

Table 12. Mental Scale Items Arranged by Situation Codes
 Note.—Item numbers prefixed by "mr" refer to the Motor Scale. Item numbers followed by "T" are early items administered at the table.

A: Responses to bell		E: Social responses to persons	
1	Responds to sound of bell	6	Regards person momentarily
47	Turns head to sound of bell	10	Eyes follow moving person
B: Responses to being lifted		11	Responds to voice
2	Quiets when picked up	18	Social smile: E talks and smiles
22	Anticipatory excitement	25	Visually recognizes mother
35	Anticipatory adjustment to lifting	26	Social smile: E smiles, quiet
C: Responses to rattle		27	*Vocalizes to E's social smile and talk
3	Responds to sound of rattle	31	Reacts to disappearance of face
36	Simple play with rattle	F: Red light—visual responses	
48	Turns head to sound of rattle	9	Horizontal eye coordination: light
59	Recovers rattle, in crib	12	Vertical eye coordination: light
Uncoded (0-3.9 months)		15	Circular eye coordination: light
4	Responds to sharp sound: click of light switch	20	Turns eyes to light
23	Reacts to paper on face	G: Vocalizations	
24	Blinks at shadow of hand	13	*Vocalizes once or twice
29	Eyes follow pencil	21	*Vocalizes at least 4 times
38T	Follows ball visually across table	30	*Vocalizes 2 different sounds
D: Red ring—visual responses		G¹: Visual and manual behaviors, first 4 months	
5	Momentary regard of red ring	17	*Free inspection of surroundings
7	Prolonged regard of red ring	39	*Fingers hand in play
8	Horizontal eye coordination: red ring	42	*Aware of strange situation
14	Vertical eye coordination: red ring	45	*Inspects own hands
16	Circular eye coordination: red ring	AC: Responses to bell and rattle	
19	Turns eyes to red ring	28	Searches with eyes for sound
		34	Glances from one object to another

Total # items: 81

Table 13. Motor Scale Items Arranged by Situation Codes

A: Held upright in arms		Uncoded (0-3.9 months)	
1	Lifts head when held at shoulder	15	*Hands predominantly open
2	Postural adjustment when held at shoulder	E: Cube behavior—grasp (Situation Code H on Mental Scale)	
8	Head erect: vertical	16	†Cube: ulnar-palmar prehension
9	Head erect and steady	21	†Cube: partial thumb opposition (radial-palmar)
14	Holds head steady	32	†Cube: complete thumb opposition (radial-digital)
18	Head balanced	F: Gaining vertical position—with help of person	
B: Prone—crib, playpen, or table		20	Effort to sit
3	Lateral head movements	22	Pulls to sitting position
4	Crawling movements	36	Pulls to standing position
12	Elevates self by arms: prone	G: Manipulative capacity	
33	Prewalking progression	24	*Unilateral reaching
C: Supine in crib—extremities		26	*Rotates wrist
5	†Retains red ring	39	†Combines spoons or cubes: midline
6	*Arm thrusts in play	44	†Pat-a-cake: midline skill
7	*Leg thrusts in play	H: Pellet behavior (Situation Code J on Mental Scale)	
10	Lifts head: dorsal suspension	25	†Attempts to secure pellet
C¹: Supine in crib—turning		30	†Scoops pellet
11	Turns from side to back	35	†Pellet: partial finger prehension (inferior pincer)
19	*Turns from back to side	41	†Pellet: fine prehension (neat pincer)
28	*Rolls from back to stomach	I: Upright progress to walking	
D: Sitting—hard surface		34	Early stepping movements
13	Sits with support	40	Stepping movements
17	Sits with slight support	42	Walks with help
23	Sits alone momentarily	43	Sits down
27	Sits alone 30 seconds or more	45	Stands alone
29	Sits alone, steadily	46	Walks alone
31	Sits alone, good coordination		

* May be observed incidentally. † May be presented during administration of Mental Scale.

Table 13. Motor Scale Items Arranged by Situation Codes—Continued

J: Gaining vertical position—by furniture

- 37 Raises self to sitting position
- 38 Stands up by furniture

K: Stands up from floor alone

- 47 Stands up: I
- 57 Stands up: II
- 71 Stands up: III

Uncoded (4-14.9 months)

- 48 †Throws ball

L: Walking skill—pull toy

- 49 Walks sideways
- 50 Walks backward

M: Balance

- 51 Stands on right foot with help
- 52 Stands on left foot with help
- 58 Stands on left foot alone
- 60 Stands on right foot alone

N: Stairs

- 53 Walks up stairs with help
- 54 Walks down stairs with help
- 64 Walks up stairs alone: both feet on each step
- 66 Walks down stairs alone: both feet on each step
- 72 Walks up stairs: alternating forward foot
- 80 Walks down stairs: alternating forward foot

O: Walking board

- 55 Tries to stand on walking board
- 56 Walks with one foot on walking board
- 62 Walking board: stands with both feet
- 67 Walking board: attempts step
- 74 Walking board: alternates steps part way

P: Jumping from floor

- 59 Jumps off floor, both feet
- 77 Jumps over string 2 inches high
- 81 Jumps over string 8 inches high

Q: Walks on line

- 61 Walks on line, general direction
- 65 Walks on tiptoe, few steps
- 68 Walks backward, 10 feet
- 73 Walks on tiptoe, 10 feet
- 75 Keeps feet on line, 10 feet

R: Jumping from height

- 63 Jumps from bottom step
- 69 Jumps from second step
- 70 Distance jump: 4 to 14 inches
- 76 Distance jump: 14 to 24 inches
- 78 Distance jump: 24 to 34 inches

Uncoded (15-30+ months)

- 79 Hops on one foot, 2 or more hops

† May be presented during administration of Mental Scale.

Table 12. Mental Scale Item Arranged by Situation Codes—Continued

Note.—Item numbers prefixed by "mr" refer to the Motor Scale.

Uncoded (4-14.9 months)

- 57 Exploitive paper play
- 99 Pushes car along
- 104 Pats whistle doll, in imitation
- 116 *Uses gestures to make wants known

E¹: Responses to persons

- 58 *Discriminates strangers
- 61 Likes frolic play
- 81 Cooperates in games
- 97 *Repeats performance laughed at
- mr44 Pat-a-cake: midline skill

38 L: Cup behavior

- 63 Lifts inverted cup
- 73 Lifts cup with handle
- 88 Picks up cup: secures cube
- 90 Puts cube in cup on command
- 92 Stirs with spoon in imitation
- 100 Puts 3 or more cubes in cup
- 114 Puts 9 cubes in cup

D²: Ring and string behavior

- 67 Sustained inspection of ring
- 68 Exploitive string play
- 71 Pulls string: secures ring
- 80 Pulls string adaptively: secures ring
- 105 Dangles ring by string

M: Crayon and paper

- 74 Attends to scribbling
- 94 Inhibits on command
- 95 Attempts to imitate scribble
- 98 Holds crayon adaptively
- 112 Spontaneous scribble
- 125 Imitates crayon stroke
- 135 Differentiates scribble from stroke
- 147 Imitates strokes: vertical and horizontal
- 157 Folds paper

A¹: Hand bell

- 78 Manipulates bell: interest in detail
- 83 Rings bell purposively

N: Verbal comprehension

- 84 *Listens selectively to familiar words
- 89 Responds to verbal request
- 106 *Imitates words
- 117 Shows shoes or other clothing, or own

H¹: Cube behaviors

- 86 Uncovers toy
- 96 Unwraps cube
- 111 Builds tower of 2 cubes
- 119 Builds tower of 3 cubes
- 143 Builds tower of 6 cubes
- 154 Train of cubes
- 161 Builds tower of 8 cubes
- 162 Concept of one

* May be observed incidentally.

O: I

P: B

Q: P

R: B

S: P

Uncod

Table 12. Mental Scale Items Arranged by Situation Codes—Continued

Note.—Item numbers prefixed by "mr" refer to the Motor Scale.

O: Peg board

- 87 Fingers holes in peg board
- 108 Places 1 peg repeatedly
- 118 Pegs placed in 70 seconds
- 123 Pegs placed in 42 seconds
- 134 Pegs placed in 30 seconds
- 156 Pegs placed in 22 seconds

P: Boxes

- 91 Looks for contents of box
- 102 Uncovers blue box
- 107 Puts beads in box (6 of 8)
- 115 Closes round box

Q: Picture book

- 93 Looks at pictures in book
- 103 Turns pages of book

R: Blue board

- 110 Blue board: places 1 round block
- 121 Blue board: places 2 round blocks
- 129 Blue board: places 2 round and 2 square blocks
- 142 Blue board: places 6 blocks
- 155 Blue board: completes in 150 seconds
- 159 Blue board: completes in 90 seconds
- 160 Blue board: completes in 60 seconds

S: Pink board

- 120 Pink board: places round block
- 137 Pink board: completes
- 151 Pink board: reversed

Uncoded (15-30+ months)

- 122 Attains toy with stick
- 131 Finds 2 objects

T: Naming objects (ball, watch, pencil, scissors, cup)

- 124 Names 1 object
- 138 Names 2 objects
- 146 Names 3 objects
- mr48 Throws ball

U: Jointed doll

- 126 Follows directions, doll
- 128 Points to parts of doll

V: Naming and pointing to pictures

- 130 Names 1 picture
- 132 Points to 3 pictures
- 139 Points to 5 pictures
- 141 Names 3 pictures
- 148 Points to 7 pictures
- 149 Names 5 pictures

W: Mends broken doll

- 133 Broken doll: mends marginally
- 140 Broken doll: mends approximately
- 153 Broken doll: mends exactly

X: Discriminates objects

- 144 Discriminates 2: cup, plate, box
- 152 Discriminates 3: cup, plate, box

Y: Incomplete watch

- 145 Names watch, 4th picture
- 150 Names watch, 2nd picture

Z: Prepositions

- 158 Understands 2 prepositions
- 163 Understands 3 prepositions

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Note.—Item numbers prefixed by "mr" refer to the Motor Scale. Item numbers followed by "T" are early items administered at the table.

H: Cubes (Situation Code E on Motor Scale)

- 32T Regards cube
- 49 Reaches for cube
- 51 Eye-hand coordination in reaching
- 54 Picks up cube
- 56 Retains 2 cubes
- 60 Reaches persistently
- 64 Reaches for 2nd cube
- 70 Picks up cube deftly and directly
- 77 Retains 2 of 3 cubes offered
- 82 Attempts to secure 3 cubes
- mr16 Cube: ulnar-palmar prehension
- mr21 Cube: partial thumb opposition (radial-palmar)
- mr32 Cube: complete opposition (radial-digital)

37

D¹: Red ring—coordinated manipulation

- 33 Manipulates red ring
- 37 Reaches for dangling ring
- 40T Head follows dangling ring
- 44 Carries ring to mouth
- 46 Closes on dangling ring
- mr5 Retains red ring

I: Spoons

- 41T Head follows vanishing spoon
- 62 Turns head after fallen spoon
- 75 Looks for fallen spoon
- mr39 Combines spoons or cubes: midline

* May be observed incidentally.

G²: Manipulative behavior

- 43T *Manipulates table edge slightly
- 50 *Manipulates table edge actively
- 66 *Bangs in play
- 69 *Transfers object hand to hand
- 72 *Interest in sound production

J: Pellet (Situation Code H on Motor Scale)

- 52 Regards pellet
- 109 Removes pellet from bottle
- mr25 Attempts to secure pellet
- mr30 Scoops pellet
- mr35 Pellet: partial finger prehension (inferior)
- mr41 Pellet: fine prehension (neat pincer)

K: Mirror

- 53 Mirror image approach
- 65 Smiles at mirror image
- 76 Playful response to mirror

G³: Vocalizations and words

- 55 *Vocalizes attitudes
- 79 *Vocalizes 4 different syllables
- 85 *Says "da-da" or equivalent
- 101 *Jabbers expressively
- 113 *Says 2 words
- 127 *Uses words to make wants known
- 136 *Sentence of 2 words