

Name of child

.....
.....

boy girl village town City

Name of test administrator

.....
.....

Age of child			
	year	month	Day
date of test			
date of birth			
Age during test			

Sub-test	Raw Score	Scaled Scores			
Block Design					
Similarities					
Digit Span					
Picture Concepts					
Coding					
Vocabulary					
Letter-Number Sequence					
Matrix Reasoning					
Comprehension					
Symbol Search					
Sum of Scaled Scores					
		Verbal Comp.	Percep. Reason.	Working Memory	Process. Speed

Scale	Sum of Scale Scores	Composite Score	Percentile Rank	% Confidence Interval
Verbal Comprehension		VCI		
Perceptual Reasoning		PRI		

Administrative Record Form For Children

Working Memory		WMI		
Processing Speed		PSI		

1. Block Design			
start	go in backward	stop the	Score
age 6-7 :	order	test	Item 1-3: score
Item 1-3:	age 8-16: If	when	0,1 or 2 point
AGE 8-16	respondent get 0 on	respondent	Item 4-8 :Score
	first two item ,	get 0 on	0 or 4 point
	administer all the	immediate	Item 9-14:
		three	Score 0 or

2

6-7 →

test in backward way & if respondent get minimun score 1 , then administer it in forward way						items	appropriate bonus point according to time						
shape	Time limit	Time to finish task	Right shape	Created design	Score								
01. model	30 sec		yes no	<table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table>					0	2	1		
02. model	45 sec		yes no	<table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table>					0	2	1		
03. model and picture	45 sec		yes no	<table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table>					0	2	1		
04. picture	45 sec		yes no	<table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table>					0	4			
05. picture	45 sec		yes no	<table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table>					0	4			
06. picture	75 sec		yes no	<table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table>					0	4			
07. picture	75 sec		yes no	<table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table>					0	4			
08. picture	75 sec		yes no	<table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table>					0	4			
09. picture	75 sec		yes no	<table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table>					31- 75 0	21- 30 4	11- 20 5		
10. picture	75 sec		yes no	<table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table>					31- 75 0	21- 30 4	1- 10 6		
11. picture	120 sec		yes no	<table border="1"><tr><td></td><td></td></tr><tr><td></td><td></td></tr><tr><td></td><td></td></tr></table>							71- 120- 0	51- 70 4	31- 50 6
							1- 30 7						

	12. picture	120 sec		yes no		71- 120 0	51- 70 4	31- 50 5	1- 30 6
	13. picture	120 sec		yes no		71- 120 0	51- 70 4	31- 50 5	1- 30 6
	14. picture	120 sec		yes no		71- 120 0	51- 70 4	31- 50 5	1- 30 6
total score (highest score)									

2. Similarities																														
start	go in reverse order	stop the test	score																											
age 6-8: sample, then item 1	age 9-16 : if respondent get 0 or 1 in 1 st two items, administer all the test in backward way & if respondent get minimum score 1 , then administer it in forward way	when respondent get 0 on immediate 4 items	*item 1-2: score 0 or 1 point *item 3-23: score 0,1 or 2 point																											
age 9-11 : sample, then item 3																														
age 12-16: sample, then item 5																														
<p>sample question: how banana & apple is similar?</p> <table border="1"> <thead> <tr> <th>picture</th> <th>response</th> <th>score</th> </tr> </thead> <tbody> <tr> <td>6-16> red-blue</td> <td></td> <td></td> </tr> <tr> <td>6-8> 1. banana and apple</td> <td></td> <td>0 1</td> </tr> <tr> <td></td> <td></td> <td></td> </tr> <tr> <td>2. pen and pencil</td> <td></td> <td>0 1</td> </tr> <tr> <td>3. shirt and shoe</td> <td></td> <td>0 1 2</td> </tr> <tr> <td>4. milk and water</td> <td></td> <td>0 1 2</td> </tr> <tr> <td>5. butterfly and bee</td> <td></td> <td>0 1 2</td> </tr> <tr> <td>12-16> 6. winter V and summer</td> <td></td> <td>0 1 2</td> </tr> </tbody> </table>				picture	response	score	6-16> red-blue			6-8> 1. banana and apple		0 1				2. pen and pencil		0 1	3. shirt and shoe		0 1 2	4. milk and water		0 1 2	5. butterfly and bee		0 1 2	12-16> 6. winter V and summer		0 1 2
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7. rat and cat	0 1 2
8. elbow and knee	0 1 2
9. plank and brick	0 1 2
10. poet and painter	0 1 2
11. hill and river	0 1 2
12. picture and sculpture	0 1 2
13. ice and steam	0 1 2
14. anger and happiness	0 1 2
15. flood and drought	0 1 2
16. eraser and paper	0 1 2
17. salt and water	0 1 2
18. frown and smile	0 1 2
19. first and last	0 1 2
20. revenge and forgiveness	0 1 2
21. consent and limitation	0 1 2
22. reality and dream	0 1 2
23. place and time	0 1 2

total score
(highest score 46))

3. Digit Span

→ start age 6-16: Forward: sample, then	⊗ stop the test Forward: if respondent get 0	Score: <u>Score of each item:</u> 0 or 1 point
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item 1
 backward: sample,
 then item 1

on two trial of a
 item
 Backward: if
 respondent get 0
 on two trial of a
 item

total score will be
 DS (forward score +
 backward score)

item	Say forward	point	Score	item	say backward	point	score
6-16	1-2 3-5			6-16	8-2 5-6		
1.	2-9 4-6	0 1 0 1	0 1 2	1.	2-1 1-3	0 1 0 1	0 1 2
2.	3-8-6 6-1-2	0 1 0 1	0 1 2	2.	3-5 6-4	0 1 0 1	0 1 2
3.	3-4-1-7 6-1-5-8	0 1 0 1	0 1 2	3.	5-7-4 2-5-9	0 1 0 1	0 1 2
4.	8-4-2-3-9 5-2-1-8-6	0 1 0 1	0 1 2	4.	7-2-9-6 8-4-9-3	0 1 0 1	0 1 2
5.	3-8-9-1-7-4 7-9-6-4-8-3	0 1 0 1	0 1 2	5.	4-1-3-5-7 9-7-8-5-2	0 1 0 1	0 1 2
6.	5-1-7-4-2-3-8 9-8-5-2-1-6-3	0 1 0 1	0 1 2	6.	1-6-5-2-9-8 3-6-7-1-9-4	0 1 0 1	0 1 2
7.	1-8-4-5-9-7-6-3 2-9-7-6-3-1-5-4	0 1 0 1	0 1 2	7.	8-5-9-2-3-4-7 4-5-7-9-2-8-1	0 1 0 1	0 1 2
8.	5-3-8-7-1-2-4-6-9 4-2-6-9-1-7-8-3-5	0 1 0 1	0 1 2	8.	6-9-1-7-3-2-5-8 3-1-7-9-5-4-8-2	0 1 0 1	0 1 2

DS Forward
 total score
 (highest score 16)

DS Backward
 total
 (highest score 16)

total score

(highest score 32)

4. Picture Concepts

→ start
age 6-8: sample A & B,
then item-1
age 9-11: sample a&B,
then item -2
age 12-16: sample A& B

Backward order
age 9-16: If
respondent get 0 on
first two item ,
administer all the
test in backward way

stop the test
when respondent
get 0 on immediate
 score
0 or 1 point

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then item-4

& if respondent get four items
minimum score 1 ,
then administer it in
forward way

item	response	score
pc-A	1 (2)/ (3) 4	
6-8 pc-B	(1) 2/ (3) 4	
1.	1 (2) / 3 (4)	0
2.	(1) 2 / 3 (4)	1
9-15	1 2 (3) / 4 (5)	0
12-16	6	1
3.	1 (2) 3 / 4 5	0
4.	(6)	1
5.	(1) 2 3 / 4 (5) 6	0
6.	1 2 (3) / (4) 5 6	1

item	response	score
7.	(1) 2 3 / 4 5 (6) / 7 8 (9)	0
8.	(1) 2 3 4 / 5 6 7 (8) / 9 (10) 11 12	1
9.	1 (2) 3 / 4 5 (6) / (7) 8 9	0
10.	1 (2) 3 / (4) 5 6 / 7 8 (9)	1
11.	1 (2) 3 4 / 5 6 (7) 8 / (9) 10 11 12	0
12.	1 (2) 3 4 / 5 6 7 (8) / 9 (10) 11 12	1
13.	(1) 2 3 / 4 5 (6) / (7) 8 9	0
14.	1 2 (3) / 4 (5) 6 / 7 (8) 9	1

total score
(highest score 14)

5. Coding

Time Limit: 120 seconds

start
age 6-7: coding- A sample
item, practice item, then
main test item
age 8-16: coding- B sample
item, practice item, then
main test item

stop the test
after 120
seconds

score
score 1 for each
correct response

6-Norm	time span	Time to finish test	Total score
A.	120 sec		
B.	120 sec		



Bonus point of "A", for proper coding response							
Time sec	120-	111-	106-	101-	96-	86-95	<86
obtained number	116	115	110	105	100	86-95	<86
wrong number (-)	59	60	61	62	63	64	65
final score							

6. Vocabulary

start ↗ Backward order ⚡ stop the test score
 Age 6-8: age 9-16: If respondent get 0 on first two item , administer all the test in backward way & if respondent get minimum score 1 , then administer it in forward way

item-5 when respondent get 0 on immediate four items
 Age 9-11: item 5-20 : score 0 or 1
 item 7 item 5-20 : score 0,1
 age 12-16: immediate four items or 2 point
 item -9

picture	response	Score
1. Car		0 1
2. Flower		0 1
3. Train		0 1
4. bucket		0 1
verbal item	response	score

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6-8	*5 what is watch?		0 1 2
9-11	*6. what is hat?		0 1 2
12-13	7. what is umbrella?		0 1 2
	8. what is cow?		0 1 2
	9. what is cycle?		0 1 2
	10. What is letter?		0 1 2
	sample item for questions given below ,What do you understand by "brave"?		
	11.brave		0 1 2
	12.correction		0 1 2
	13.unity		0 1 2
	14. abide by		0 1 2
	15. absorb		0 1 2
	16. transparent		0 1 2
	17. laborious		0 1 2
	18. upcoming		0 1 2
	19. rarely		0 1 2
	20. foresight		0 1 2

Total score
(highest score 36)

7. Letter-Number Sequencing

start age 6-7: ability testing item, sample item, then item-1 stop the test If child do not respond well on ability testing item or if he/she get 0 on three times of any item score Score 0 or 1 for each item

item testing item	response	score
6-7 counting	child will count untill three (3)	yes no
letter telling	child will recite untill letter C	yes no

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item	trial	Correct response	Verbal response	point	score
6- 16	1.	A-2			
	2.	B-3			
1.	1.	A-3		01	0 1
	2.	B-1		01	2 3
	3.	C-2		01	
2.	1.	C-4		01	0 1
	2.	E-5		01	2 3
	3.	C-2		01	
3.	1.	B-1-2		01	0 1
	2.	C-1-3		01	2 3
	3.	A-2-3		01	
4.	1.	D-2-9		01	0 1
	2.	B-R-5		01	2 3
	3.	H-K-9		01	
5.	1.	E-2-3		01	0 1
	2.	J-4-9		01	2 3
	3.	B-F-5		01	
6.	1.	C-J-1-3		01	0 1
	2.	A-B-2-5		01	2 3
	3.	D-M-1-8		01	
7.	1.	B-G-1-3-7		01	0 1
	2.	T-V-1-7-9		01	2 3
	3.	J-P-M-1-3		01	
8.	1.	D-E-G-1-4-9		01	0 1
	2.	B-F-H-3-4-8		01	2 3
	3.	M-Q-Z-3-6-7		01	
9.	1.	G-K-S-Y-1-3-4		01	0 1
	2.	K-S-T-1-6-7-9		01	2 3
	3.	G-J-L-Q-2-3-6		01	
10.	1.	B-H-M-R-1-4-7-8		01	0 1
	2.	A-C-J-U-2-4-5-8		01	2 3
	3.	H-L-W-Z-1-2-5-6		01	
total score (highest score 30)					<input type="text"/>

8. Matrix Reasoning

start
 age 6-8: sample A-C,
 then item-1
 age 9-11: sample A-C
 then item 4
 age 12-16: sample A-C,
 then item 6

backward order
 age 9-16: If
 respondent get 0 on
 first two item ,
 administer all the
 test in backward way
 & if respondent get
 minimun score 1 ,
 then administer it in
 forward way

stop the score
 test score 0
 when or 1
 respondent point
 get 0 on immediate
 four items

item	response	score	item	response	score
6-16 mr-A	(1) 2 3 4 5		9.	1 2 3 4 (5)	0 1
mr-B	1 2 3 4 (5)		10.	1 2 (3) 4 5	0 1
mr-C	1 2 3 (4) 5		11.	1 2 3 4 (5)	0 1
6-8 1.	1 2 (3) 4 5	0 1	12.	1 2 3 (4) 5	0 1
2.	(1) 2 3 4 5	0 1	13.	1 2 (3) 4 5	0 1
3.	1 2 3 4 (5)	0 1	14.	1 (2) 3 4 5	0 1
9-11 4.	(1) 2 3 4 5	0 1	15.	(1) 2 3 4 5	0 1
5.	1 2 3 (4) 5	0 1	16.	1 (2) 3 4 5	0 1
12-16 6.	1 2 3 4 (5)	0 1	17.	1 2 3 (4) 5	0 1
7.	1 (2) 3 4 5	0 1	18.	1 2 3 4 (5)	0 1
8.	(1) 2 3 4 5	0 1			

total score
 (highest score 18)

9. Comprehension

→ start

age 6-8:
 item- 1
 age 6-8:
 item 1
 age 9-11:
 item-3
 age 12-16:
 item-5



Backward order

age 9-16: If respondent
 get 0 on first two item ,
 administer all the test in
 backward way & if
 respondent get minimum
 score 1 , then administer
 it in forward way

○ stop the

test
 when
 respondent
 get 0 on
 immediate
 four items

score

score 0
 or 1
 point

item	response	score
6-8 *1. Why people brush their teeth?		0 1 2
2. why people eat vegetable?		0 1 2
3. If you find any money bag/bag what should you do?		0 1 2
*4. If you see black smoke on your neighbours window what will you do?		0 1 2
12-16 5. Why there has sit belt on car?		0 1 2
6. If any younger boy/girl hassle with you, what should ou do?		0 1 2
7. What are the advantages of getting active and have exercise?		0 1 2
8. If anybody do not use light then why should it turn off?		0 1 2
9. If you hart any body then why it important to say him/her sory?		0 1 2
10. why it is important to wear uniform for police?		0 1 2
11. Why it is important to test meat before sell for govt?		0 1 2
12. What are few advantages of public library?		0 1 2
*13. Why should keep promise		0 1 2
*14. Say some advantages of newspaper than news programme on tv?		0 1 2
15. why doctors study more beyond practice with medecine?		0 1 2

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16. Why we have to peast stamp on letter		0 1 2
17. why it is important to keep all news papers, redio and tv channels of a city to the ownership of one company?		0 1 2
*18. Why freedom of speech is important to democracy?		0 1 2
*19. Rapid change in science and technology create some problem, what are those problems?		0 1 2
*20. How communication medium (like- tv, redio) can be threatening for autocracy?		0 1 2
*21. Why it is important to give copyright and government pendent to authors and scientist for their creation?		0 1 2

total score
(higghest score 42)

10. Symbol Search	Time Limit: 120 sec												
 start age 6-7: symbol search A, sample item, practice item then main test item age 8-16: symbol search B, sample item, practice item then main test item	<input checked="" type="checkbox"/> stop the test after 120 seconds	 score For each right and wrong response participant will get sequentially score 1 and 0											
<table border="1"> <thead> <tr> <th>time to complete task</th> <th>correct number</th> <th>-</th> <th>Incorrect number</th> <th>=</th> <th>total score</th> </tr> </thead> <tbody> <tr> <td>120 seconds</td> <td></td> <td>-</td> <td></td> <td>=</td> <td></td> </tr> </tbody> </table>	time to complete task	correct number	-	Incorrect number	=	total score	120 seconds		-		=		(age 6-7: highest = 45) (age 8-16: highest = 60)
time to complete task	correct number	-	Incorrect number	=	total score								
120 seconds		-		=									

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Comment about the respondent (if any) :