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WISC RECORD FORM

NAME _____ AGE _14-1_ SEX _M_

ADDRESS _____

PARENT'S NAME _____

SCHOOL _East Jr. High (Ypsi.)_ GRADE _____

REFERRED BY _____

	Raw Score	Scaled Score
VERBAL TESTS		
Information	11	5 ✓
Comprehension	12	6 ✓
Arithmetic	5	2 ✓
Similarities	10	8 ✓
Vocabulary	31	6 ✓
(Digit Span)	8	6
Sum of Verbal Tests		27 ✓
PERFORMANCE TESTS		
Picture Completion	13	10 ✓
Picture Arrangement	33	10 ✓
Block Design	33	10 ✓
Object Assembly	25	10 ✓
Coding	40	6 ✓
(Mazes)		
Sum of Performance Tests		46 ✓

	Year	Month	Day		Scaled Score	IQ
Date Tested	1972	4	25	Verbal Scale	27 ✓	71 ✓
Date of Birth	1958	3	16	Performance Scale	46 ✓	94 ✓
Age	14	1	9	Full Scale	73	80 ✓

*Prorated if necessary

Room 256

NOTES

_____ _____
Examiner

1. INFORMATION	Score 1 or 0		Score 1 or 0		Score 1 or 0
1. Ears	1	11. Season—Year S S W A	1	21. Pounds—Ton	
2. Finger	1	12. Color—Rubies Idk—white	0	22. Capital—Greece	
3. Legs	1	13. Sun—Set In the sky	0	23. Turpentine	
4. Animal—Milk	1	14. Stomach nothin	0	24. New York—Chicago	
5. Water—Boil	1	15. Oil—Float Its lighter	1	25. Labor Day	
6. Store—Sugar	1	16. Romeo—Juliet Idk	0	26. South Pole	
7. Pennies	1	17. Fourth—July New Years	0	27. Barometer	
8. Days—Week 6	0	18. C.O.D. dope	0	28. Hieroglyphic	
9. Discoverer—America Horst Cneby		19. American—Man 10 ft	0	29. Genghis Khan	
10. Things—Dozen	1	20. Chile Idk	0	30. Lien	
	9		2		11

2. COMPREHENSION		Score 2, 1 or 0
1. Cut—Finger just rinse in water, put alcohol on + bandaids		2
2. Lose—Balls (Dolls) Buy another one Go to another store		2
3. Loaf—Bread don't hurt him too bad		2
4. Fight		0
5. Train—Track just move out of the way		0
6. House—Brick Brick lasts longer – its harder than wood		2
7. Criminals they bad		0
8. Women—Children women scared Children dont mean good		0
9. Bills—Check Too much money out of your pocket if you don't have checks		1
10. Charity—Beggar cause they use it for a good reason		1
11. Government—Examinations Because so they won't mess up something		1
12. Cotton—Fiber to make sweaters + pants + things		0
13. Senators Idk		0
14. Promise—Kept should keep it (?) They probably won't believe you next time if you break a promise.		1
		12

3. ARITHMETIC			
Problem	Response	Time	Score 1 or 0
1. 45"			1
2. 45"			1
3. 45"			1
4. 30"			1
5. 30"	6	1	1
6. 30"	13	9	0
7. 30"	47	4	0
8. 30"	6	4	0
9. 30"	11	3	0
10. 30"	35	5	
11. 30"			
12. 60"			
13. 30"			
14. 60"			
15. 120"			
16. 120"			
			5

2

4. SIMILARITIES		Score 1 or 0
1. Lemons—Sugar	+	1
2. Walk—Throw	+	1
3. Boys—Girls	+	1
4. Knife—Glass	+	1

4. SIMILARITIES		Score 2, 1 or 0
5. Plum—Peach	Both round	1
6. Cat—Mouse	both got legs + run fast	1
7. Beer—Wine	Both get you drunk —?	2
8. Piano—Violin	Both make music	2
9. Paper—Coal	both flat	0
10. Pound—Yard	both are inches	0
11. Scissors—Copper Pan	you can cut one	0
12. Mountain—Lake		
13. Salt—Water		
14. Liberty—Justice		
15. First—Last		
16. 49—121		
		10

DIGIT SPAN

Digits Forward	Score (Circle)	Digits Backward	Score (Circle)
3-8-6 +	(3)	2-5 +	(2)
6-1-2	3	6-3	2
3-4-1-7 +	(4)	5-7-4 +	(3)
6-1-5-8	4	2-5-9	3
8-4-2-3-9 +	(5)	7-2-9-6	4
5-2-1-8-6	5	8-4-9-3	4
3-8-9-1-7-4	6	4-1-3-5-7	5
7-9-6-4-8-3	6	9-7-8-5-2	5
5-1-7-4-2-3-8	7	1-6-5-2-9-8	6
9-8-5-2-1-6-3	7	3-6-7-1-9-4	6
1-6-4-5-9-7-6-3	8	8-5-9-2-3-4-2	7
2-9-7-6-3-1-5-4	8	4-5-7-9-2-8-1	7
5-3-8-7-1-2-4-6-9	9	6-9-1-6-3-2-5-8	8
4-2-6-9-1-7-8-3-5	9	3-1-7-9-5-4-8-2	8

F _5_ + B _3_ = _8_
Highest numbers circled

MAZES			
Maze	Max. Errors	Errors	Score
A. 30"	2		0 1 2
B. 30"	2		0 1 2
C. 30"	2		0 1 2
1. 30"	3		0 1 2 3
2. 45"	3		0 1 2 3
3. 60"	5		0 1 2 3
4. 120"	6		0 1 2 3
5. 120"	8		0 1 2 3

Notes:

	Score 2 or 0	5. VOCABULARY
1. Bicycle	+2	
2. Knife	+2	
3. Hat	+2	
4. Letter	+2	
5. Umbrella	+2	
	Score 2, 1 or 0	
6. Cushion	1	Something soft — put on couch
7. Nail	2	Nail in wood to keep pieces together
8. Donkey	2	a mule — shorter & fatter than a horse.
9. Fur	1	a coat people pay a lot of money for & wear — animals have fur
10. Diamond	1	They like glass — people wear as rings & necklaces
11. Join	2	you join a group — to have fun & enjoy.
12. Spade	Ø1	a card — Ace of spades. (?) you play & card — top ace
13. Sword	2	Something they used to fight a long time ago.
14. Nuisance	0	I dk
15. Brave	1	Take dose or somethin — not afraid to.
16. Nonsense	1	Like you talk to somebody & don't make no sense
17. Hero	2	somebody do something good or for somebody
18. Gamble	1	when you shoot dice, pitchin pennies or quarters
19. Nitroglycerine	1	Something will go thru anything — pour iron something & it'll eat it up.
20. Microscope	1	when you look at small things &
21. Shilling	0	Idk
22. Fable	0	"
23. Belfry	0	"
24. Espionage	2	When somebody spies on somebody for the gov't. (?)
25. Stanza	0	Santa
26. Seclude	0	Include
27. Spangle	0	Idk
28. Hara-Kiri	0	"
29. Recede	0	put more seeds in
30. Affliction	0	Idk
31. Ballast		
32. Catacomb		
33. Imminent		
34. Mantis		
35. Vesper		
36. Aseptic		
37. Chattel		
38. Dilatory		
39. Flout		
40. Traduce		
	31√	

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6. PICTURE COMPLETION

	Score 1 or 0
1. Comb	1
2. Table	1
3. Fox	1
4. Girl	1
5. Cat	1
6. Door	1
7. Hand	1
8. Card *nothing at this*	1
9. Scissors	1
10. Coat	1
11. Fish *nothing*	0
12. Screw	1
13. Fly *mouth*	0
14. Rooster *wings — oh! that claw*	1
15. Profile *nothing*	0
16. Thermometer	1
17. Hat *nothing*	0
18. Umbrella "	0
19. Cow "	0
20. House *sidewalk*	0
	13

7. PICTURE ARRANGEMENT

Arrangement		Time	Order		Score		
A. Dog	75"	1½		0	1 ABC	(2 ABC)	
B. Mother	75"			0	1 OYT	(2 TOY)	
C. Train	60"			0	1 IR ON	(2 IRON)	
D. Scale	45"			0	(2 ABC)		
(Fight)							
1. Fire	45"	14		0	(3)	(11-15 **5**) FIRE	6-10 **6** / 1-5 **7**
2. Burglar	45"	10		0	4	11-15 **5** THUG	(6-10 **6**) / 1-5 **7**
3. Farmer	45"	12		0	4	(11-15 **5**) QRST or SQRT	6-10 **6** / 1-5 **7**
4. Picnic	45"	12		0	4	(11-15 **5**) EFGH or EFHG	6-10 **6** / 1-5 **7**
5. Sleeper	60"	28 *9 pcy*		(0)	4	16-20 **5** PERCY	11-15 **6** / 1-10 **7**
6. Gardener	75"	42		0	(4)	21-30 **5** FISHER or FSIHER	16-20 **6** / 1-15 **7**
7. Rain	75"	43 *msatr*		2 MSTEAR ASTEMR	4	21-30 **5** MASTER	16-20 **6** / 1-15 **7**
							33

8. BLOCK DESIGN

Design		Time	Pass-Fail	Score
A. 45"	1	4	✓	(2)
	2			0 1
B. 45"	1	9	✓	(2)
	2			0 1
C. 45"	1	9	✓	(2)
	2			0 1

Design	Time	Pass-Fail	0	21-75 4	16-20 5	11-15 6	1-10 7
1. 75"	6	✓	0	4	5	6	(7)
2. 75"	25 ✓		0	(4)	5	6	7
3. 75"	50	✓	0	(26-75 4)	21-25 5	16-20 6	1-15 7
4. 75"	12	✓	0	21-75 4	16-20 5	(11-15 6)	1-10 7
5. 150"	43	✓	0	66-150 4	46-65 5	(36-45 6)	1-35 7
6. 150"	90 *gave up*		(0)	81-150 4	66-80 5	56-65 6	1-55 7
7. 150"	65 *gave up*		(0)	91-150 4	66-90 5	56-65 6	1-55 7

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9. OBJECT ASSEMBLY

Object	Time									
Manikin 120"	13	0	1	2	3	4	21-120 5	16-20 (6)	11-15 7	1-10
Horse 180"	28	0	1	2	3	4	5	31-180 6	(21-30 7)	16-20 8 / 1-15 9
Face 180"	67	0	1	2	3	4	5	71-180 6	(46-70 7)	36-45 8 / 1-35 9
Auto 180"	52 *door*	0	1	2	3	4	(5)	46-180 6	31-45 7	26-30 8 / 1-25 9

	25

Notes:

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CODING B
(8-15)

1	2	3	4	5	6	7	8	9
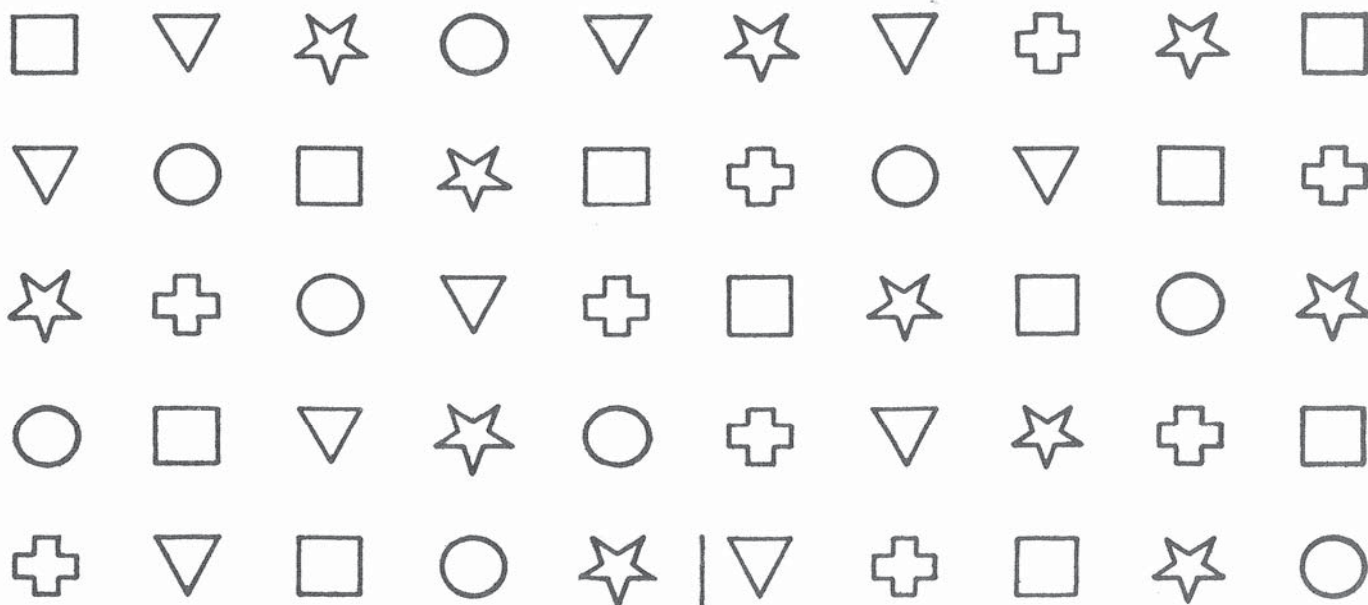
SAMPLE

2	1	4	6	3	5	2	1	3	4	2	1	3	1	2	3	1	4	2	6	3	1	2	5	1

3	1	5	4	2	7	4	6	9	2	5	8	4	7	6	1	8	7	5	4	8	6	9	4	3

1	8	2	9	7	6	2	5	4	7	3	6	8	5	9	4	1	6	8	9	3	7	5	1	4

9	1	5	8	7	6	9	7	8	2	4	8	3	5	6	7	1	9	4	3	6	2	7	9	3

TIME (120") _____ SCORE (NO. RIGHT) _____ 40