

# MacArthur-Bates Communicative Development Inventory-III



Child's name: \_\_\_\_\_

Birthdate: \_\_\_\_\_

Gender: \_\_\_\_\_

Person completing form (relationship to child): \_\_\_\_\_ Today's date: \_\_\_\_\_

## VOCABULARY CHECKLIST

Children understand many more words than they say. We are particularly interested in the words your child **SAYS**. Please mark the words you have heard your child use. If your child uses a different pronunciation of a word, mark it anyway. This is only a sample of words; your child may know many other words not on this list.

<input type="radio"/> dinosaur	<input type="radio"/> glass	<input type="radio"/> catch	<input type="radio"/> peculiar
<input type="radio"/> donkey	<input type="radio"/> jar	<input type="radio"/> drop	<input type="radio"/> before
<input type="radio"/> reindeer	<input type="radio"/> adder	<input type="radio"/> fasten	<input type="radio"/> then
<input type="radio"/> castle	<input type="radio"/> material	<input type="radio"/> forget/forgot	<input type="radio"/> today
<input type="radio"/> drum	<input type="radio"/> tamp	<input type="radio"/> hate	<input type="radio"/> week
<input type="radio"/> football	<input type="radio"/> tire	<input type="radio"/> hurry	<input type="radio"/> yesterday
<input type="radio"/> microscope	<input type="radio"/> furniture	<input type="radio"/> leave	<input type="radio"/> their
<input type="radio"/> tricycle	<input type="radio"/> kitchen	<input type="radio"/> measure	<input type="radio"/> they
<input type="radio"/> kite	<input type="radio"/> sofa/couch	<input type="radio"/> peel	<input type="radio"/> those
<input type="radio"/> wagon	<input type="radio"/> cloud	<input type="radio"/> promise	<input type="radio"/> yourself
<input type="radio"/> lemon	<input type="radio"/> fence	<input type="radio"/> skate	<input type="radio"/> why
<input type="radio"/> peanut	<input type="radio"/> hose	<input type="radio"/> sneeze	<input type="radio"/> about
<input type="radio"/> cracker	<input type="radio"/> sidewalk	<input type="radio"/> somersault	<input type="radio"/> above
<input type="radio"/> salt	<input type="radio"/> zoo	<input type="radio"/> think	<input type="radio"/> away
<input type="radio"/> sauce	<input type="radio"/> child	<input type="radio"/> black	<input type="radio"/> between
<input type="radio"/> vanilla	<input type="radio"/> cowboy	<input type="radio"/> bored	<input type="radio"/> on top of
<input type="radio"/> vegetable	<input type="radio"/> family	<input type="radio"/> deep	<input type="radio"/> each
<input type="radio"/> beads	<input type="radio"/> farmer	<input type="radio"/> different	<input type="radio"/> every
<input type="radio"/> jeans	<input type="radio"/> nobody	<input type="radio"/> empty	<input type="radio"/> none
<input type="radio"/> elbow	<input type="radio"/> nurse	<input type="radio"/> expensive	<input type="radio"/> might
<input type="radio"/> (finger)nail	<input type="radio"/> accident	<input type="radio"/> fine	<input type="radio"/> need to
<input type="radio"/> thumb	<input type="radio"/> circle	<input type="radio"/> half	<input type="radio"/> were
<input type="radio"/> bandaid/bandage	<input type="radio"/> front	<input type="radio"/> long	<input type="radio"/> although
<input type="radio"/> blade	<input type="radio"/> idea	<input type="radio"/> lost	<input type="radio"/> because
<input type="radio"/> computer	<input type="radio"/> camping	<input type="radio"/> angry	<input type="radio"/> however

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

Not Yet

Sometimes

Often

If you answered "Not Yet," please stop here. If "Sometimes" or "Often," please turn the page.