



Child's Name:

Birthday:

Gender: Male

Today's Date:

Female

The MacArthur-Bates Communicative Development Inventory Words and Sentences

For children between 19 and 30 months of age

Part I Words Children Use

A. Vocabulary Checklist

Children understand many more words than they say. We are particularly interested in the words your child SAYS and/or SIGNS. Please go through the list and mark the words you have heard/seen your child use. If your child uses a different pronunciation of a word (for example, "raffe" for "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 knows only a few of these right now.

1. Sound Effects and Animal Sounds (12)

	says	signs		says	signs		says	signs
baa baa	<input type="radio"/>	<input type="radio"/>	meow	<input type="radio"/>	<input type="radio"/>	uh oh	<input type="radio"/>	<input type="radio"/>
choo choo	<input type="radio"/>	<input type="radio"/>	moo	<input type="radio"/>	<input type="radio"/>	vroom	<input type="radio"/>	<input type="radio"/>
cockadoodledoo	<input type="radio"/>	<input type="radio"/>	ouch	<input type="radio"/>	<input type="radio"/>	woof woof	<input type="radio"/>	<input type="radio"/>
grrr	<input type="radio"/>	<input type="radio"/>	quack quack	<input type="radio"/>	<input type="radio"/>	yum yum	<input type="radio"/>	<input type="radio"/>

2. Animals (Real or Toy) (43)

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

3. Vehicles (Real or Toy) (14)

	says	signs		says	signs		says	signs
airplane	<input type="radio"/>	<input type="radio"/>	firetruck	<input type="radio"/>	<input type="radio"/>	tractor	<input type="radio"/>	<input type="radio"/>
bicycle	<input type="radio"/>	<input type="radio"/>	helicopter	<input type="radio"/>	<input type="radio"/>	train	<input type="radio"/>	<input type="radio"/>
boat	<input type="radio"/>	<input type="radio"/>	motorcycle	<input type="radio"/>	<input type="radio"/>	tricycle	<input type="radio"/>	<input type="radio"/>
bus	<input type="radio"/>	<input type="radio"/>	sled	<input type="radio"/>	<input type="radio"/>	truck	<input type="radio"/>	<input type="radio"/>
car	<input type="radio"/>	<input type="radio"/>	stroller	<input type="radio"/>	<input type="radio"/>			

4. Toys (18)

	says	signs		says	signs		says	signs
ball	<input type="radio"/>	<input type="radio"/>	chalk	<input type="radio"/>	<input type="radio"/>	pencil	<input type="radio"/>	<input type="radio"/>
balloon	<input type="radio"/>	<input type="radio"/>	crayon	<input type="radio"/>	<input type="radio"/>	play dough	<input type="radio"/>	<input type="radio"/>
bat	<input type="radio"/>	<input type="radio"/>	doll	<input type="radio"/>	<input type="radio"/>	present	<input type="radio"/>	<input type="radio"/>
block	<input type="radio"/>	<input type="radio"/>	game	<input type="radio"/>	<input type="radio"/>	puzzle	<input type="radio"/>	<input type="radio"/>
book	<input type="radio"/>	<input type="radio"/>	glue	<input type="radio"/>	<input type="radio"/>	story	<input type="radio"/>	<input type="radio"/>
bubbles	<input type="radio"/>	<input type="radio"/>	pen	<input type="radio"/>	<input type="radio"/>	toy	<input type="radio"/>	<input type="radio"/>

5. Food and Drink (68)

	says	signs		says	signs		says	signs
apple	<input type="radio"/>	<input type="radio"/>	food	<input type="radio"/>	<input type="radio"/>	pizza	<input type="radio"/>	<input type="radio"/>
applesauce	<input type="radio"/>	<input type="radio"/>	french fries	<input type="radio"/>	<input type="radio"/>	popcorn	<input type="radio"/>	<input type="radio"/>
banana	<input type="radio"/>	<input type="radio"/>	grapes	<input type="radio"/>	<input type="radio"/>	popsicle	<input type="radio"/>	<input type="radio"/>
beans	<input type="radio"/>	<input type="radio"/>	green beans	<input type="radio"/>	<input type="radio"/>	potato	<input type="radio"/>	<input type="radio"/>
bread	<input type="radio"/>	<input type="radio"/>	gum	<input type="radio"/>	<input type="radio"/>	potato chip	<input type="radio"/>	<input type="radio"/>
butter	<input type="radio"/>	<input type="radio"/>	hamburger	<input type="radio"/>	<input type="radio"/>	pretzel	<input type="radio"/>	<input type="radio"/>
cake	<input type="radio"/>	<input type="radio"/>	ice	<input type="radio"/>	<input type="radio"/>	pudding	<input type="radio"/>	<input type="radio"/>
candy	<input type="radio"/>	<input type="radio"/>	ice cream	<input type="radio"/>	<input type="radio"/>	pumpkin	<input type="radio"/>	<input type="radio"/>
carrots	<input type="radio"/>	<input type="radio"/>	jello	<input type="radio"/>	<input type="radio"/>	raisin	<input type="radio"/>	<input type="radio"/>
cereal/granola	<input type="radio"/>	<input type="radio"/>	jelly	<input type="radio"/>	<input type="radio"/>	salt	<input type="radio"/>	<input type="radio"/>
cheerios	<input type="radio"/>	<input type="radio"/>	juice	<input type="radio"/>	<input type="radio"/>	sandwich	<input type="radio"/>	<input type="radio"/>
cheese	<input type="radio"/>	<input type="radio"/>	lollipop	<input type="radio"/>	<input type="radio"/>	sauce	<input type="radio"/>	<input type="radio"/>
chicken	<input type="radio"/>	<input type="radio"/>	meat	<input type="radio"/>	<input type="radio"/>	soda/pop	<input type="radio"/>	<input type="radio"/>
chocolate	<input type="radio"/>	<input type="radio"/>	melon	<input type="radio"/>	<input type="radio"/>	soup	<input type="radio"/>	<input type="radio"/>
coffee	<input type="radio"/>	<input type="radio"/>	milk	<input type="radio"/>	<input type="radio"/>	spaghetti	<input type="radio"/>	<input type="radio"/>
coke	<input type="radio"/>	<input type="radio"/>	muffin	<input type="radio"/>	<input type="radio"/>	strawberry	<input type="radio"/>	<input type="radio"/>
cookie	<input type="radio"/>	<input type="radio"/>	noodles	<input type="radio"/>	<input type="radio"/>	toast	<input type="radio"/>	<input type="radio"/>
corn	<input type="radio"/>	<input type="radio"/>	nuts	<input type="radio"/>	<input type="radio"/>	tuna	<input type="radio"/>	<input type="radio"/>
cracker	<input type="radio"/>	<input type="radio"/>	orange	<input type="radio"/>	<input type="radio"/>	vanilla	<input type="radio"/>	<input type="radio"/>
donut	<input type="radio"/>	<input type="radio"/>	pancake	<input type="radio"/>	<input type="radio"/>	vitamins	<input type="radio"/>	<input type="radio"/>
drink	<input type="radio"/>	<input type="radio"/>	peanut butter	<input type="radio"/>	<input type="radio"/>	water	<input type="radio"/>	<input type="radio"/>
egg	<input type="radio"/>	<input type="radio"/>	peas	<input type="radio"/>	<input type="radio"/>	yogurt	<input type="radio"/>	<input type="radio"/>
fish	<input type="radio"/>	<input type="radio"/>	pickle	<input type="radio"/>	<input type="radio"/>			

6. Clothing (28)

	says	signs		says	signs		says	signs
beads	<input type="radio"/>	<input type="radio"/>	jacket	<input type="radio"/>	<input type="radio"/>	slipper	<input type="radio"/>	<input type="radio"/>
belt	<input type="radio"/>	<input type="radio"/>	jeans	<input type="radio"/>	<input type="radio"/>	sneaker	<input type="radio"/>	<input type="radio"/>
bib	<input type="radio"/>	<input type="radio"/>	mittens	<input type="radio"/>	<input type="radio"/>	snowsuit	<input type="radio"/>	<input type="radio"/>
boots	<input type="radio"/>	<input type="radio"/>	necklace	<input type="radio"/>	<input type="radio"/>	sock	<input type="radio"/>	<input type="radio"/>
button	<input type="radio"/>	<input type="radio"/>	pajamas	<input type="radio"/>	<input type="radio"/>	sweater	<input type="radio"/>	<input type="radio"/>
coat	<input type="radio"/>	<input type="radio"/>	pants	<input type="radio"/>	<input type="radio"/>	tights	<input type="radio"/>	<input type="radio"/>
diaper	<input type="radio"/>	<input type="radio"/>	scarf	<input type="radio"/>	<input type="radio"/>	underpants	<input type="radio"/>	<input type="radio"/>
dress	<input type="radio"/>	<input type="radio"/>	shirt	<input type="radio"/>	<input type="radio"/>	zipper	<input type="radio"/>	<input type="radio"/>
gloves	<input type="radio"/>	<input type="radio"/>	shoe	<input type="radio"/>	<input type="radio"/>			
hat	<input type="radio"/>	<input type="radio"/>	shorts	<input type="radio"/>	<input type="radio"/>			

7. Body Parts (27)

	says	signs		says	signs		says	signs
ankle	<input type="radio"/>	<input type="radio"/>	feet	<input type="radio"/>	<input type="radio"/>	nose	<input type="radio"/>	<input type="radio"/>
arm	<input type="radio"/>	<input type="radio"/>	finger	<input type="radio"/>	<input type="radio"/>	owie/boo boo	<input type="radio"/>	<input type="radio"/>
belly button	<input type="radio"/>	<input type="radio"/>	hair	<input type="radio"/>	<input type="radio"/>	penis*	<input type="radio"/>	<input type="radio"/>
buttocks/bottom*	<input type="radio"/>	<input type="radio"/>	hand	<input type="radio"/>	<input type="radio"/>	shoulder	<input type="radio"/>	<input type="radio"/>
cheek	<input type="radio"/>	<input type="radio"/>	head	<input type="radio"/>	<input type="radio"/>	tooth	<input type="radio"/>	<input type="radio"/>
chin	<input type="radio"/>	<input type="radio"/>	knee	<input type="radio"/>	<input type="radio"/>	toe	<input type="radio"/>	<input type="radio"/>
ear	<input type="radio"/>	<input type="radio"/>	leg	<input type="radio"/>	<input type="radio"/>	tongue	<input type="radio"/>	<input type="radio"/>
eye	<input type="radio"/>	<input type="radio"/>	lips	<input type="radio"/>	<input type="radio"/>	tummy	<input type="radio"/>	<input type="radio"/>
face	<input type="radio"/>	<input type="radio"/>	mouth	<input type="radio"/>	<input type="radio"/>	vagina*	<input type="radio"/>	<input type="radio"/>

* or word used in your family

8. Small Household Items (50)

	says	signs		says	signs		says	signs
basket	<input type="radio"/>	<input type="radio"/>	glasses	<input type="radio"/>	<input type="radio"/>	plate	<input type="radio"/>	<input type="radio"/>
blanket	<input type="radio"/>	<input type="radio"/>	hammer	<input type="radio"/>	<input type="radio"/>	purse	<input type="radio"/>	<input type="radio"/>
bottle	<input type="radio"/>	<input type="radio"/>	jar	<input type="radio"/>	<input type="radio"/>	radio	<input type="radio"/>	<input type="radio"/>
box	<input type="radio"/>	<input type="radio"/>	keys	<input type="radio"/>	<input type="radio"/>	scissors	<input type="radio"/>	<input type="radio"/>
bowl	<input type="radio"/>	<input type="radio"/>	knife	<input type="radio"/>	<input type="radio"/>	soap	<input type="radio"/>	<input type="radio"/>
broom	<input type="radio"/>	<input type="radio"/>	lamp	<input type="radio"/>	<input type="radio"/>	spoon	<input type="radio"/>	<input type="radio"/>
brush	<input type="radio"/>	<input type="radio"/>	light	<input type="radio"/>	<input type="radio"/>	tape	<input type="radio"/>	<input type="radio"/>
bucket	<input type="radio"/>	<input type="radio"/>	medicine	<input type="radio"/>	<input type="radio"/>	phone/cellphone	<input type="radio"/>	<input type="radio"/>
camera	<input type="radio"/>	<input type="radio"/>	money	<input type="radio"/>	<input type="radio"/>	tissue/kleenex	<input type="radio"/>	<input type="radio"/>
can	<input type="radio"/>	<input type="radio"/>	mop	<input type="radio"/>	<input type="radio"/>	toothbrush	<input type="radio"/>	<input type="radio"/>
clock	<input type="radio"/>	<input type="radio"/>	nail	<input type="radio"/>	<input type="radio"/>	towel	<input type="radio"/>	<input type="radio"/>
comb	<input type="radio"/>	<input type="radio"/>	napkin	<input type="radio"/>	<input type="radio"/>	trash	<input type="radio"/>	<input type="radio"/>
cup	<input type="radio"/>	<input type="radio"/>	paper	<input type="radio"/>	<input type="radio"/>	tray	<input type="radio"/>	<input type="radio"/>
dish	<input type="radio"/>	<input type="radio"/>	penny/nickel/dime/quarter	<input type="radio"/>	<input type="radio"/>	vacuum	<input type="radio"/>	<input type="radio"/>
fork	<input type="radio"/>	<input type="radio"/>	picture	<input type="radio"/>	<input type="radio"/>	walker	<input type="radio"/>	<input type="radio"/>
garbage	<input type="radio"/>	<input type="radio"/>	pillow	<input type="radio"/>	<input type="radio"/>	watch	<input type="radio"/>	<input type="radio"/>
glass	<input type="radio"/>	<input type="radio"/>	plant	<input type="radio"/>	<input type="radio"/>			

9. Furniture and Rooms (33)

	says	signs		says	signs		says	signs
basement	<input type="radio"/>	<input type="radio"/>	drawer	<input type="radio"/>	<input type="radio"/>	rocking chair	<input type="radio"/>	<input type="radio"/>
bathroom	<input type="radio"/>	<input type="radio"/>	dryer	<input type="radio"/>	<input type="radio"/>	room	<input type="radio"/>	<input type="radio"/>
bathtub	<input type="radio"/>	<input type="radio"/>	garage	<input type="radio"/>	<input type="radio"/>	shower	<input type="radio"/>	<input type="radio"/>
bed	<input type="radio"/>	<input type="radio"/>	high chair	<input type="radio"/>	<input type="radio"/>	sink	<input type="radio"/>	<input type="radio"/>
bedroom	<input type="radio"/>	<input type="radio"/>	kitchen	<input type="radio"/>	<input type="radio"/>	sofa	<input type="radio"/>	<input type="radio"/>
bench	<input type="radio"/>	<input type="radio"/>	living room	<input type="radio"/>	<input type="radio"/>	stairs	<input type="radio"/>	<input type="radio"/>
chair	<input type="radio"/>	<input type="radio"/>	oven	<input type="radio"/>	<input type="radio"/>	stove	<input type="radio"/>	<input type="radio"/>
closet	<input type="radio"/>	<input type="radio"/>	play pen	<input type="radio"/>	<input type="radio"/>	table	<input type="radio"/>	<input type="radio"/>
couch	<input type="radio"/>	<input type="radio"/>	porch	<input type="radio"/>	<input type="radio"/>	TV	<input type="radio"/>	<input type="radio"/>
crib	<input type="radio"/>	<input type="radio"/>	potty	<input type="radio"/>	<input type="radio"/>	washing machine	<input type="radio"/>	<input type="radio"/>
door	<input type="radio"/>	<input type="radio"/>	refrigerator	<input type="radio"/>	<input type="radio"/>	window	<input type="radio"/>	<input type="radio"/>

10. Outside Things (31)

	says	signs		says	signs		says	signs
backyard	<input type="radio"/>	<input type="radio"/>	rain	<input type="radio"/>	<input type="radio"/>	star	<input type="radio"/>	<input type="radio"/>
cloud	<input type="radio"/>	<input type="radio"/>	rock	<input type="radio"/>	<input type="radio"/>	stick	<input type="radio"/>	<input type="radio"/>
flag	<input type="radio"/>	<input type="radio"/>	roof	<input type="radio"/>	<input type="radio"/>	stone	<input type="radio"/>	<input type="radio"/>
flower	<input type="radio"/>	<input type="radio"/>	sandbox	<input type="radio"/>	<input type="radio"/>	street	<input type="radio"/>	<input type="radio"/>
garden	<input type="radio"/>	<input type="radio"/>	shovel	<input type="radio"/>	<input type="radio"/>	sun	<input type="radio"/>	<input type="radio"/>
grass	<input type="radio"/>	<input type="radio"/>	sidewalk	<input type="radio"/>	<input type="radio"/>	swing	<input type="radio"/>	<input type="radio"/>
hose	<input type="radio"/>	<input type="radio"/>	sky	<input type="radio"/>	<input type="radio"/>	tree	<input type="radio"/>	<input type="radio"/>
ladder	<input type="radio"/>	<input type="radio"/>	slide	<input type="radio"/>	<input type="radio"/>	water	<input type="radio"/>	<input type="radio"/>
lawn mower	<input type="radio"/>	<input type="radio"/>	snow	<input type="radio"/>	<input type="radio"/>	wind	<input type="radio"/>	<input type="radio"/>
moon	<input type="radio"/>	<input type="radio"/>	snowman	<input type="radio"/>	<input type="radio"/>			
pool	<input type="radio"/>	<input type="radio"/>	sprinkler	<input type="radio"/>	<input type="radio"/>			

11. Places to Go (22)

	says	signs		says	signs		says	signs
beach	<input type="radio"/>	<input type="radio"/>	home	<input type="radio"/>	<input type="radio"/>	school	<input type="radio"/>	<input type="radio"/>
camping	<input type="radio"/>	<input type="radio"/>	house	<input type="radio"/>	<input type="radio"/>	store	<input type="radio"/>	<input type="radio"/>
church*	<input type="radio"/>	<input type="radio"/>	movie	<input type="radio"/>	<input type="radio"/>	woods	<input type="radio"/>	<input type="radio"/>
circus	<input type="radio"/>	<input type="radio"/>	outside	<input type="radio"/>	<input type="radio"/>	work	<input type="radio"/>	<input type="radio"/>
country	<input type="radio"/>	<input type="radio"/>	park	<input type="radio"/>	<input type="radio"/>	yard	<input type="radio"/>	<input type="radio"/>
downtown	<input type="radio"/>	<input type="radio"/>	party	<input type="radio"/>	<input type="radio"/>	zoo	<input type="radio"/>	<input type="radio"/>
farm	<input type="radio"/>	<input type="radio"/>	picnic	<input type="radio"/>	<input type="radio"/>			
gas station	<input type="radio"/>	<input type="radio"/>	playground	<input type="radio"/>	<input type="radio"/>			

* or word used in your family

12. People (29)

	says	signs		says	signs		says	signs
aunt*	<input type="radio"/>	<input type="radio"/>	doctor	<input type="radio"/>	<input type="radio"/>	nurse	<input type="radio"/>	<input type="radio"/>
baby	<input type="radio"/>	<input type="radio"/>	fire fighter/fireman	<input type="radio"/>	<input type="radio"/>	child's own name	<input type="radio"/>	<input type="radio"/>
babysitter	<input type="radio"/>	<input type="radio"/>	friend	<input type="radio"/>	<input type="radio"/>	people	<input type="radio"/>	<input type="radio"/>
babysitter's name	<input type="radio"/>	<input type="radio"/>	girl	<input type="radio"/>	<input type="radio"/>	person	<input type="radio"/>	<input type="radio"/>
boy	<input type="radio"/>	<input type="radio"/>	grandma*	<input type="radio"/>	<input type="radio"/>	pet's name	<input type="radio"/>	<input type="radio"/>
brother*	<input type="radio"/>	<input type="radio"/>	grandpa*	<input type="radio"/>	<input type="radio"/>	police	<input type="radio"/>	<input type="radio"/>
child	<input type="radio"/>	<input type="radio"/>	lady	<input type="radio"/>	<input type="radio"/>	sister*	<input type="radio"/>	<input type="radio"/>
clown	<input type="radio"/>	<input type="radio"/>	mail carrier/mailman	<input type="radio"/>	<input type="radio"/>	teacher	<input type="radio"/>	<input type="radio"/>
cowboy/cowgirl	<input type="radio"/>	<input type="radio"/>	man	<input type="radio"/>	<input type="radio"/>	uncle*	<input type="radio"/>	<input type="radio"/>
daddy*	<input type="radio"/>	<input type="radio"/>	mommy*	<input type="radio"/>	<input type="radio"/>			

* or word used in your family

13. Games and Routines (25)

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

14. Action Words (103)

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

15. Descriptive Words (63)

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

16. Words About Time (12)

	says	signs		says	signs		says	signs
after	<input type="radio"/>	<input type="radio"/>	morning	<input type="radio"/>	<input type="radio"/>	today	<input type="radio"/>	<input type="radio"/>
before	<input type="radio"/>	<input type="radio"/>	night	<input type="radio"/>	<input type="radio"/>	tomorrow	<input type="radio"/>	<input type="radio"/>
day	<input type="radio"/>	<input type="radio"/>	now	<input type="radio"/>	<input type="radio"/>	tonight	<input type="radio"/>	<input type="radio"/>
later	<input type="radio"/>	<input type="radio"/>	time	<input type="radio"/>	<input type="radio"/>	yesterday	<input type="radio"/>	<input type="radio"/>

17. Pronouns (25)

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

18. Question Words (7)

	says	signs		says	signs		says	signs
how	<input type="radio"/>	<input type="radio"/>	where	<input type="radio"/>	<input type="radio"/>	why	<input type="radio"/>	<input type="radio"/>
what	<input type="radio"/>	<input type="radio"/>	which	<input type="radio"/>	<input type="radio"/>			
when	<input type="radio"/>	<input type="radio"/>	who	<input type="radio"/>	<input type="radio"/>			

19. Prepositions and Locations (26)

	says	signs		says	signs		says	signs
about	<input type="radio"/>	<input type="radio"/>	down	<input type="radio"/>	<input type="radio"/>	on top of	<input type="radio"/>	<input type="radio"/>
above	<input type="radio"/>	<input type="radio"/>	for	<input type="radio"/>	<input type="radio"/>	out	<input type="radio"/>	<input type="radio"/>
around	<input type="radio"/>	<input type="radio"/>	here	<input type="radio"/>	<input type="radio"/>	over	<input type="radio"/>	<input type="radio"/>
at	<input type="radio"/>	<input type="radio"/>	inside/in	<input type="radio"/>	<input type="radio"/>	there	<input type="radio"/>	<input type="radio"/>
away	<input type="radio"/>	<input type="radio"/>	into	<input type="radio"/>	<input type="radio"/>	to	<input type="radio"/>	<input type="radio"/>
back	<input type="radio"/>	<input type="radio"/>	next to	<input type="radio"/>	<input type="radio"/>	under	<input type="radio"/>	<input type="radio"/>
behind	<input type="radio"/>	<input type="radio"/>	of	<input type="radio"/>	<input type="radio"/>	up	<input type="radio"/>	<input type="radio"/>
beside	<input type="radio"/>	<input type="radio"/>	off	<input type="radio"/>	<input type="radio"/>	with	<input type="radio"/>	<input type="radio"/>
by	<input type="radio"/>	<input type="radio"/>	on	<input type="radio"/>	<input type="radio"/>			

20. Quantifiers and Articles (17)

	says	signs		says	signs		says	signs
a	<input type="radio"/>	<input type="radio"/>	each	<input type="radio"/>	<input type="radio"/>	other	<input type="radio"/>	<input type="radio"/>
all	<input type="radio"/>	<input type="radio"/>	every	<input type="radio"/>	<input type="radio"/>	same	<input type="radio"/>	<input type="radio"/>
a lot	<input type="radio"/>	<input type="radio"/>	more	<input type="radio"/>	<input type="radio"/>	some	<input type="radio"/>	<input type="radio"/>
an	<input type="radio"/>	<input type="radio"/>	much	<input type="radio"/>	<input type="radio"/>	the	<input type="radio"/>	<input type="radio"/>
another	<input type="radio"/>	<input type="radio"/>	not	<input type="radio"/>	<input type="radio"/>	too	<input type="radio"/>	<input type="radio"/>
any	<input type="radio"/>	<input type="radio"/>	none	<input type="radio"/>	<input type="radio"/>			

21. Helping Verbs (21)

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

22. Connecting Words (6)

	says	signs		says	signs		says	signs
and	<input type="radio"/>	<input type="radio"/>	but	<input type="radio"/>	<input type="radio"/>	so	<input type="radio"/>	<input type="radio"/>
because	<input type="radio"/>	<input type="radio"/>	if	<input type="radio"/>	<input type="radio"/>	then	<input type="radio"/>	<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 "airplane" 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 mommy's shoe and say "mommy".	<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?			
2. To talk about ownership, we add an "s", for example, Daddy's key, kitty's dish, and baby's bottle. Has your child begun to do this?			
3. To talk about activities we sometimes add "ing" to verbs. Examples include looking, running, and crying. Has your child begun to do this?			
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?			

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"/>
feet	<input type="radio"/>	mice	<input type="radio"/>
Verbs			
ate	<input type="radio"/>	fell	<input type="radio"/>
blew	<input type="radio"/>	flew	<input type="radio"/>
bought	<input type="radio"/>	got	<input type="radio"/>
broke	<input type="radio"/>	had	<input type="radio"/>
came	<input type="radio"/>	heard	<input type="radio"/>
drank	<input type="radio"/>	held	<input type="radio"/>
drove	<input type="radio"/>	lost	<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 "sometimes" or "often," please continue.

D. Please list three of the longest sentences you have heard your child say or seen your child sign recently.	
1.	<hr/>
2.	<hr/>
3.	<hr/>