.	2E11ENG	<input type="radio"/>	<input type="radio"/>
12. Clean with cloth or duster.	2E12ENG	<input type="radio"/>	<input type="radio"/>
13. Write with a pen, pencil, or marker.	2E13ENG	<input type="radio"/>	<input type="radio"/>
14. Dig with a shovel.	2E14ENG	<input type="radio"/>	<input type="radio"/>
15. Put on glasses.	2E15ENG	<input type="radio"/>	<input type="radio"/>