NEPSY-II Animal Sorting

Items	Raw Score	Completion Time	Responses			Events
			Sort Num	**Response**	**Score**	
Teaching Example	-	-	1	Zebra	Number Error	
			Sort Num	**Response**	**Score**	
➡ Test Items	6	360	1	Zebra, Geese, Elephant, Bird	Correct	
			2	Zebra, Dog, Geese, Cat	Correct	
			3	Zebra, Dog, Elephant, Cat	Correct	
			4	Zebra, Geese, Fish, Cat	Correct	
			5	Zebra, Geese, Fish, Bird	Correct	
			6	Zebra, Geese, Elephant, Bird	Repeat	
			7	Zebra, Elephant, Bear, Cat	Correct	
			8	Zebra, Geese, Fish, Cat	Repeat	

WISC-V Letter-Number Sequencing

Items	Raw Score	Verbatim Response(s)	Events
Demonstration & Sample Item A	C		
➡ †Item 1 Trial 1	1		
†Item 1 Trial 2	1		
†Item 1 Trial 3	1		
†Item 2 Trial 1	1		
†Item 2 Trial 2	1		
†Item 2 Trial 3	1		
Demonstration & Sample Item B Trial 1	C	5 A e	
Sample Item B Trial 2	C	1 B2 (C)	
Item 3 Trial 1	1	2 J A	
Item 3 Trial 2	1	1 4 C	
Item 3 Trial 3	1	S B F	
Item 4 Trial 1	1	9 U 2	
Item 4 Trial 2	1	2 8 D	
Item 4 Trial 3	0	Z U 1	
Item 5 Trial 1	1	3 9 H	
Item 5 Trial 2	0	W U J	

Items	Raw Score	Verbatim Response(s)	Events
Item 5 Trial 3	1	S8C	
Item 6 Trial 1	0	124⑧	
Item 6 Trial 2	1	89 MT	
Item 6 Trial 3	0	25A 8987	
Item 7 Trial 1	0	UG X78 R	
Item 7 Trial 2	0	278R⑦	
Item 7 Trial 3	0	36 MKS	
Item 8 Trial 1	-		
Item 8 Trial 2	-		
Item 8 Trial 3	-		
Item 9 Trial 1	-		
Item 9 Trial 2	-		
Item 9 Trial 3	-		
Item 10 Trial 1	-		
Item 10 Trial 2	-		
Item 10 Trial 3	-		

NEPSY-II Design Copying

Items	General Score	Process Score	Process Score Criteria		Events
			Criteria	**Score**	
Item 1	N/A	4	Motor A	1	
			Motor B	1	
			Global C	1	
			Global D	1	
Item 2	N/A	4	**Criteria**	**Score**	
			Motor A	1	
			Motor B	1	
			Global C	1	
			Global D	1	
Item 3	N/A	4	**Criteria**	**Score**	
			Motor A	1	
			Motor B	1	
			Global C	1	
			Global D	1	
Item 4	N/A	6	**Criteria**	**Score**	
			Motor A	1	
			Motor B	1	
			Global C	1	
			Global D	1	
			Local E	1	
			Local F	1	

Items	General Score	Process Score	Process Score Criteria		Events
			Criteria	**Score**	
Item 5	N/A	6	Motor A	1	
			Motor B	1	
			Global C	1	
			Global D	1	
			Local E	1	
			Local F	1	
Item 6	N/A	6	**Criteria**	**Score**	
			Motor A	1	
			Motor B	1	
			Global C	1	
			Global D	1	
			Local E	1	
			Local F	1	
Item 7	N/A	6	**Criteria**	**Score**	
			Motor A	1	
			Motor B	1	
			Global C	1	
			Global D	1	
			Local E	1	
			Local F	1	
Item 8	N/A	6	**Criteria**	**Score**	
			Motor A	1	
			Motor B	1	
			Global C	1	
			Global D	1	
			Local E	1	
			Local F	1	
Item 9	N/A	4	**Criteria**	**Score**	
			Motor A	1	
			Motor B	1	
			Global C	1	
			Global D	1	
			Local E	0	
			Local F	0	
Item 10	N/A	6	**Criteria**	**Score**	
			Motor A	1	
			Motor B	1	
			Global C	1	
			Global D	1	
			Local E	1	
			Local F	1	
Item 11	N/A	5	**Criteria**	**Score**	
			Motor A	1	
			Motor B	1	
			Global C	1	
			Global D	1	
			Local E	1	
			Local F	0	
Item 12	N/A	6	**Criteria**	**Score**	
			Motor A	1	
			Motor B	1	
			Global C	1	
			Global D	1	
			Local E	1	
			Local F	1	
Item 13	N/A	3	**Criteria**	**Score**	
			Motor A	0	
			Motor B	0	
			Global C	1	
			Global D	0	
			Local E	1	
			Local F	1	
Item 14	N/A	5	**Criteria**	**Score**	
			Motor A	1	
			Motor B	1	
			Global C	0	
			Global D	1	
			Local E	1	
			Local F	1	

Items	General Score	Process Score	Process Score Criteria		Events
Item 15	N/A	4	**Criteria**	**Score**	
			Motor A	1	
			Motor B	1	
			Global C	1	
			Global D	1	
			Local E	0	
			Local F	0	
Item 16	N/A	3	**Criteria**	**Score**	
			Motor A	1	
			Motor B	0	
			Global C	1	
			Global D	0	
			Local E	1	
			Local F	0	
Item 17	N/A	4	**Criteria**	**Score**	
			Motor A	1	
			Motor B	1	
			Global C	1	
			Global D	1	
			Local E	0	
			Local F	0	
Item 18	N/A	5	**Criteria**	**Score**	
			Motor A	1	
			Motor B	1	
			Global C	1	
			Global D	0	
			Local E	1	
			Local F	1	
Item 19	N/A	1	**Criteria**	**Score**	
			Motor A	1	
			Motor B	0	
			Global C	0	
			Global D	0	
			Local E	0	
			Local F	0	
Item 20	N/A	3	**Criteria**	**Score**	
			Motor A	1	
			Motor B	0	
			Global C	0	
			Global D	0	
			Local E	1	
			Local F	1	
Item 21	N/A	1	**Criteria**	**Score**	
			Motor A	1	
			Motor B	0	
			Global C	0	
			Global D	0	
			Local E	0	
			Local F	0	

NEPSY-II Memory for Designs

Items	Raw Score	Content Score	Spatial Score	Bonus Score	Responses				Events
Teaching Example	10	4	2	4	Examinee				
					1				
							2		
➡ Trial 3	21	12	5	4	Examinee				
						1			
					4			**9**	
					2	**3**		**10**	

Items	Raw Score	Content Score	Spatial Score	Bonus Score	Responses				Events
Trial 4	20	11	5	4	Examinee				
						5			
						4		9	
						2	3	10	
Trial 5	24	11	7	6	Examinee				
						5			
						4		11	
						2	3	10	
					14			12	
Trial 6	32	15	9	8	Examinee				
						5		20	
					17	4		9	
						2	3	10	
					14			7	

WRAT5 (Green Form) Word Reading

Part 1: Letter Reading

Items	Score	Verbatim Response(s)	Events
Part 1, Item 1. A	1		
Part 1, Item 2. Z	1		
Part 1, Item 3. U	1		
Part 1, Item 4. V	1		
Part 1, Item 5. T	1		
Part 1, Item 6. L	1		
Part 1, Item 7. S	1		
Part 1, Item 8. B	1		
Part 1, Item 9. o	1		
Part 1, Item 10. m	1		
Part 1, Item 11. r	1		
Part 1, Item 12. h	1		
Part 1, Item 13. j	1		
Part 1, Item 14. f	1		
Part 1, Item 15. e	1		

Part 2: Word Reading

Items	Score	Verbatim Response(s)	Events
Part 2, Item 1. see	1		
Part 2, Item 2. red	1		
Part 2, Item 3. milk	1		
Part 2, Item 4. was	1		

Items	Score	Verbatim Response(s)	Events
Part 2, Item 5. then	1		
Part 2, Item 6. jar	1		
Part 2, Item 7. letter	1		
Part 2, Item 8. city	1		
Part 2, Item 9. between	1		
Part 2, Item 10. cliff	1		
Part 2, Item 11. listen	1		
Part 2, Item 12. wrap	1		
Part 2, Item 13. plot	1		
Part 2, Item 14. grunt	1		SC
Part 2, Item 15. sour	0		
Part 2, Item 16. huge	1		SC
Part 2, Item 17. privilege	1		
Part 2, Item 18. license	0		
Part 2, Item 19. humidity	0		
Part 2, Item 20. gadget	0		
Part 2, Item 21. tough	0		
✋ Part 2, Item 22. residence	0		
Part 2, Item 23. urge	0		
Part 2, Item 24. clarify	0		
Part 2, Item 25. rancid	0		
Part 2, Item 26. suspicion	0		
Part 2, Item 27. conspiracy	-		
Part 2, Item 28. deny	-		
Part 2, Item 29. miscellaneous	-		
Part 2, Item 30. quarantine	-		
Part 2, Item 31. deteriorate	-		
Part 2, Item 32. concoct	-		
Part 2, Item 33. mosaic	-		
Part 2, Item 34. coincide	-		
Part 2, Item 35. debris	-		
Part 2, Item 36. rudimentary	-		
Part 2, Item 37. novice	-		
Part 2, Item 38. longevity	-		
Part 2, Item 39. rescinded	-		
Part 2, Item 40. audacious	-		
Part 2, Item 41. extemporaneous	-		
Part 2, Item 42. protuberance	-		
Part 2, Item 43. diminutive	-		

Items	Score	Verbatim Response(s)	Events
Part 2, Item 44. factitious	-		
Part 2, Item 45. regime	-		
Part 2, Item 46. predilection	-		
Part 2, Item 47. lucubration	-		
Part 2, Item 48. sanguine	-		
Part 2, Item 49. puerile	-		
Part 2, Item 50. internecine	-		
Part 2, Item 51. ubiquitous	-		
Part 2, Item 52. regicidal	-		
Part 2, Item 53. inefficacious	-		
Part 2, Item 54. epithalamion	-		
Part 2, Item 55. synecdoche	-		

NEPSY-II Fingertip Tapping

Items	Raw Score	Completion Time	Events
Teaching Example 1	-	-	
➡ Item 1	8	8	
Item 2	6	6	
Teaching Example 2	-	-	
Item 3	8	8	
Item 4	8	8	

NEPSY-II Memory for Designs Delayed

Items	Raw Score	Content Score	Spatial Score	Bonus Score	Responses				Events
					Examinee				
➡ Delayed Recall Trial	21	15	6	0	9			14	
					10	3	2	17	
					7		4		
					20		5		

WISC-V Similarities

Items	Raw Score	PickList Buttons	Verbatim Response(s)	Events
Sample Item. Three-Four	C			
†Item 1. Red-Green	2			
†Item 2. Milk-Water	2			
Item 3. Grapes-Apples	2			
Item 4. Shirt-Shoe	2			
➡ †Item 5. Butterfly-Bee	2	They (fly, have wings) Insects; Bugs	ℬ	†Teaching

Items	Raw Score	PickList Buttons	Verbatim Response(s)	Events
†Item 6. Horse-Cow	2	Mammals		
Item 7. Brother-Sister	2	Relatives; Related; Relations		
†Item 8. Winter-Summer	2	Seasons; Seasons of the year		
†Item 9. Angry-Happy	2	Emotions; Feelings; Moods		
Item 10. Sour-Salty	2	Tastes; Things you taste; Taste them; Taste (good, bad)		
Item 11. Truck-Train	1	Things with (brakes, horns, fuel, wheels) Things with (engines, motors)	wheels, engine	Q
Item 12. Blocks-Clay	1	(Shape, Form) into something	Items from (put+) into box	Q
Item 13. Knee-Ankle	1	Bones Body parts; (Attached to, Part of, On) your body		Q
Item 14. Thermometer-Timer	0	Use them to see how much time has passed; [Vague reference to measuring time]	Beep	Q
Item 15. Ice-Steam	1	Water; Made of water; Created from water		Q
Item 16. River-Mountain	0	Rivers (flow, come) from mountains Have (rocks, snow, water, hills, animals)	River can go into A mtn 4 has H2O	Q
Item 17. Demand-Request	1	Ask for something; (Tell, Ask, Command) somebody to do something You (say, do) them; Talking	coming ou'	Q
Item 18. Light-Sound	0	Senses		Q
Item 19. Luck-Practice	0			DK
✋ Item 20. Allow-Prevent	0			
Item 21. Shadow-Fingerprint	0	Observable; Can see them	See then you can both see them	
Item 22. Reality-Dream	-			
Item 23. Space-Time	-			

WISC-V Matrix Reasoning

Items	Raw Score	Responses	Events
Sample Item A (Matrix)	C	3	
Sample Item B (Serial Order)	C	1	
Item 1	1		

Items	Raw Score	Responses	Events
Item 2	1		
Item 3	1		
Item 4	1		
→ Item 5	1	5	
Item 6	1	2	
Item 7	1	2	
Item 8	1	1	
Item 9	1	5	
Item 10	1	5	
Item 11	1	1	
Item 12	1	2	
Item 13	1	4	
Item 14	1	1	
Item 15	1	5	
Item 16	1	2	
Item 17	1	3	
Item 18	0	1	
Item 19	1	1	
Item 20	1	5	
Item 21	0	1	
Item 22	0	2	
Item 23	0	1	
Item 24	-		
Item 25	-		
Item 26	-		
Item 27	-		
Item 28	-		
Item 29	-		
Item 30	-		
Item 31	-		
Item 32	-		

WISC-V Coding*

Items	Raw Score	Completion Time
B: Demo & Sample Items	-	-
B: Test Items	36	120
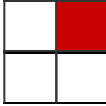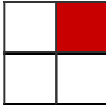
*Paper response booklet
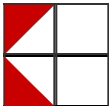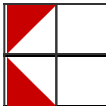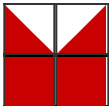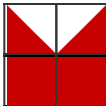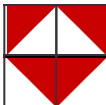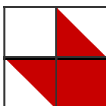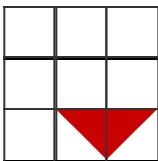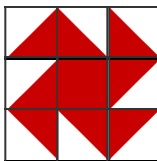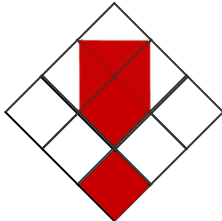
KTEA-3 Form A Nonsense Word Decoding
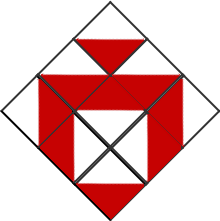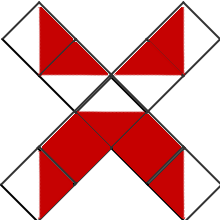
Items	Raw Score	Phoneme Key (Marked Up Errors)	Within-Item Error Analysis	Events
➡ †Item 1	1			
†Item 2	1			
Item 3	1			
Item 4	1			
Item 5	1			
Item 6	1			
Item 7	1			
Item 8	1			
Item 9	1			
Item 10	1			
Item 11	0			
Item 12	1			
Item 13	1			
Item 14	1			
Item 15	0	d o m p e s t		
Item 16	0			
Item 17	0			
Item 18	0			
Item 19	0			
Item 20	0			
Item 21	1			
Item 22	1			
Item 23	1			
Item 24	0			
Item 25	0			
Item 26	0			
Item 27	0			
Item 28	0			
Item 29	0			
Item 30	0			
Item 31	-			
Item 32	-			

Items	Raw Score	Phoneme Key (Marked Up Errors)	Within-Item Error Analysis	Events
Item 33	-			
Item 34	-			
Item 35	-			
Item 36	-			
Item 37	-			
Item 38	-			
Item 39	-			
Item 40	-			
Item 41	-			
Item 42	-			
Item 43	-			
Item 44	-			
Item 45	-			
Item 46	-			
Item 47	-			
Item 48	-			
Item 49	-			
Item 50	-			
Item 51	-			
Item 52	-			

WISC-V Block Design

Items	Raw Score	Constructed Design	Correct Design	Completion Time	Rotation	Events
Item 1 Trial 1	2			-		
Item 1 Trial 2	0			-		
Item 2 Trial 1	2			-		
Item 2 Trial 2	0			-		
➡ Item 3 Trial 1	2			5		

Items	Raw Score	Constructed Design	Correct Design	Completion Time	Rotation	Events
Item 3 Trial 2	0			-		
Item 4	4			12		
Item 5	4			11		
Item 6	4			12		
Item 7	4			58		
Item 8	4			23		
Item 9	0			105 (OTL)		
Item 10	0			166 (OTL)		
Item 11	-			-		

Items	Raw Score	Constructed Design	Correct Design	Completion Time	Rotation	Events
Item 12	-			-		
Item 13	-			-		
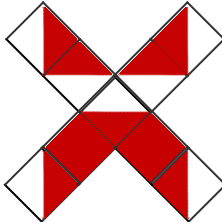
NEPSY-II Word Generation

Items	Raw Score	1-15 sec.			16-30 sec.			31-45 sec.			46-60 sec.			Events
		No.	Response	Score	No.	Response	Score	No.	Response	Score	No.	Response	Score	
→ Item 1. Animals	17	1	C	R	1	Whal	C	1	Star	NC	1	squid	C	
		2	D	R	2	whitesh	C	2	fish	C	2	Jellyfi	R	
		3	Cow	C	3	HHS	C				3	mm	C	
		4	Muse	C	4	Dolphn	C				4	bird	C	
		5	Rat	C							5	fly	C	
		6	Lizard	C										
		7	Ram	C										
		8	Eleph	C										
		9	Gira	C										
		10	Jellyfil	C										
Item 2. Food or Drink	26	1	gr	C	1	LS	C	1	brea	C	1	milk	R	
		2	St	C	2	SPC	C	2	sad	C	2	SW	C	
		3	Ch	C	3	Sh	C	3	O)	C	3	Ag	C	
		4	PT	C	4	mm	C	4	Ag	C	4	stw	C	
		5	vor	C				5	Cw	C	5	gr	C	
		6	el	C				6	St	C	6	fut	C	
		7	h	C				7	H2O	C	7	Dor	C	
		8	tob	C										
		9	Nu	C										

Items	Raw Score	1-15 sec.			16-30 sec.			31-45 sec.			46-60 sec.			Events
		No.	Response	Score	No.	Response	Score	No.	Response	Score	No.	Response	Score	
Item 3. "S" Words	7	1	Sn	C	1	SO	C	1	Sizes	C	1	Slith	C	
		2	*(scribble)*	R	2	SHo	PN	2	Seven	C	2	Sir	R	
		3	SW	R				3	Sewer	C	3	Sat	R	
		4	Slush	C								Time Elapsed		
											No.	Response	Score	
											1	Sn	No Tag	
Item 4. "F" Words	5	1	fn	C	1	frnm	C	1	fist	C	1	flake	C	
		2	fisrl	C										
		3	fate	NW										

WISC-V Figure Weights

Items	Raw Score	Completion Time	Responses	Events
Sample Item A	-	-		
Item 1	1	-		
Item 2	1	-		
Item 3	1	-		
➡ Sample Item B	C	-	2	
Item 4	1	-	5	
Item 5	1	9	3	
Item 6	1	4	3	
Item 7	1	16	4	
Item 8	1	6	4	
Item 9	1	15	1	
Item 10	1	15	3	
Item 11	1	17	4	
Item 12	1	6	5	
Item 13	1	9	2	
Item 14	1	6	2	
Item 15	1	4	3	
Item 16	1	6	1	
Item 17	1	16	5	
Item 18	1	11	2	
Item 19	0	31 (OTL)	4	
Item 20	1	18	4	
Item 21	0	17	1	
Item 22	0	24	1	
✋ Item 23	0	12	2	
Item 24	-	-		
Item 25	-	-		

Items	Raw Score	Completion Time	Responses	Events
Item 26	-	-		
**Item 27	-	-		
Item 28	-	-		
Item 29	-	-		
Item 30	-	-		
Item 31	-	-		
Item 32	-	-		
Item 33	-	-		
Item 34	-	-		

WISC-V Vocabulary

Items	Raw Score	PickList Buttons	Verbatim Response(s)	Events
†Item 1. Flower	1			
Item 2. Sun	1			
Item 3. Bucket	1			
Item 4. Pear	1			
➡ †Item 5. Soap	2	Use it to (wash, clean) things; (Wash, Clean) things with it		
†Item 6. Kitchen	2		*north food in #4*	Q
Item 7. Coat	2	Jacket; Sweater (Wear it, Put it on) when it's (cold, raining, winter)	*jacket Q color R*	Q
Item 8. Mouse	2	Animal; Mammal		
*†Item 9. Prize	2	You (win, earn) it; Something you (win, earn); Something you (win, earn) at the (arcade, fair)	*win it*	
†Item 10. Pilot	2	They (fly, drive) (planes, aircraft, helicopters); Someone who flies airplanes		
Item 11. Obey	2	Do what you're (told, asked); Do what someone (tells, asks) you to do		
Item 12. Island	2	(Land, Place, Area) in the ocean made (of, from, by) (coral, a volcano) (Land, Place, Area) that is (surrounded by, in the middle of, covered on all sides by) (water, ocean)		
*Item 13. Edible	2	You *can* eat it; Something you *can* eat		
Item 14. Ancient	1	Before our time; From the (past, old days)	*BT in Past*	Q
*Item 15. Absorb	2	(Take, Drink, Soak, Sop, Suck, Draw) (up, in, into)		
Item 16. Pest	2	(Something that, Someone who) (annoys, irritates, aggravates, bothers, distracts, gets on your nerves)		
*Item 17. Migrate	0			DK, Q
Item 18. Precise	2	Exact; Exactly		
*Item 19. Transparent	2	See-through; You can see through it; To see through		

Items	Raw Score	PickList Buttons	Verbatim Response(s)	Events
Item 20. Remedy	0			DK
Item 21. Seldom	0		certan	DK
Item 22. Strenuous	0		Confuses "Confuhkled"	Q
*Item 23. Unanimous	-			
Item 24. Entice	-			
*Item 25. Obsolete	-			
Item 26. Frugal	-			
Item 27. Affable	-			
*Item 28. Aberration	-			
Item 29. Garrulous	-			

WRAT5 (Green Form) Spelling

Part 1: Letter Writing

Items	Score	Verbatim Response(s)	Events
Part 1, Item 1. Write Name	2		
Part 1, Item 2. A	1		
Part 1, Item 3. C	1		
Part 1, Item 4. F	1		
Part 1, Item 5. O	1		
Part 1, Item 6. W	1		
Part 1, Item 7. N	1		
Part 1, Item 8. G	1		
Part 1, Item 9. L	1		
Part 1, Item 10. D	1		
Part 1, Item 11. I	1		
Part 1, Item 12. K	1		
Part 1, Item 13. Y	1		
Part 1, Item 14. X	1		

Part 2: Spelling

Items	Score	Verbatim Response(s)	Events
Part 2, Item 1. go	1		
Part 2, Item 2. cat	1		
Part 2, Item 3. boy	1		
Part 2, Item 4. run	1		
Part 2, Item 5. will	1		
Part 2, Item 6. cut	1		

Items	Score	Verbatim Response(s)	Events
Part 2, Item 7. arm	1		
Part 2, Item 8. dress	1		
Part 2, Item 9. shout	1		
Part 2, Item 10. train	0		
Part 2, Item 11. grown	0		
Part 2, Item 12. watch	0		
Part 2, Item 13. explain	0		
Part 2, Item 14. kitchen	1		
Part 2, Item 15. result	0		
Part 2, Item 16. mountain	0		
Part 2, Item 17. educate	0		
Part 2, Item 18. purchase	0		
Part 2, Item 19. institute	0		
Part 2, Item 20. equipment	0		
Part 2, Item 21. museum	-		
Part 2, Item 22. suggestion	-		
Part 2, Item 23. occupy	-		
Part 2, Item 24. yield	-		
Part 2, Item 25. familiar	-		
Part 2, Item 26. illogical	-		
Part 2, Item 27. physician	-		
Part 2, Item 28. appropriation	-		
Part 2, Item 29. prejudice	-		
Part 2, Item 30. commission	-		
Part 2, Item 31. necessity	-		
Part 2, Item 32. initiative	-		
Part 2, Item 33. perceive	-		
Part 2, Item 34. consensus	-		
Part 2, Item 35. loquacious	-		
Part 2, Item 36. imperturbable	-		
Part 2, Item 37. sovereignty	-		
Part 2, Item 38. irresistible	-		
Part 2, Item 39. occurrence	-		
Part 2, Item 40. assiduous	-		
Part 2, Item 41. iridescent	-		
Part 2, Item 42. mnemonic	-		

WRAT5 (Green Form) Math Computation

Part 1: Oral Math

Items	Score	Events
Part 1, Item 1. Ducks	1	
Part 1, Item 2. Boxes	1	
Part 1, Item 3. Dots	1	
Part 1, Item 4. Number 3	1	
Part 1, Item 5. Number 5	1	
Part 1, Item 6. Number 6	1	
Part 1, Item 7. Number 17	1	
Part 1, Item 8. Number 41	1	
Part 1, Item 9. 3 fingers	1	
Part 1, Item 10. 8 fingers	1	
Part 1, Item 11. More (9)	1	
Part 1, Item 12. More (42)	1	
Part 1, Item 13. 2 coins	1	
Part 1, Item 14. 7 apples	1	
Part 1, Item 15. 6 stickers	1	

Part 2: Math Computation

Items	Score	Events
➡ Part 2, Item 1	1	
Part 2, Item 2	1	
Part 2, Item 3	1	
Part 2, Item 4	1	
Part 2, Item 5	1	
Part 2, Item 6	1	
Part 2, Item 7	1	
Part 2, Item 8	0	
Part 2, Item 9	1	
Part 2, Item 10	1	
Part 2, Item 11	1	
Part 2, Item 12	0	DK
Part 2, Item 13	0	
Part 2, Item 14	1	
Part 2, Item 15	0	DK
Part 2, Item 16	0	
Part 2, Item 17	0	
Part 2, Item 18	0	DK
Part 2, Item 19	0	DK
Part 2, Item 20	0	DK
Part 2, Item 21	0	DK
Part 2, Item 22	1	
Part 2, Item 23	0	DK

Items	Score	Events
Part 2, Item 24	0	
Part 2, Item 25	0	DK
Part 2, Item 26	0	DK
Part 2, Item 27	0	DK
Part 2, Item 28	0	DK
Part 2, Item 29	0	DK
Part 2, Item 30	0	DK
Part 2, Item 31	0	DK
Part 2, Item 32	0	DK
Part 2, Item 33	0	DK
Part 2, Item 34	0	DK
Part 2, Item 35	0	DK
Part 2, Item 36	0	DK
Part 2, Item 37	0	DK
Part 2, Item 38	0	DK
Part 2, Item 39	0	DK
Part 2, Item 40	0	DK

WRAT5 (Green Form) Sentence Comprehension

Items	Raw Score	Responses	Verbatim Response(s)	Events
Sample 1	C			
Sample 2	C			
Sample 3	C			
Item 1	1	head		
Item 2	1	go		
Item 3	1	eat		
Item 4	1	sets		
Item 5	1	rain		
Item 6	1	hot		
Item 7	0		Scruffy	
Item 8	1	street		
Item 9	1	hide		
Item 10	1	toy		
Item 11	1	ears		
Item 12	0			DK
Item 13	1	brightness		
Item 14	1	hear		

Items	Raw Score	Responses	Verbatim Response(s)	Events
Item 15	1	destination		
Item 16	1	math(ematics)		
Item 17	1	over		
Item 18	1	saved		
Item 19	1	eyes		
Item 20	1	find		
Item 21	0			DK
Item 22	1	without		
Item 23	1	second		
Item 24	1	place		
Item 25	0		0ヤ⊥	
Item 26	0	map		
Item 27	0	second		
Item 28	0		'ハtʋ、/	
Item 29	0		tə	
Item 30	-			
Item 31	-			
Item 32	-			
Item 33	-			
Item 34	-			
Item 35	-			
Item 36	-			
Item 37	-			
Item 38	-			
Item 39	-			
Item 40	-			
Item 41	-			
Item 42	-			
Item 43	-			
Item 44	-			
Item 45	-			
Item 46	-			
Item 47	-			
Item 48	-			
Item 49	-			
Item 50	-			

NEPSY-II Inhibition

Items	Raw Score	Completion Time	Uncorrected Errors	Self Corrected Errors	Total Errors	Events
Item 1: Shapes Naming Teaching Example	-	-				
➡ Item 1: Shapes Naming Test Item	53	53	0	8	8	
Item 1: Shapes Inhibition Teaching Example	-	-				
Item 1: Shapes Inhibition Test Item	60	60	8	3	11	
Item 1: Shapes Switching Teaching Example	-	-				
Item 1: Shapes Switching Test Item	56	56	12	2	14	
Item 2: Arrows Naming Teaching Example	-	-				
Item 2: Arrows Naming Test Item	24	24	0	1	1	
Item 2: Arrows Inhibition Teaching Example	-	-				
Item 2: Arrows Inhibition Test Item	61	61	10	3	13	
Item 2: Arrows Switching Teaching Example	-	-				
Item 2: Arrows Switching Test Item	58	58	10	2	12	

KTEA-3 Form A Decoding Fluency

Set A Trial 1

Item	Response	Score	Event
➡ 1	ip	1	
2	vo	1	
3	lem	1	
4	zad	1	
5	trem	1	
6	snue	0	
7	miffel	1	
8	streeve	1	
9	clube	0	
10	bimmest	0	
11	crame	1	
12	blirping	0	
13	twaul	0	
14	explairing	0	
15	adrounded	0	
16	frimb	0	
17	slortion	0	
18	knend	0	
19	snertation	0	
20	clarimn	0	
21	thastleness	0	
22	pneusen	0	
23	wrescheous	0	
24	knecrid	0	
25	famisaic	0	
26	ropitial	0	
27	maignment	0	

Set A Trial 2

Item	Response	Score	Event
1	ib	0	
2	yed	1	
3	mip	1	
4	pog	1	
5	jull	0	
6	frop	1	SC
7	zast	1	
8	frake	0	
9	vapt	0	
10	quind	0	
11	sprewful	0	
12	gobe	0	
13	squain	0	
14	glaining	0	
15	maystrum	0	
16	conwrumple	0	
17	impannerous	0	
18	gnutch	0	
19	etwirping	0	
20	psawn	0	
21	unshey	0	
22	aberescent	0	
23	diappoy	0	
24	glirpuitous	0	
25	antibimescent	0	
26	meislefim	0	
27	cyrileuchre	0	
Raw Score			**13**

KTEA-3 Form A Math Fluency

Correct	Events
13 (Max:96)	

KTEA-3 Form A Writing Fluency

Sample Items / Teaching Items

Items	Raw Score	Response	Events
Teaching Item 1	C		
Teaching Item 2	C		
➡ Test Items	93		

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