

The MacArthur Communicative Development Inventory - III
For children between 31 and 37 months of age



Child's Name:

Gender: Male Female

Birthdate:

Today's Date:

VOCABULARY CHECKLIST

Children understand many more words than they say. We are particularly interested in the words your child **SAYS** and/or **SIGNS**. Please mark the words you have heard/seen your child use. If your child uses a different pronunciation of a word, mark it anyway. This is only a sample of words; your child may know many other words not on this list.

	says signs		says signs		says signs		says signs
dinosaur	<input type="radio"/> <input type="radio"/>	glass	<input type="radio"/> <input type="radio"/>	catch	<input type="radio"/> <input type="radio"/>	peculiar	<input type="radio"/> <input type="radio"/>
donkey	<input type="radio"/> <input type="radio"/>	jar	<input type="radio"/> <input type="radio"/>	drop	<input type="radio"/> <input type="radio"/>	before	<input type="radio"/> <input type="radio"/>
reindeer	<input type="radio"/> <input type="radio"/>	ladder	<input type="radio"/> <input type="radio"/>	fasten	<input type="radio"/> <input type="radio"/>	then	<input type="radio"/> <input type="radio"/>
castle	<input type="radio"/> <input type="radio"/>	material	<input type="radio"/> <input type="radio"/>	forget/ forgot	<input type="radio"/> <input type="radio"/>	today	<input type="radio"/> <input type="radio"/>
drum	<input type="radio"/> <input type="radio"/>	stamp	<input type="radio"/> <input type="radio"/>	hate	<input type="radio"/> <input type="radio"/>	week	<input type="radio"/> <input type="radio"/>
football	<input type="radio"/> <input type="radio"/>	tire	<input type="radio"/> <input type="radio"/>	hurry	<input type="radio"/> <input type="radio"/>	yesterday	<input type="radio"/> <input type="radio"/>
microscope	<input type="radio"/> <input type="radio"/>	furniture	<input type="radio"/> <input type="radio"/>	leave	<input type="radio"/> <input type="radio"/>	their	<input type="radio"/> <input type="radio"/>
tricycle	<input type="radio"/> <input type="radio"/>	kitchen	<input type="radio"/> <input type="radio"/>	measure	<input type="radio"/> <input type="radio"/>	they	<input type="radio"/> <input type="radio"/>
kite	<input type="radio"/> <input type="radio"/>	sofa/couch	<input type="radio"/> <input type="radio"/>	peel	<input type="radio"/> <input type="radio"/>	those	<input type="radio"/> <input type="radio"/>
wagon	<input type="radio"/> <input type="radio"/>	cloud	<input type="radio"/> <input type="radio"/>	promise	<input type="radio"/> <input type="radio"/>	yourself	<input type="radio"/> <input type="radio"/>
lemon	<input type="radio"/> <input type="radio"/>	fence	<input type="radio"/> <input type="radio"/>	skate	<input type="radio"/> <input type="radio"/>	why	<input type="radio"/> <input type="radio"/>
peanut	<input type="radio"/> <input type="radio"/>	hose	<input type="radio"/> <input type="radio"/>	sneeze	<input type="radio"/> <input type="radio"/>	about	<input type="radio"/> <input type="radio"/>
cracker	<input type="radio"/> <input type="radio"/>	sidewalk	<input type="radio"/> <input type="radio"/>	somersault	<input type="radio"/> <input type="radio"/>	above	<input type="radio"/> <input type="radio"/>
salt	<input type="radio"/> <input type="radio"/>	zoo	<input type="radio"/> <input type="radio"/>	think	<input type="radio"/> <input type="radio"/>	away	<input type="radio"/> <input type="radio"/>
sauce	<input type="radio"/> <input type="radio"/>	child	<input type="radio"/> <input type="radio"/>	black	<input type="radio"/> <input type="radio"/>	between	<input type="radio"/> <input type="radio"/>
vanilla	<input type="radio"/> <input type="radio"/>	cowboy	<input type="radio"/> <input type="radio"/>	bored	<input type="radio"/> <input type="radio"/>	on top of	<input type="radio"/> <input type="radio"/>
vegetable	<input type="radio"/> <input type="radio"/>	family	<input type="radio"/> <input type="radio"/>	deep	<input type="radio"/> <input type="radio"/>	each	<input type="radio"/> <input type="radio"/>
beads	<input type="radio"/> <input type="radio"/>	farmer	<input type="radio"/> <input type="radio"/>	different	<input type="radio"/> <input type="radio"/>	every	<input type="radio"/> <input type="radio"/>
jeans	<input type="radio"/> <input type="radio"/>	nobody	<input type="radio"/> <input type="radio"/>	empty	<input type="radio"/> <input type="radio"/>	none	<input type="radio"/> <input type="radio"/>
elbow	<input type="radio"/> <input type="radio"/>	nurse	<input type="radio"/> <input type="radio"/>	expensive	<input type="radio"/> <input type="radio"/>	might	<input type="radio"/> <input type="radio"/>
(finger)nail	<input type="radio"/> <input type="radio"/>	accident	<input type="radio"/> <input type="radio"/>	fine	<input type="radio"/> <input type="radio"/>	need to	<input type="radio"/> <input type="radio"/>
thumb	<input type="radio"/> <input type="radio"/>	circle	<input type="radio"/> <input type="radio"/>	half	<input type="radio"/> <input type="radio"/>	were	<input type="radio"/> <input type="radio"/>
Band-Aid/ bandage	<input type="radio"/> <input type="radio"/>	front	<input type="radio"/> <input type="radio"/>	long	<input type="radio"/> <input type="radio"/>	although	<input type="radio"/> <input type="radio"/>
blade	<input type="radio"/> <input type="radio"/>	idea	<input type="radio"/> <input type="radio"/>	lost	<input type="radio"/> <input type="radio"/>	because	<input type="radio"/> <input type="radio"/>
computer/laptop/tablet/iPad	<input type="radio"/> <input type="radio"/>	camping	<input type="radio"/> <input type="radio"/>	angry	<input type="radio"/> <input type="radio"/>	however	<input type="radio"/> <input type="radio"/>

Has your child begun to combine words yet, such as “more cookie” or “doggie bite?”

Not Yet

Sometimes

Often

If you answered “Not Yet,” please stop here. If “Sometimes” or “Often,” please continue...

Sentences

For each pair of sentences below, mark the one that is MOST like the way your child talks/signs at the moment. If your child is saying/signing sentences even more complicated than the two provided, mark the second one.

1	(Talking about something that already happened) <input type="radio"/> Daddy pick me up. <input type="radio"/> Daddy picked me up.	5	<input type="radio"/> Don't read book. <input type="radio"/> Don't want you read that book.	9	<input type="radio"/> I want truck. <input type="radio"/> I want truck like Tommie has.
2	That my truck. That's my truck.	6	<input type="radio"/> Why he run away? <input type="radio"/> Why did he run away?	10	<input type="radio"/> This dolly big. <input type="radio"/> This dolly big and this dolly little.
3	Coffee hot. That coffee hot.	7	<input type="radio"/> He did it. <input type="radio"/> I know who did it.	11	<input type="radio"/> This pig have a broken leg. <input type="radio"/> This pig have a broken leg but kitty don't.
4	<input type="radio"/> I like read stories. <input type="radio"/> I like to read stories.	8	<input type="radio"/> We got to go now. <input type="radio"/> I think we got to go now.	12	It got broken. It got broken by the car.

Yes No

Using Language

1. Does your child understand the concept of “one”? If you ask for just one (cookie, strawberry, etc.) will your child give you only one and then stop?
2. Does your child ask questions with more than one word that begin “what” or “where”?
3. Does your child ask questions with more than one word that begin “why” or “how”?
4. Does your child give reasons for things, using the word “because”?
5. If you asked your child “What is a horse?”, could he answer, “an animal”?
6. Can your child name simple shapes with the words “circle,” “square,” and “triangle”?
7. Does your child talk about things that “could” or “might” happen, such as “he could hurt himself if he’s not careful”?
8. Does your child ever ask what a particular word means?
9. Could your child tell you which of two objects is larger if they were not present - for example, “which is bigger, a horse or a dog?”
10. Does your child know his/her right hand from his/her left hand?
11. Does your child use -est words such as “biggest” and “strongest”?
12. Can your child answer questions such as “what do you do when you are hungry?” and “what do you do when you are tired?” with appropriate answers such as “get food,” “eat,” “go to sleep,” and/or “take a nap”?

Examples: Please list 3 of the longest sentences you have heard your child say or seen your child sign recently.

1. _____
2. _____
3. _____