# Bayley-III Scoring Assistant

gamble gebout

EXAMINEE: Sam Weisinger REPORT DATE: 10/6/2005

AGE: 37 months 20 days

DATE OF BIRTH: 8/17/2002 ETHNICITY: <Not Specified> EXAMINEE ID: 123-45-678 EXAMINER: Maggie Young

GENDER: Male

**Assessment Date:** 7/9/2005 **Age at Testing:** 34 months 23 days

Age Adjusted

for

Comments: Prematurity? No

Reason for Referral:

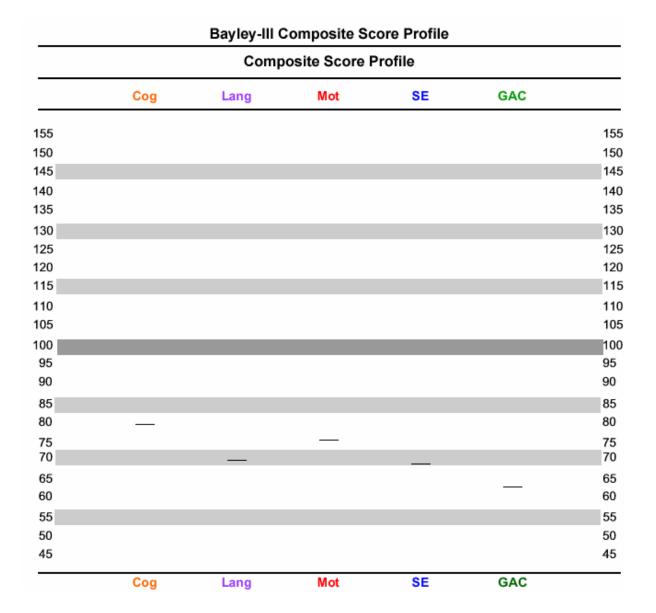
Child is mostly non-verbal.

Other Examiners:

**Composite Score Summary** 

•	Sum of			95%	
	Scaled	Composite	Percentile	Confidence	Qualitative
Composite	Scores	Score	Rank	Interval	Description
Cognitive	6	80	9	74–90	Low Average
Language	10	71	3	66–80	Borderline
Motor	12	76	5	70–86	Borderline
Social-Emotional	4	70	2	65–81	Borderline
General Adaptive	55	64	1%	59-69	Extremely Low

Cognitive and Social-Emotional Composites are converted from their respective Scaled Scores.



Composite	Score	Composite	Score
Cognitive	80	Social-Emotional	70
Language	71	General Adaptive	64
Motor	76		

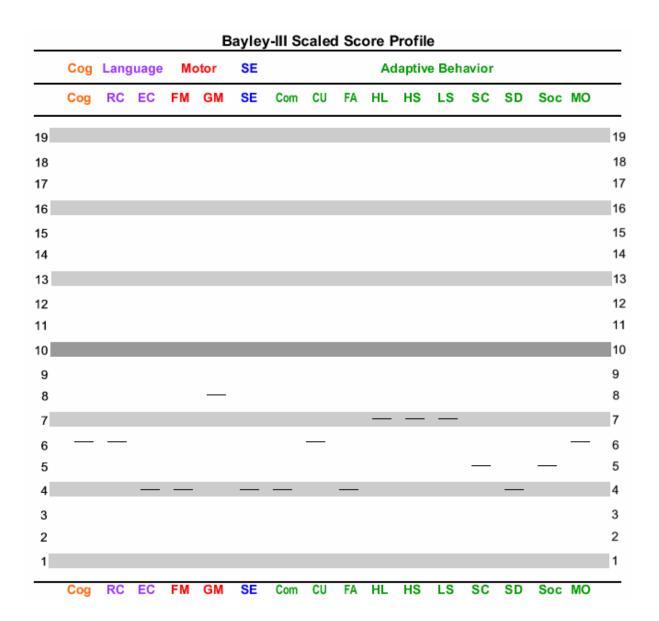
**Subtest Score Summary** 

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	Raw	Scaled
Subtest	Score	Score
Cognitive (Cog)	63	6
Receptive Communication (RC)	23	6
Expressive Communication (EC)	23	4
Fine Motor (FM)	35	4
Gross Motor (GM)	59	8
Social-Emotional (SE)	98	4
Communication (Com)	28	4
Community Use (CU)	14	6
Functional Pre-Academics (FA)	6	4
Home Living (HL)	38	7
Health and Safety (HS)	40	7
Leisure (LS)	42	7
Self-Care (SC)	51	5
Self-Direction (SD)	35	4
Social (Soc)	41	5
Motor (MO)	59	6

**Subtest Level Discrepancy Comparison** 

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	Scaled	Scaled		Critical	Diff.	Base
Discrepancy Comparisons	Score 1	Score 2	Diff.	Value	Y/N	Rate
Cognitive vs. Receptive	6	6	0	2.98	Ν	
Cognitive vs. Expressive	6	4	2	2.72	Ν	29.0%
Cognitive vs. Fine Motor	6	4	2	2.95	Ν	26.8%
Cognitive vs. Gross Motor	6	8	-2	2.61	Ν	29.6%
Cognitive vs. Social-Emotional	6	4	2	2.70	Ν	34.2%
Receptive vs. Expressive	6	4	2	3.06	Ν	25.5%
Receptive vs. Fine Motor	6	4	2	3.27	Ν	29.9%
Receptive vs. Gross Motor	6	8	-2	2.96	Ν	30.8%
Receptive vs. Social-Emotional	6	4	2	3.05	Ν	34.9%
Expressive vs. Fine Motor	4	4	0	3.03	Ν	
Expressive vs. Gross Motor	4	8	-4	2.69	Υ	13.2%
Expressive vs. Social-Emotional	4	4	0	2.79	N	
Fine Motor vs. Gross Motor	4	8	-4	2.93	Υ	12.2%
Fine Motor vs. Social-Emotional	4	4	0	3.02	N	
Gross Motor vs. Social-Emotional	8	4	4	2.68	Υ	17.6%

Statistical Significance (Critical Values) at the .05 level



Subtest	Score	Subtest	Score
Cognitive (Cog)	6	Functional Pre-Academics (FA)	4
Receptive Communication (RC)	6	Home Living (HL)	7
Expressive Communication (EC)	4	Health and Safety (HS)	7
Fine Motor (FM)	4	Leisure (LS)	7
Gross Motor (GM)	8	Self-Care (SC)	5
Social-Emotional (SE)	4	Self-Direction (SD)	4
Communication (Com)	4	Social (Soc)	5
Community Use (CU)	6	Motor (MO)	6

**Behavior Observation Inventory** 

Benavior Observation Inventory	T : D ::	
Behaviors	Examiner Rating (Observed during testing)	Caregiver Rating
Positive Affect		
Smiles and laughs		
Enthusiasm		
Shows enthusiasm or excitement		
Exploration		
Explores objects in the environment		
Ease of Engagement		
Readily takes part in activities		
Cooperativeness		
Cooperates with adult requests		
Moderate Activity		
Plays without becoming overly active or fidgety		
Adaptability to Change		
Adapts easily to changes in stimulation or changes in routine		
Alertness		
Quiet and attentive; not drowsy		
Distractibility		
Unable to filter out environmental noises		
Motor Tone		
Displays normal tone; not high (stiff), low (floppy), or with		
tremors		
Tactile Defensiveness		
Overly sensitive to touch or texture		
Fear/Anxiety		
Approaches new tasks with apprehension; looks to the caregiver		
reassurance		
Negative Affect		
Cries, frowns, whines, or complains		

### **Cognitive Scale**

Cognitive Scale		
Item	Score	Comments
1. Calms When Picked Up	11	
2. Responds to Surroundings Series: Inspects	1	
3. Regards Object for 3 Seconds	1	
4. Habituates to Rattle	1	
5. Discriminates Between Objects	1	
6. Recognizes Caregiver	1	
7. Becomes Excited in Anticipation	1	
8. Regards Object for 5 Seconds	1	
9. Reacts to Disappearance of Face	1	
10. Shifts Attention	1	
11. Shows Visual Preference	1	
12. Habituates to Object	1	
13. Prefers Novel Object	1	
14. Habituates to Picture (Balloons)	1	
15. Prefers Novel Picture (Ball)	1	
16. Explores Object	<del></del>	
17. Carries Object to Mouth	1	
18. Inspects Own Hand	1	
19. Mirror Image Series: Approaches	1	
	1	
20. Responds to Surroundings Series: Awareness of Novelty		
21. Persistent Reach	1	
22. Mirror Image Series: Responds Positively	11	
23. Plays With String	11	
24. Bangs in Play	1	
25. Searches for Fallen Object	1	
26. Bell Series: Manipulates	1	
27. Picks Up Block Series: Reaches for Second Block	1	
28. Pulls Cloth to Obtain Object	1	
29. Pulls String Adaptively	1	
30. Retains Both Blocks	1	
31. Bell Series: Rings Purposely	1	
32. Looks at Pictures	1	
33. Picks Up Block Series: Retains 2 of 3 Blocks	11	
34. Searches for Missing Objects	1	
35. Takes Blocks Out of Cup	1	
36. Block Series: 1 Block	1	
37. Picks Up Block Series: 3 Blocks	1	
38. Explores Holes in Pegboard	1	
39. Pushes Car	1	
40. Finds Hidden Object	1	
41. Suspends Ring	1	
42. Removes Pellet	1	
43. Clear Box: Front	1	
44. Squeezes Object	1	
45. Finds Hidden Object (Reversed)	1	
46. Removes Lid from Bottle	1	
47. Pegboard Series: 2 Holes	1	
48. Relational Play Series: Self	<del></del>	
49. Pink Board Series: 1 Piece	1	
50. Finds Hidden Object (Visible Displacement)	1	
51. Blue Board Series: 1 Piece	1	
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52. Clear Box: Sides	1	
53. Relational Play Series: Others	1	
54. Block Series 9 Blocks	1	
55. Pegboard Series: 6 Pegs	1	
56. Pink Board Series: Completes	1	
57. Uses Pencil to Obtain Object	1	
58. Blue Board Series: 4 Pieces	1	
59. Attends to Story	1	
60. Rotated Pink Board	1	attempted to rotate board
61. Object Assembly (Ball)	1	
62. Completes Pegboard: 25 Seconds	1	
63. Object Assembly (Ice Cream Cone)	1	
64. Matches Pictures	0	
65. Representational Play	0	
66. Blue Board Series: Completes (75 Seconds)	0	ran out of time and did not finish
67. Imitates a Two-Step Action	0	
68. Matches 3 Colors	0	
Yellow	Yes	
Blue	No	
Green	No	

**Language Scale: Receptive Communication** 

Language Scale: Receptive Communication		1
Item	Score	Comments
Regards Person Momentarily	1	
2. Tolerates Attention	1	
3. Calms When Spoken To	1	
4. Reacts to Sounds in the Environment	1	
5. Responds to a Person's Voice	1	
6. Searches With Head Turn	1	
7. Discriminates Sounds	1	
Sustained Play with Objects	1	
9. Responds to Name	1	
10. Interrupts Activity	1	
11. Recognizes 2 Familiar Words	1	
12. Responds to No-No	1	
13. Attends to Other's Play Routine	1	
14. Responds to Request for Social Routines	1	
15. Identifies Object Series: 1 Correct	1	
Book	Yes	
Cup	Yes	
Spoon	Yes	
Ball	Yes	
Doll	Yes	
16. Identifies Object in the Environment	1	
17. Identifies Picture Series: 1 Correct	1	
Cookie	Yes	
Bird	Yes	
Ball	Yes	
Shoe(s)	Yes	
Bed	Yes	
Book	Yes	
Car	Yes	
Kitten	Yes	
Bottle	Yes	
Balloon(s)	Yes	
Spoon	Yes	
Apple	Yes	
18. Understands Inhibitory Words	1	
19. Identifies Object Series: 3 Correct	1	
Book	Yes	
Cup	Yes	
Spoon	Yes	
Ball	Yes	
Doll	Yes	
20. Follows One-Part Directions	1	somewhat confused at first
21. Identifies Picture Series: 3 Correct	1	
Cookie	Yes	
Bird	Yes	
Ball	Yes	
Shoe(s)	No	
Bed	No	
Book	No	
Car	No	
Kitten	No	
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Bottle	No	
Balloon(s)	No	
Spoon	Yes	
Apple	No	
22. Identifies 3 Clothing Items	1	
23. Identifies Action Picture Series: 1 Correct	1	
Waving	No	
Riding	No	
Sleeping	Yes	
Eating	No	
Drinking	Yes	
Reading	No	
Washing	No	
Running	No	
24. Identifies 5 Parts of the Body	0	pointed while naming wrong part
25. Follows Two-Part Directions	0	seemed to get confused
26. Identifies Action Picture Series: 3 Correct	0	
Waving	No	
Riding	No	
Sleeping	Yes	
Eating	No	
Drinking	Yes	
Reading	No	
Washing	No	
Running	No	
27. Understands Use of Objects	0	
Tricycle	Yes	
Pot	No	
Scissors	No	
Crayon	Yes	
Shoe	No	
Glass	No	
28. Understands Part/Whole Relationships	0	

**Language Scale: Expressive Communication** 

Language Scale: Expressive Communication	T	
Item	Score	Comments
Undifferentiated Throaty Sounds	1	
2. Social Smile	1	
3. Vocalizes Mood	1	
4. Undifferentiated Nasal Sounds	1	
5. Social Vocalizing or Laughing	1	
6. 2 Vowel Sounds	1	
7. Gets Attention	1	
8. 2 Consonant Sounds	1	
9. Uses Gestures	1	
10. Consonant-Vowel Combination Series: 1 Combination	1	
11. Participates in Play Routine	1	
12. Jabbers Expressively	1	
13. Consonant-Vowel Combination Series: 4 Combinations	1	
14. Uses One-Word Approximations	1	
15. Directs Attention of Other	1	
16. Imitates Word	1	
17. Initiates Play Interaction	1	
18. Uses Words Appropriately Series: 2 Words	1	
19. Uses Word to Make Wants Known	1	
20. Names Object Series: 1 Object	0	
21. Combines Word and Gesture	1	
22. Names Picture Series: 1 Picture	1	
Cookie	Yes	
Bird	No	
Ball	No	
Bottle	No	
Balloon(s)	No	
Spoon	No	
Shoe(s)	Yes	
Bed	No	
Apple	No	
Car	No	
Kitten	No	
Book	No	
23. Uses Words Appropriately Series: 8 Words	0	
24. Answers Yes or No Verbally in Response to Questions	1	
25. Imitates a Two-Word Utterance	1	
26. Uses a Two-Word Utterance	0	
27. Names Object Series: 3 Objects	0	
28. Names Picture Series: 5 Pictures	0	
29. Uses Multiple-Word Utterances	0	
30. Uses Pronouns	0	did not observe this during testing.
		parent says he can do it

### **Motor Scale: Fine Motor**

Motor Scale: Fine Motor		
Item	Score	Comments
Hands Are Fisted	1	
Eyes Follow Moving Person	1	
Eyes Follow Ring (Horizontal)	1	
4. Eyes Follow Ring (Vertical)	1	
5. Attempts to Bring Hand to Mouth	1	
6. Retains Ring	1	
7. Eyes Follow Ring (Circular)	1	
8. Head Follows Ring	1	
9. Eyes Follow Rolling Ball	1	
10. Keeps Hands Open	1	
11. Rotates Wrist	1	
12. Grasps Suspended Ring	1	
13. Block Series: Reaches for Block	1	
14. Block Series: Touches Block	1	
15. Block Series: Whole Hand Grasp	1	
16. Reaches Unilaterally	1	
17. Food Pellet Series: Raking Grasp	1	
18. Block Series: Partial Thumb Opposition	1	
19. Transfers Ring	1	
20. Food Pellet Series: Whole Hand Grasp	1	
21. Transfers Block	1	
22. Block Series: Thumb-Fingertip Grasp	1	
23. Brings Spoons or Blocks to Midline	1	
24. Food Pellet Series: Partial Thumb Opposition	1	
25. Lifts Cup by Handle	1	
26. Food Pellet Series: Thumb-Fingertip Grasp	1	
27. Turns Pages of Book	1	
28. Grasp Series: Palmar Grasp	1	
29. Isolates Extended Index Finger	1	
30. Scribbles Spontaneously	1	
31. Block Stacking Series: 2 Blocks	1	
Number of blocks in tallest tower:	3	
32. Imitates Stroke Series: Random	1	
33. Places 10 Pellets in Bottle (60 Seconds)	1	somewhat resistant
34. Grasp Series: Transitional Grasp	1	
35. Coins in Slot	0	refused
36. Connecting Blocks: Apart	1	
37. Grasp Series: Intermediate (Tripod) Grasp	0	
38. Block Stacking Series: 6 Blocks	0	
Number of blocks in tallest tower:	3	
39. Uses Hand to Hold Paper in Place	0	
40. Imitates Stroke Series: Horizontal	0	
41. Imitates Stroke Series: Vertical	0	

### **Motor Scale: Gross Motor**

Motor Scale: Gross Motor		
Item	Score	Comments
1. Thrusts Legs in Play	1	
2. Thrusts Arms in Play	1	
3. Controls Head While Upright Series: Lifts Head	1	
4. Controls Head While Upright Series: 3 Seconds	1	
5. Turns Head to Sides	1	
6. Makes Crawling Movements	1	
7. Controls Head in Dorsal Suspension	1	
Controls Head in Ventral Suspension	1	
Controls Head While Upright Series: 15 Seconds	1	
10. Holds Head in Midline	1	
11. Holds Head Upright While Carried	1	
12. Controls Head While Prone Series: 45°	1	
13. Rights Head	1	
14. Rolls From Side to Back	1	
15. Elevates Trunk While Prone Series: Elbows and	1	
Forearms	'	
	1	
16. Sits With Support Series: Briefly	1	
17. Controls Head While Prone Series: 90°	•	
18. Elevates Trunk While Prone Series: Shifts Weight	1	
19. Sits With Support Series: 30 Seconds	1	
20. Rolls From Back to Sides	1	
21. Elevates Trunk While Prone Series: Extended Arms	1	
22. Sits Without Support Series: 5 Seconds	1	
23. Pulls Up to Sit	1	
24. Grasps Foot with Hands	1	
25. Rolls From Back to Stomach	1	
26. Sits Without Support Series: 30 Seconds	1	
27. Sits Without Support and Holds Object	1	
28. Rotates Trunk While Seated	1	
29. Makes Stepping Movements	1	
30. Crawls Series: On Stomach	1	
31. Crawls Series: Crawl Position	1	
32. Moves From Sitting to Hands and Knees	1	
33. Supports Weight	1	
34. Crawls Series: Crawl Movement	1	
35. Raises Self to Standing Position	1	
36. Bounces While Standing	1	
37. Walks Series: With Support	1	
38. Walks Sideways With Support	1	
39. Sits Down With Control	1	
40. Stands Alone	1	
41. Stands Up Series: Alone	1	
42. Walks Series: Alone	1	
43. Walks Series: Alone With Coordination	1	
44. Throws Ball	1	
45. Squats Without Support	1	
46. Stands Up Series: Mature	1	
	1	
47. Walks Up Stairs Series: Both Feet on Each Step, With	'	
Support  As Welke Reckward 2 Steps	4	
48. Walks Backward 2 Steps	1	
49. Walks Down Stairs Series: Both Feet on Each Step,	1	

With Support		
50. Runs With Coordination	1	
51. Balances on Right Foot Series: With Support	1	
Elapsed time with support:	8	
Elapsed time without support:	2	
52. Balances on Left Foot Series: With Support	1	
53. Walks Sideways Without Support	0	seems to be getting tired
54. Jumps From Bottom Step	1	liked this one. hard to redirect
55. Kicks Ball	1	
56. Walks Forward on Path	1	
57. Walks Up Stairs Series: Both Feet on Each Step, Alone	1	
58. Walks Down Stairs Series: Both Feet on Each Step,	1	
Alone		
59. Jumps Forward Series: 4 Inches	1	
60. Balances on Right Foot Series: 2 Seconds, Alone	1	
Elapsed time without support:	4	
61. Balances on Left Foot Series: 2 Seconds, Alone	0	
Elapsed time without support:	2	
62. Walks on Tiptoes 4 Steps	0	
63. Walks Backward Close to Path	0	
64. Walks Up Stairs Series: Alternating Feet, Alone	0	
65. Imitates Postures	0	