

Child's Name _____ Sex _____
 Birthdate _____ Age _____ Today's Date _____



The MacArthur-Bates Communicative Development Inventory: Words & Sentences

New Zealand English Adaptation

PART 1 – WORDS CHILDREN USE

A. VOCABULARY CHECKLIST

Children understand many more words than they say. We are particularly interested in the words your child SAYS. Please go through the list and mark the words you have heard your child use. If your child uses a different pronunciation of a word (for example, "raffe" instead of "giraffe" or "sketti" for "spaghetti"), mark the word anyway. Remember that this is a "catalogue" of all the words that are used by many different children. Don't worry if your child only knows a few of these right now.

1. SOUND EFFECTS AND ANIMAL SOUNDS (12)

baa baa	<input type="radio"/>	meow	<input type="radio"/>	uh oh	<input type="radio"/>
choo choo	<input type="radio"/>	moo	<input type="radio"/>	vroom	<input type="radio"/>
cockadoodledo	<input type="radio"/>	ouch	<input type="radio"/>	woof woof	<input type="radio"/>
grr	<input type="radio"/>	quack quack	<input type="radio"/>	yum yum	<input type="radio"/>

2. ANIMALS (Real or Toy) (42)

alligator	<input type="radio"/>	duck	<input type="radio"/>	owl	<input type="radio"/>
animal	<input type="radio"/>	elephant	<input type="radio"/>	penguin	<input type="radio"/>
ant	<input type="radio"/>	fish	<input type="radio"/>	pig	<input type="radio"/>
bear	<input type="radio"/>	frog	<input type="radio"/>	pony	<input type="radio"/>
bee	<input type="radio"/>	giraffe	<input type="radio"/>	possum	<input type="radio"/>
bird	<input type="radio"/>	goose	<input type="radio"/>	puppy	<input type="radio"/>
bunny	<input type="radio"/>	hen	<input type="radio"/>	rooster	<input type="radio"/>
butterfly	<input type="radio"/>	horse	<input type="radio"/>	sheep	<input type="radio"/>
cat	<input type="radio"/>	insect	<input type="radio"/>	teddybear	<input type="radio"/>
chicken	<input type="radio"/>	lamb	<input type="radio"/>	tiger	<input type="radio"/>
cow	<input type="radio"/>	lion	<input type="radio"/>	turkey	<input type="radio"/>
deer	<input type="radio"/>	monkey	<input type="radio"/>	turtle	<input type="radio"/>
dog	<input type="radio"/>	moose	<input type="radio"/>	wolf	<input type="radio"/>
donkey	<input type="radio"/>	mouse	<input type="radio"/>	zebra	<input type="radio"/>

3. VEHICLES (Real or Toy) (14)					
aeroplane	<input type="radio"/>	fire engine	<input type="radio"/>	tractor	<input type="radio"/>
bike	<input type="radio"/>	helicopter	<input type="radio"/>	train	<input type="radio"/>
boat	<input type="radio"/>	motor bike	<input type="radio"/>	tricycle	<input type="radio"/>
bus	<input type="radio"/>	pushchair*	<input type="radio"/>	truck	<input type="radio"/>
car	<input type="radio"/>	sled	<input type="radio"/>		

*or word used in your family: please add to Section F.

4. TOYS (18)					
ball	<input type="radio"/>	chalk	<input type="radio"/>	pencil	<input type="radio"/>
balloon	<input type="radio"/>	crayon	<input type="radio"/>	play dough	<input type="radio"/>
bat	<input type="radio"/>	doll	<input type="radio"/>	present	<input type="radio"/>
block	<input type="radio"/>	game	<input type="radio"/>	puzzle	<input type="radio"/>
book	<input type="radio"/>	glue	<input type="radio"/>	story	<input type="radio"/>
bubbles	<input type="radio"/>	pen	<input type="radio"/>	toy	<input type="radio"/>

5. FOOD AND DRINK (68)					
apple	<input type="radio"/>	fizzy drink	<input type="radio"/>	peas	<input type="radio"/>
banana	<input type="radio"/>	food	<input type="radio"/>	pizza	<input type="radio"/>
beans	<input type="radio"/>	gherkin	<input type="radio"/>	popcorn	<input type="radio"/>
biscuit	<input type="radio"/>	grapes	<input type="radio"/>	potato	<input type="radio"/>
bread	<input type="radio"/>	green beans	<input type="radio"/>	potato chip	<input type="radio"/>
butter	<input type="radio"/>	hamburger	<input type="radio"/>	pretzel	<input type="radio"/>
cake	<input type="radio"/>	ice	<input type="radio"/>	pudding	<input type="radio"/>
carrots	<input type="radio"/>	ice block	<input type="radio"/>	pumpkin	<input type="radio"/>
cereal	<input type="radio"/>	ice cream	<input type="radio"/>	raisin	<input type="radio"/>
cheerios	<input type="radio"/>	jam	<input type="radio"/>	salt	<input type="radio"/>
cheese	<input type="radio"/>	jelly	<input type="radio"/>	sandwich	<input type="radio"/>
chewing gum	<input type="radio"/>	juice	<input type="radio"/>	sauce	<input type="radio"/>
chicken	<input type="radio"/>	lollies	<input type="radio"/>	soup	<input type="radio"/>
chips	<input type="radio"/>	lollipop	<input type="radio"/>	spaghetti	<input type="radio"/>
chocolate	<input type="radio"/>	meat	<input type="radio"/>	strawberry	<input type="radio"/>
coffee	<input type="radio"/>	melon	<input type="radio"/>	toast	<input type="radio"/>
coke	<input type="radio"/>	milk	<input type="radio"/>	tomato sauce	<input type="radio"/>
corn	<input type="radio"/>	muffin	<input type="radio"/>	tuna	<input type="radio"/>
cracker	<input type="radio"/>	noodles	<input type="radio"/>	vanilla	<input type="radio"/>
doughnut	<input type="radio"/>	nuts	<input type="radio"/>	vitamins	<input type="radio"/>
drink	<input type="radio"/>	orange	<input type="radio"/>	water	<input type="radio"/>
egg	<input type="radio"/>	pancake	<input type="radio"/>	yogurt	<input type="radio"/>
fish	<input type="radio"/>	peanut butter	<input type="radio"/>		

6. CLOTHING (27)					
beads	<input type="radio"/>	jacket	<input type="radio"/>	shorts	<input type="radio"/>
belt	<input type="radio"/>	jeans	<input type="radio"/>	slipper	<input type="radio"/>
bib	<input type="radio"/>	jersey	<input type="radio"/>	sneaker	<input type="radio"/>
boots	<input type="radio"/>	nappy	<input type="radio"/>	snowsuit	<input type="radio"/>
button	<input type="radio"/>	necklace	<input type="radio"/>	sock	<input type="radio"/>
coat	<input type="radio"/>	pyjamas	<input type="radio"/>	tights	<input type="radio"/>
dress	<input type="radio"/>	scarf	<input type="radio"/>	trousers	<input type="radio"/>
gloves	<input type="radio"/>	shirt	<input type="radio"/>	underpants	<input type="radio"/>
hat	<input type="radio"/>	shoe	<input type="radio"/>	zip	<input type="radio"/>

7. BODY PARTS (27)					
ankle	<input type="radio"/>	feet	<input type="radio"/>	nose	<input type="radio"/>
arm	<input type="radio"/>	finger	<input type="radio"/>	penis*	<input type="radio"/>
belly button	<input type="radio"/>	hair	<input type="radio"/>	shoulder	<input type="radio"/>
buttocks/bottom/bum*	<input type="radio"/>	hand	<input type="radio"/>	sore	<input type="radio"/>
cheek	<input type="radio"/>	head	<input type="radio"/>	tooth	<input type="radio"/>
chin	<input type="radio"/>	knee	<input type="radio"/>	toe	<input type="radio"/>
ear	<input type="radio"/>	leg	<input type="radio"/>	tongue	<input type="radio"/>
eye	<input type="radio"/>	lips	<input type="radio"/>	tummy	<input type="radio"/>
face	<input type="radio"/>	mouth	<input type="radio"/>	vagina*	<input type="radio"/>

*or word used in your family: please add to Section F.

8. SMALL HOUSEHOLD ITEMS (49)					
basket	<input type="radio"/>	glasses	<input type="radio"/>	purse	<input type="radio"/>
blanket	<input type="radio"/>	hammer	<input type="radio"/>	radio	<input type="radio"/>
bottle	<input type="radio"/>	jar	<input type="radio"/>	rubbish	<input type="radio"/>
box	<input type="radio"/>	keys	<input type="radio"/>	scissors	<input type="radio"/>
bowl	<input type="radio"/>	knife	<input type="radio"/>	serviette	<input type="radio"/>
broom	<input type="radio"/>	lamp	<input type="radio"/>	soap	<input type="radio"/>
brush	<input type="radio"/>	light	<input type="radio"/>	spoon	<input type="radio"/>
bucket	<input type="radio"/>	medicine	<input type="radio"/>	tape	<input type="radio"/>
camera	<input type="radio"/>	money	<input type="radio"/>	telephone	<input type="radio"/>
clock	<input type="radio"/>	mop	<input type="radio"/>	tin	<input type="radio"/>
coin	<input type="radio"/>	nail	<input type="radio"/>	tissue	<input type="radio"/>
comb	<input type="radio"/>	paper	<input type="radio"/>	toothbrush	<input type="radio"/>
cup	<input type="radio"/>	picture	<input type="radio"/>	towel	<input type="radio"/>
dish	<input type="radio"/>	pillow	<input type="radio"/>	tray	<input type="radio"/>
fork	<input type="radio"/>	plant	<input type="radio"/>	vacuum cleaner*	<input type="radio"/>
glass	<input type="radio"/>	plate	<input type="radio"/>	walker	<input type="radio"/>
				watch	<input type="radio"/>

*or word used in your family: please add to Section F.

9. FURNITURE AND ROOMS (33)					
bath	<input type="radio"/>	dryer	<input type="radio"/>	room	<input type="radio"/>
bathroom	<input type="radio"/>	fridge	<input type="radio"/>	shower	<input type="radio"/>
bed	<input type="radio"/>	garage	<input type="radio"/>	sink	<input type="radio"/>
bedroom	<input type="radio"/>	high chair	<input type="radio"/>	sofa	<input type="radio"/>
bench	<input type="radio"/>	kitchen	<input type="radio"/>	stairs	<input type="radio"/>
cellar	<input type="radio"/>	living room	<input type="radio"/>	stove	<input type="radio"/>
chair	<input type="radio"/>	oven	<input type="radio"/>	table	<input type="radio"/>
cot	<input type="radio"/>	playpen	<input type="radio"/>	TV	<input type="radio"/>
couch	<input type="radio"/>	porch	<input type="radio"/>	wardrobe	<input type="radio"/>
door	<input type="radio"/>	potty	<input type="radio"/>	washing machine	<input type="radio"/>
drawer	<input type="radio"/>	rocking chair	<input type="radio"/>	window	<input type="radio"/>

10. OUTSIDE THINGS (31)					
backyard	<input type="radio"/>	pool	<input type="radio"/>	star	<input type="radio"/>
cloud	<input type="radio"/>	rain	<input type="radio"/>	stick	<input type="radio"/>
flag	<input type="radio"/>	rock	<input type="radio"/>	stone	<input type="radio"/>
flower	<input type="radio"/>	roof	<input type="radio"/>	street	<input type="radio"/>
footpath	<input type="radio"/>	sandpit	<input type="radio"/>	sun	<input type="radio"/>
garden	<input type="radio"/>	sky	<input type="radio"/>	swing	<input type="radio"/>
grass	<input type="radio"/>	slide	<input type="radio"/>	tree	<input type="radio"/>
hose	<input type="radio"/>	snow	<input type="radio"/>	water	<input type="radio"/>
ladder	<input type="radio"/>	snowman	<input type="radio"/>	wind	<input type="radio"/>
lawn mower	<input type="radio"/>	spade	<input type="radio"/>		
moon	<input type="radio"/>	sprinkler	<input type="radio"/>		

11. PLACES TO GO (22)					
beach	<input type="radio"/>	home	<input type="radio"/>	playground	<input type="radio"/>
camping	<input type="radio"/>	house	<input type="radio"/>	school	<input type="radio"/>
church*	<input type="radio"/>	movie	<input type="radio"/>	shop	<input type="radio"/>
circus	<input type="radio"/>	outside	<input type="radio"/>	work	<input type="radio"/>
country	<input type="radio"/>	park	<input type="radio"/>	yard	<input type="radio"/>
downtown	<input type="radio"/>	party	<input type="radio"/>	zoo	<input type="radio"/>
farm	<input type="radio"/>	petrol station	<input type="radio"/>		
forest	<input type="radio"/>	picnic	<input type="radio"/>		

*or word used in your family: please add to Section F.

12. PEOPLE (29)					
aunt/auntie	<input type="radio"/>	daddy*	<input type="radio"/>	mummy*	<input type="radio"/>
baby	<input type="radio"/>	doctor	<input type="radio"/>	nurse	<input type="radio"/>
babysitter	<input type="radio"/>	fireman	<input type="radio"/>	people	<input type="radio"/>
babysitter's name	<input type="radio"/>	friend	<input type="radio"/>	person	<input type="radio"/>
boy	<input type="radio"/>	girl	<input type="radio"/>	pet's name	<input type="radio"/>
brother	<input type="radio"/>	grandma*	<input type="radio"/>	police	<input type="radio"/>
child	<input type="radio"/>	grandpa*	<input type="radio"/>	sister	<input type="radio"/>
child's own name	<input type="radio"/>	lady	<input type="radio"/>	teacher	<input type="radio"/>
clown	<input type="radio"/>	mailman	<input type="radio"/>	uncle	<input type="radio"/>
cowboy	<input type="radio"/>	man	<input type="radio"/>		

*or word used in your family: please add to Section F.

13. GAMES AND ROUTINES (24)					
bath	<input type="radio"/>	hi	<input type="radio"/>	please	<input type="radio"/>
breakfast	<input type="radio"/>	hello	<input type="radio"/>	shh/shush/hush	<input type="radio"/>
bye	<input type="radio"/>	lunch	<input type="radio"/>	shopping	<input type="radio"/>
call (on the phone)	<input type="radio"/>	nap	<input type="radio"/>	snack	<input type="radio"/>
dinner/tea	<input type="radio"/>	night night	<input type="radio"/>	thank you	<input type="radio"/>
give me five!	<input type="radio"/>	no	<input type="radio"/>	this little piggy	<input type="radio"/>
gonna get you!	<input type="radio"/>	patty cake	<input type="radio"/>	turn around	<input type="radio"/>
go potty	<input type="radio"/>	peekaboo	<input type="radio"/>	yes	<input type="radio"/>

14. ACTION WORDS (103)									
bite	<input type="radio"/>	drive	<input type="radio"/>	hug	<input type="radio"/>	read	<input type="radio"/>	swim	<input type="radio"/>
blow	<input type="radio"/>	drop	<input type="radio"/>	hurry	<input type="radio"/>	ride	<input type="radio"/>	swing	<input type="radio"/>
break	<input type="radio"/>	dry	<input type="radio"/>	jump	<input type="radio"/>	rip	<input type="radio"/>	take	<input type="radio"/>
bring	<input type="radio"/>	dump	<input type="radio"/>	kick	<input type="radio"/>	run	<input type="radio"/>	talk	<input type="radio"/>
build	<input type="radio"/>	eat	<input type="radio"/>	kiss	<input type="radio"/>	say	<input type="radio"/>	taste	<input type="radio"/>
bump	<input type="radio"/>	fall	<input type="radio"/>	knock	<input type="radio"/>	see	<input type="radio"/>	tear	<input type="radio"/>
buy	<input type="radio"/>	feed	<input type="radio"/>	lick	<input type="radio"/>	shake	<input type="radio"/>	think	<input type="radio"/>
carry	<input type="radio"/>	find	<input type="radio"/>	like	<input type="radio"/>	share	<input type="radio"/>	throw	<input type="radio"/>
catch	<input type="radio"/>	finish	<input type="radio"/>	listen	<input type="radio"/>	show	<input type="radio"/>	tickle	<input type="radio"/>
chase	<input type="radio"/>	fit	<input type="radio"/>	look	<input type="radio"/>	sing	<input type="radio"/>	touch	<input type="radio"/>
clap	<input type="radio"/>	fix	<input type="radio"/>	love	<input type="radio"/>	sit	<input type="radio"/>	wait	<input type="radio"/>
clean	<input type="radio"/>	get	<input type="radio"/>	make	<input type="radio"/>	skate	<input type="radio"/>	wake	<input type="radio"/>
climb	<input type="radio"/>	give	<input type="radio"/>	open	<input type="radio"/>	sleep	<input type="radio"/>	walk	<input type="radio"/>
close	<input type="radio"/>	go	<input type="radio"/>	paint	<input type="radio"/>	slide	<input type="radio"/>	wash	<input type="radio"/>
cook	<input type="radio"/>	hate	<input type="radio"/>	pick	<input type="radio"/>	smile	<input type="radio"/>	watch	<input type="radio"/>
cover	<input type="radio"/>	have	<input type="radio"/>	play	<input type="radio"/>	spill	<input type="radio"/>	wipe	<input type="radio"/>
cry	<input type="radio"/>	hear	<input type="radio"/>	pour	<input type="radio"/>	splash	<input type="radio"/>	wish	<input type="radio"/>
cut	<input type="radio"/>	help	<input type="radio"/>	pretend	<input type="radio"/>	stand	<input type="radio"/>	work	<input type="radio"/>
dance	<input type="radio"/>	hide	<input type="radio"/>	pull	<input type="radio"/>	stay	<input type="radio"/>	write	<input type="radio"/>
draw	<input type="radio"/>	hit	<input type="radio"/>	push	<input type="radio"/>	stop	<input type="radio"/>		
drink	<input type="radio"/>	hold	<input type="radio"/>	put	<input type="radio"/>	sweep	<input type="radio"/>		

15. DESCRIPTIVE WORDS (63)					
allgone	<input type="radio"/>	full	<input type="radio"/>	orange	<input type="radio"/>
asleep	<input type="radio"/>	gentle	<input type="radio"/>	poor	<input type="radio"/>
awake	<input type="radio"/>	good	<input type="radio"/>	pretty	<input type="radio"/>
bad	<input type="radio"/>	green	<input type="radio"/>	quiet	<input type="radio"/>
better	<input type="radio"/>	happy	<input type="radio"/>	red	<input type="radio"/>
big	<input type="radio"/>	hard	<input type="radio"/>	sad	<input type="radio"/>
black	<input type="radio"/>	heavy	<input type="radio"/>	scared	<input type="radio"/>
blue	<input type="radio"/>	high	<input type="radio"/>	sick	<input type="radio"/>
broken	<input type="radio"/>	hot	<input type="radio"/>	sleepy	<input type="radio"/>
brown	<input type="radio"/>	hungry	<input type="radio"/>	slow	<input type="radio"/>
careful	<input type="radio"/>	hurt	<input type="radio"/>	soft	<input type="radio"/>
clean	<input type="radio"/>	last	<input type="radio"/>	sticky	<input type="radio"/>
cold	<input type="radio"/>	little	<input type="radio"/>	stuck	<input type="radio"/>
cute	<input type="radio"/>	long	<input type="radio"/>	thirsty	<input type="radio"/>
dark	<input type="radio"/>	loud	<input type="radio"/>	tiny	<input type="radio"/>
dirty	<input type="radio"/>	mad	<input type="radio"/>	tired	<input type="radio"/>
dry	<input type="radio"/>	naughty	<input type="radio"/>	wet	<input type="radio"/>
empty	<input type="radio"/>	new	<input type="radio"/>	white	<input type="radio"/>
fast	<input type="radio"/>	nice	<input type="radio"/>	windy	<input type="radio"/>
fine	<input type="radio"/>	noisy	<input type="radio"/>	yellow	<input type="radio"/>
first	<input type="radio"/>	old	<input type="radio"/>	yucky	<input type="radio"/>

16. WORDS ABOUT TIME (12)					
after	<input type="radio"/>	morning	<input type="radio"/>	today	<input type="radio"/>
before	<input type="radio"/>	night	<input type="radio"/>	tomorrow	<input type="radio"/>
day	<input type="radio"/>	now	<input type="radio"/>	tonight	<input type="radio"/>
later	<input type="radio"/>	time	<input type="radio"/>	yesterday	<input type="radio"/>

17. PRONOUNS (25)							
he	<input type="radio"/>	me	<input type="radio"/>	their	<input type="radio"/>	we	<input type="radio"/>
her	<input type="radio"/>	mine	<input type="radio"/>	them	<input type="radio"/>	you	<input type="radio"/>
hers	<input type="radio"/>	my	<input type="radio"/>	these	<input type="radio"/>	your	<input type="radio"/>
him	<input type="radio"/>	myself	<input type="radio"/>	they	<input type="radio"/>	yourself	<input type="radio"/>
his	<input type="radio"/>	our	<input type="radio"/>	this	<input type="radio"/>		
I	<input type="radio"/>	she	<input type="radio"/>	those	<input type="radio"/>		
it	<input type="radio"/>	that	<input type="radio"/>	us	<input type="radio"/>		

18. QUESTION WORDS (7)							
how	<input type="radio"/>	when	<input type="radio"/>	which	<input type="radio"/>	why	<input type="radio"/>
what	<input type="radio"/>	where	<input type="radio"/>	who	<input type="radio"/>		

19. PREPOSITIONS AND LOCATIONS (26)					
about	<input type="radio"/>	down	<input type="radio"/>	on top of	<input type="radio"/>
above	<input type="radio"/>	for	<input type="radio"/>	out	<input type="radio"/>
around	<input type="radio"/>	here	<input type="radio"/>	over	<input type="radio"/>
at	<input type="radio"/>	inside/in	<input type="radio"/>	there	<input type="radio"/>
away	<input type="radio"/>	into	<input type="radio"/>	to	<input type="radio"/>
back	<input type="radio"/>	next to	<input type="radio"/>	under	<input type="radio"/>
behind	<input type="radio"/>	of	<input type="radio"/>	up	<input type="radio"/>
beside	<input type="radio"/>	off	<input type="radio"/>	with	<input type="radio"/>
by	<input type="radio"/>	on	<input type="radio"/>		

20. QUANTIFIERS AND ARTICLES (17)					
a	<input type="radio"/>	each	<input type="radio"/>	other	<input type="radio"/>
all	<input type="radio"/>	every	<input type="radio"/>	same	<input type="radio"/>
a lot	<input type="radio"/>	more	<input type="radio"/>	some	<input type="radio"/>
an	<input type="radio"/>	much	<input type="radio"/>	the	<input type="radio"/>
another	<input type="radio"/>	none	<input type="radio"/>	too	<input type="radio"/>
any	<input type="radio"/>	not	<input type="radio"/>		

21. HELPING VERBS (21)					
am	<input type="radio"/>	does	<input type="radio"/>	need/ need to	<input type="radio"/>
are	<input type="radio"/>	don't	<input type="radio"/>	try/ try to	<input type="radio"/>
be	<input type="radio"/>	gonna/ going to	<input type="radio"/>	wanna/ want to	<input type="radio"/>
can	<input type="radio"/>	gotta/ got to	<input type="radio"/>	was	<input type="radio"/>
could	<input type="radio"/>	hafta/ have to	<input type="radio"/>	were	<input type="radio"/>
did/ did ya	<input type="radio"/>	is	<input type="radio"/>	will	<input type="radio"/>
do	<input type="radio"/>	lemme/ let me	<input type="radio"/>	would	<input type="radio"/>

22. CONNECTING WORDS (6)					
and	<input type="radio"/>	but	<input type="radio"/>	so	<input type="radio"/>
because	<input type="radio"/>	if	<input type="radio"/>	then	<input type="radio"/>

B. HOW CHILDREN USE WORDS	Not Yet	Sometimes	Often
1. Does your child ever talk about past events or people who are not present? For example, a child who saw a parade last week might later say parade, clown or band.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2. Does your child ever talk about something that's going to happen in the future, for example, saying "choo choo" or "aeroplane" before you leave the house for a trip, or saying "swing" when you are going to the park?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3. Does your child talk about objects that are not present such as asking about a missing or absent toy, referring to a pet out of view, or asking about someone not present?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4. Does your child understand if you ask for something that is not in the room, for example, by going to the bedroom to get a teddy bear when you say "where's the bear?"	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5. Does your child ever pick up or point to an object and name an absent person to whom the object belongs? For example, a child might point to mummy's shoe and say "mummy".	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

PART II – SENTENCES AND GRAMMAR

A. WORD ENDINGS/PART I	Not Yet	Sometimes	Often
1. To talk about more than one thing, we add an 's' to many words. Examples include cars (for more than one car), shoes, dogs and keys. Has your child begun to do this?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2. To talk about ownership, we add an "s", for example, Daddy's key, cat's dish and baby's bottle. Has your child begun to do this?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3. To talk about activities, we sometimes add 'ing' to verbs. Examples include looking, running and crying. Has your child begun to do this?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4. To talk about things that happened in the past, we often add 'ed' to the verb. Examples include kissed, opened and pushed. Has your child begun to do this?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

B. WORD FORMS
 Following are some other words children learn. Please mark any of these words that your child uses.

NOUNS					
children	<input type="radio"/>	men	<input type="radio"/>	teeth	<input type="radio"/>
feet	<input type="radio"/>	mice	<input type="radio"/>		

VERBS					
ate	<input type="radio"/>	fell	<input type="radio"/>	made	<input type="radio"/>
blew	<input type="radio"/>	flew	<input type="radio"/>	ran	<input type="radio"/>
bought	<input type="radio"/>	got	<input type="radio"/>	sat	<input type="radio"/>
broke	<input type="radio"/>	had	<input type="radio"/>	saw	<input type="radio"/>
came	<input type="radio"/>	heard	<input type="radio"/>	took	<input type="radio"/>
drank	<input type="radio"/>	held	<input type="radio"/>	went	<input type="radio"/>
drove	<input type="radio"/>	lost	<input type="radio"/>		

C. WORD ENDINGS/PART 2

Young children often place the wrong endings on words. For example, a child might say "Auntie goed home". Mistakes like this are often a sign of progress in language. In the following lists, please mark all the mistakes of this kind you have heard your child say recently.

NOUNS

blockses	<input type="radio"/>	mans	<input type="radio"/>	sockses	<input type="radio"/>
childrens	<input type="radio"/>	mens	<input type="radio"/>	teeths	<input type="radio"/>
childs	<input type="radio"/>	mices	<input type="radio"/>	toeses	<input type="radio"/>
feets	<input type="radio"/>	mouses	<input type="radio"/>	tooths	<input type="radio"/>
foots	<input type="radio"/>	shoeses	<input type="radio"/>		

VERBS

ated	<input type="radio"/>	comed	<input type="radio"/>	goed	<input type="radio"/>	ranned	<input type="radio"/>
blewed	<input type="radio"/>	doed	<input type="radio"/>	gotted	<input type="radio"/>	runned	<input type="radio"/>
blowed	<input type="radio"/>	dranked	<input type="radio"/>	haved	<input type="radio"/>	seed	<input type="radio"/>
bringed	<input type="radio"/>	drinked	<input type="radio"/>	hearded	<input type="radio"/>	satted	<input type="radio"/>
buyed	<input type="radio"/>	eated	<input type="radio"/>	holded	<input type="radio"/>	sitted	<input type="radio"/>
breaked	<input type="radio"/>	fallled	<input type="radio"/>	losed	<input type="radio"/>	taked	<input type="radio"/>
broked	<input type="radio"/>	flied	<input type="radio"/>	losted	<input type="radio"/>	wented	<input type="radio"/>
camed	<input type="radio"/>	getted	<input type="radio"/>	maked	<input type="radio"/>		

HAS YOUR CHILD BEGUN TO COMBINE WORDS YET, SUCH AS "NOTHER CRACKER", OR "DOGGIE BITE"?

- Not Yet Sometimes Often

IF YOU ANSWERED NOT YET, PLEASE STOP HERE. IF YOU ANSWERED SOMETIMES OR OFTEN, PLEASE CONTINUE.

D. EXAMPLES: Please list three of the longest sentences you have heard your child say recently.

1. _____
2. _____
3. _____

E. COMPLEXITY		
In each of the following pairs, please mark the one that sounds MOST like the way your child talks right now. If your child is saying sentences even longer or more complicated than the two provided, just pick the second one.		
1. Two shoe. <input type="radio"/>	14. That my truck. <input type="radio"/>	27. Turn on light. <input type="radio"/>
Two shoes. <input type="radio"/>	That's my truck. <input type="radio"/>	Turn on the light so I can see. <input type="radio"/>
2. Two foot. <input type="radio"/>	15. Baby crying. <input type="radio"/>	28. I want that. <input type="radio"/>
Two feet. <input type="radio"/>	Baby is crying. <input type="radio"/>	I want that one you got. <input type="radio"/>
3. Daddy car. <input type="radio"/>	16. You fix it? <input type="radio"/>	29. Want biscuits. <input type="radio"/>
Daddy's car. <input type="radio"/>	Can you fix it? <input type="radio"/>	Want biscuits and milk. <input type="radio"/>
4. (Talking about something happening right now.)		
Cat sleep. <input type="radio"/>	17. Read me story, Mummy. <input type="radio"/>	30. Biscuit Mummy. <input type="radio"/>
Cat sleeping. <input type="radio"/>	Read me a story, Mummy. <input type="radio"/>	Biscuit for Mummy. <input type="radio"/>
5. (Talking about something happening right now.)		
I make tower. <input type="radio"/>	18. No wash dolly. <input type="radio"/>	31. Baby want eat. <input type="radio"/>
I making tower. <input type="radio"/>	Don't wash dolly. <input type="radio"/>	Baby want to eat. <input type="radio"/>
6. (Talking about something that already happened.)		
I fall down. <input type="radio"/>	19. Want more juice. <input type="radio"/>	32. Lookit me! <input type="radio"/>
I fell down. <input type="radio"/>	Want juice in there. <input type="radio"/>	Lookin me dancing! <input type="radio"/>
7. More biscuit! <input type="radio"/>	20. There a cat. <input type="radio"/>	33. Lookit! <input type="radio"/>
More biscuits! <input type="radio"/>	There's a cat. <input type="radio"/>	Lookit what I got! <input type="radio"/>
8. These my tooth. <input type="radio"/>	21. Go bye-bye. <input type="radio"/>	34. Where's my dolly? <input type="radio"/>
These my teeth. <input type="radio"/>	Wanna go bye-bye. <input type="radio"/>	Where's my dolly name Sam? <input type="radio"/>
9. Baby blanket. <input type="radio"/>	22. Where Mummy go? <input type="radio"/>	35. We made this. <input type="radio"/>
Baby's blanket. <input type="radio"/>	Where did Mummy go? <input type="radio"/>	Me and Paul made this. <input type="radio"/>
10. (Talking about something that already happened.)		
Doggie kiss me. <input type="radio"/>	23. Coffee hot. <input type="radio"/>	36. I sing song. <input type="radio"/>
Doggie kissed me. <input type="radio"/>	That coffee hot. <input type="radio"/>	I sing song for you. <input type="radio"/>
11. (Talking about something that already happened.)		
Daddy pick me up. <input type="radio"/>	24. I no do it. <input type="radio"/>	37. Baby crying. <input type="radio"/>
Daddy picked me up. <input type="radio"/>	I can't do it. <input type="radio"/>	Baby crying cuz she's sad. <input type="radio"/>
12. (Talking about something that already happened.)		
Doggie go away. <input type="radio"/>	25. I like read stories. <input type="radio"/>	
Doggie went away. <input type="radio"/>	I like to read stories. <input type="radio"/>	
13. Doggie table. <input type="radio"/>	26. Don't read book. <input type="radio"/>	
Doggie on table. <input type="radio"/>	Don't want you read that book. <input type="radio"/>	

F. OTHER COMMENTS/ other words your child says:

THANK YOU FOR COMPLETING THIS.