

WISC-V Report

Index	Standard Score	Percentile	Interpretation
Verbal Comprehension (VCI)	100	50	Average ability in vci, indicating typical performance for this age group
Similarities	8	25	Average ability in similarities, indicating typical performance for this age group
Vocabulary	12	75	High Average ability in vocabulary, indicating above typical performance but not at the highest level
Visual Spatial (VSI)	111	77	High Average ability in vsi, indicating above typical performance but not at the highest level
Block Design	10	50	Average ability in block_design, indicating typical performance for this age group
Visual Puzzles	14	91	Above Average ability in visual_puzzles, indicating strong abilities in this area, above most peers
Fluid Reasoning (FRI)	97	42	Average ability in fri, indicating typical performance for this age group
Matrix Reasoning	7	16	Low Average ability in matrix_reasoning, indicating some challenges but still within a lower average range
Figure Weights	12	75	High Average ability in figure_weights, indicating above typical performance but not at the highest level
Working Memory (WMI)	115	84	High Average ability in wmi, indicating above typical performance but not at the highest level
Digit Span	10	50	Average ability in digit_span, indicating typical performance for this age group
Picture Span	15	95	Above Average ability in picture_span, indicating strong abilities in this area, above most peers
Processing Speed (PSI)	92	30	Average ability in psi, indicating typical performance for this age group
Symbol Search	9	37	Average ability in symbol_search, indicating typical performance for this age group
Coding	8	25	Average ability in coding, indicating typical performance for this age group
Full Scale IQ (FSIQ)	97	42	Average ability in fsiq, indicating typical performance for this age group

SUMMARY OF COGNITIVE TESTING:

Overall Cognitive Profile

The child's overall cognitive abilities, as measured by the FSIQ, fall within the average range, indicating that they possess age-appropriate intellectual functioning.

Verbal Comprehension Index (VCI)

Within the Verbal Comprehension Index, the child demonstrates proficient vocabulary skills, placing them in the high average range. However, their performance in the similarities subtest is weaker, indicating potential challenges in identifying and expressing conceptual relationships.

Visual Spatial Index (VSI)

The child's Visual Spatial Index is above average, with strengths in visual puzzles and figure weights. This suggests good spatial reasoning and problem-solving abilities.

****Fluid Reasoning Index (FRI)****

The child's Fluid Reasoning Index falls within the average range, with a weaker performance on the matrix reasoning subtest. This indicates potential difficulties in inductive reasoning and solving novel problems.

****Working Memory Index (WMI)****

The child's Working Memory Index is high average, supported by strong performance on picture span. This suggests efficient short-term memory and effective information manipulation.

****Processing Speed Index (PSI)****

The child's Processing Speed Index is below average, with slower performance on coding and symbol search. This indicates challenges in rapidly processing and retrieving information.

****Strengths****

- Strong vocabulary skills, enabling effective communication and comprehension.
- Above-average visual spatial reasoning, aiding in problem-solving and spatial navigation.
- High average working memory, allowing for efficient information retention and manipulation.

****Areas for Support****

- Weak performance in conceptual reasoning, which may hinder understanding abstract ideas.
- Below-average processing speed, potentially affecting efficiency in timed tasks and situations requiring rapid responses.

****Recommendations****

To capitalize on the child's strengths, encourage activities that enhance vocabulary development and visual-spatial skills. Provide opportunities for problem-solving and spatial reasoning tasks. To address challenges, consider interventions that improve processing speed, such as timed practice and games that focus on rapid information processing.