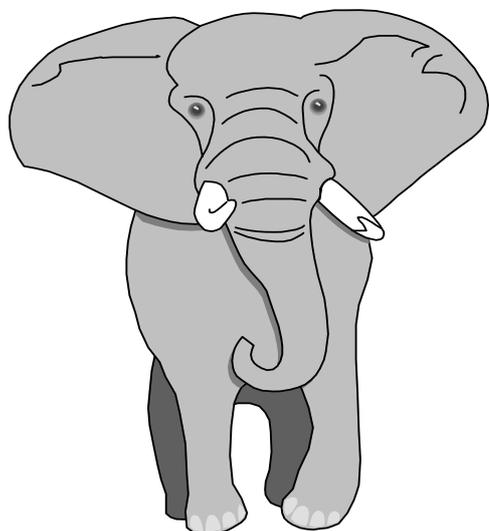


Child's Name: \_\_\_\_\_ Sex: \_\_\_\_\_

Date of Birth: \_\_\_\_\_ Age: \_\_\_\_\_ Today's Date: \_\_\_\_\_



# The MacArthur Communicative Development Inventory: Toddlers

British English Adaptation

## 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

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"/>
cockadoodledoo	<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)

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

### 3. VEHICLES (Real or Toy)

aeroplane	<input type="radio"/>	fire-engine	<input type="radio"/>	sledge	<input type="radio"/>
bicycle	<input type="radio"/>	helicopter	<input type="radio"/>	tractor	<input type="radio"/>
boat	<input type="radio"/>	lorry	<input type="radio"/>	train	<input type="radio"/>
bus	<input type="radio"/>	motorbike	<input type="radio"/>	tricycle	<input type="radio"/>
car	<input type="radio"/>	pram	<input type="radio"/>		

### 4. TOYS

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

### 5. FOOD AND DRINK

apple	<input type="radio"/>	fish	<input type="radio"/>	pickle	<input type="radio"/>
applesauce	<input type="radio"/>	food	<input type="radio"/>	pizza	<input type="radio"/>
banana	<input type="radio"/>	grapes	<input type="radio"/>	popcorn	<input type="radio"/>
beans	<input type="radio"/>	green beans	<input type="radio"/>	potato	<input type="radio"/>
biscuit	<input type="radio"/>	hamburger	<input type="radio"/>	pretzel	<input type="radio"/>
bread	<input type="radio"/>	ice	<input type="radio"/>	pudding	<input type="radio"/>
butter	<input type="radio"/>	ice cream	<input type="radio"/>	pumpkin	<input type="radio"/>
cake	<input type="radio"/>	icepop/icelolly	<input type="radio"/>	raisin	<input type="radio"/>
carrots	<input type="radio"/>	jam	<input type="radio"/>	salt	<input type="radio"/>
cereal	<input type="radio"/>	jelly	<input type="radio"/>	sandwich	<input type="radio"/>
cheese	<input type="radio"/>	juice/fizzy juice	<input type="radio"/>	sauce	<input type="radio"/>
chewing gum	<input type="radio"/>	lollipop	<input type="radio"/>	soup	<input type="radio"/>
chicken	<input type="radio"/>	meat	<input type="radio"/>	spaghetti	<input type="radio"/>
chips	<input type="radio"/>	melon	<input type="radio"/>	strawberry	<input type="radio"/>
chocolate	<input type="radio"/>	milk	<input type="radio"/>	sweetcorn	<input type="radio"/>
coffee	<input type="radio"/>	muffin	<input type="radio"/>	sweets	<input type="radio"/>
coke	<input type="radio"/>	noodles	<input type="radio"/>	toast	<input type="radio"/>
cracker	<input type="radio"/>	nuts	<input type="radio"/>	tuna	<input type="radio"/>
crisps	<input type="radio"/>	orange	<input type="radio"/>	vanilla	<input type="radio"/>
doughnut	<input type="radio"/>	pancake	<input type="radio"/>	vitamins	<input type="radio"/>
drink	<input type="radio"/>	peanut butter	<input type="radio"/>	water	<input type="radio"/>
egg	<input type="radio"/>	peas	<input type="radio"/>	yogurt	<input type="radio"/>

### 6. CLOTHING

beads	<input type="radio"/>	jeans	<input type="radio"/>	slipper	<input type="radio"/>
belt	<input type="radio"/>	jumper	<input type="radio"/>	sock	<input type="radio"/>
bib	<input type="radio"/>	mittens	<input type="radio"/>	sweatshirt	<input type="radio"/>
boots	<input type="radio"/>	nappy	<input type="radio"/>	tights	<input type="radio"/>
button	<input type="radio"/>	necklace	<input type="radio"/>	trainers	<input type="radio"/>
coat	<input type="radio"/>	pyjamas	<input type="radio"/>	trousers	<input type="radio"/>
dress	<input type="radio"/>	scarf	<input type="radio"/>	underpants	<input type="radio"/>
gloves	<input type="radio"/>	shirt	<input type="radio"/>	zip	<input type="radio"/>
hat	<input type="radio"/>	shoe	<input type="radio"/>		
jacket	<input type="radio"/>	shorts	<input type="radio"/>		

### 7. BODY PARTS

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*	<input type="radio"/>	hand	<input type="radio"/>	tooth	<input type="radio"/>
cheek	<input type="radio"/>	head	<input type="radio"/>	toe	<input type="radio"/>
chin	<input type="radio"/>	knee	<input type="radio"/>	tongue	<input type="radio"/>
ear	<input type="radio"/>	leg	<input type="radio"/>	tummy	<input type="radio"/>
eye	<input type="radio"/>	lips	<input type="radio"/>	vagina*	<input type="radio"/>
face	<input type="radio"/>	mouth	<input type="radio"/>		

\*or word used in your family

### 8. SMALL HOUSEHOLD ITEMS

basket	<input type="radio"/>	hammer	<input type="radio"/>	plant	<input type="radio"/>
blanket	<input type="radio"/>	hoover	<input type="radio"/>	plate	<input type="radio"/>
bottle	<input type="radio"/>	jar	<input type="radio"/>	purse	<input type="radio"/>
bowl	<input type="radio"/>	keys	<input type="radio"/>	radio	<input type="radio"/>
box	<input type="radio"/>	knife	<input type="radio"/>	rubbish	<input type="radio"/>
brush	<input type="radio"/>	lamp	<input type="radio"/>	scissors	<input type="radio"/>
bucket	<input type="radio"/>	light	<input type="radio"/>	soap	<input type="radio"/>
camera	<input type="radio"/>	medicine	<input type="radio"/>	spoon	<input type="radio"/>
can	<input type="radio"/>	money	<input type="radio"/>	tape	<input type="radio"/>
clock	<input type="radio"/>	mop	<input type="radio"/>	telephone	<input type="radio"/>
comb	<input type="radio"/>	nail	<input type="radio"/>	tissue/kleenex	<input type="radio"/>
cup	<input type="radio"/>	napkin	<input type="radio"/>	toothbrush	<input type="radio"/>
dish	<input type="radio"/>	paper	<input type="radio"/>	towel	<input type="radio"/>
fork	<input type="radio"/>	penny	<input type="radio"/>	watch	<input type="radio"/>
glass	<input type="radio"/>	picture	<input type="radio"/>		
glasses	<input type="radio"/>	pillow	<input type="radio"/>		

### 9. FURNITURE AND ROOMS

bath	<input type="radio"/>	garage	<input type="radio"/>	shower	<input type="radio"/>
bathroom	<input type="radio"/>	high chair	<input type="radio"/>	sink	<input type="radio"/>
bed	<input type="radio"/>	kitchen	<input type="radio"/>	sofa	<input type="radio"/>
bedroom	<input type="radio"/>	living room	<input type="radio"/>	stairs	<input type="radio"/>
bench	<input type="radio"/>	oven	<input type="radio"/>	stove	<input type="radio"/>
cellar	<input type="radio"/>	playpen	<input type="radio"/>	table	<input type="radio"/>
chair	<input type="radio"/>	porch	<input type="radio"/>	TV	<input type="radio"/>
cot	<input type="radio"/>	potty	<input type="radio"/>	wardrobe	<input type="radio"/>
door	<input type="radio"/>	refrigerator	<input type="radio"/>	washing machine	<input type="radio"/>
drawer	<input type="radio"/>	rocking chair	<input type="radio"/>	window	<input type="radio"/>
dryer	<input type="radio"/>	room	<input type="radio"/>		

### 10. OUTSIDE THINGS

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"/>
garden	<input type="radio"/>	sandpit	<input type="radio"/>	sun	<input type="radio"/>
grass	<input type="radio"/>	sky	<input type="radio"/>	swing	<input type="radio"/>
hose	<input type="radio"/>	slide	<input type="radio"/>	tree	<input type="radio"/>
ladder	<input type="radio"/>	snow	<input type="radio"/>	water	<input type="radio"/>
lawn mower	<input type="radio"/>	snowman	<input type="radio"/>	wind	<input type="radio"/>
moon	<input type="radio"/>	spade	<input type="radio"/>		
pavement	<input type="radio"/>	sprinkler	<input type="radio"/>		

11. PLACES TO GO					
beach	<input type="radio"/>	home	<input type="radio"/>	school	<input type="radio"/>
camping	<input type="radio"/>	house	<input type="radio"/>	shop	<input type="radio"/>
church*	<input type="radio"/>	outside	<input type="radio"/>	woods	<input type="radio"/>
circus	<input type="radio"/>	park	<input type="radio"/>	work	<input type="radio"/>
city centre, town	<input type="radio"/>	party	<input type="radio"/>	yard	<input type="radio"/>
country	<input type="radio"/>	petrol station	<input type="radio"/>	zoo	<input type="radio"/>
farm	<input type="radio"/>	picnic	<input type="radio"/>		
film	<input type="radio"/>	playground	<input type="radio"/>		

\*or word used in your family

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

\*or word used in your family

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

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

15. DESCRIPTIVE WORDS					
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					
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							
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							
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					
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					
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"/>	not	<input type="radio"/>	too	<input type="radio"/>
any	<input type="radio"/>	none	<input type="radio"/>		

21. HELPING VERBS					
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"/>	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 you	<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					
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 went to the circus last week might later say circus, 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 mammy's shoe and say "mammy".	<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, kitten'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>B. WORD FORMS</b>			
Following are some other words children learn. Please mark any of these words that your child uses.			
<b>NOUNS</b>			
children	<input type="radio"/>	men	<input type="radio"/>
feet	<input type="radio"/>	mice	<input type="radio"/>
<b>VERBS</b>			
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"/>

<b>C. WORD ENDINGS/PART 2</b>			
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.			
<b>NOUNS</b>			
blockses	<input type="radio"/>	mans	<input type="radio"/>
childrens	<input type="radio"/>	mens	<input type="radio"/>
childs	<input type="radio"/>	mices	<input type="radio"/>
feets	<input type="radio"/>	mouses	<input type="radio"/>
foots	<input type="radio"/>	shoeses	<input type="radio"/>
<b>VERBS</b>			
ated	<input type="radio"/>	comed	<input type="radio"/>
blewed	<input type="radio"/>	doed	<input type="radio"/>
blowed	<input type="radio"/>	dranked	<input type="radio"/>
bringed	<input type="radio"/>	drinked	<input type="radio"/>
buyed	<input type="radio"/>	eated	<input type="radio"/>
breaked	<input type="radio"/>	fallled	<input type="radio"/>
broked	<input type="radio"/>	flied	<input type="radio"/>
camed	<input type="radio"/>	getted	<input type="radio"/>

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

Not Yet  Sometimes  Often

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

<b>D. EXAMPLES:</b> Please list three of the longest sentences you have heard your child say recently.
1. _____
2. _____
3. _____

<b>E. COMPLEXITY</b>					
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.					
Two shoe.	<input type="radio"/>	Baby blanket.	<input type="radio"/>	Read me story, ma/ummy.	<input type="radio"/>
Two shoes.	<input type="radio"/>	Baby's blanket.	<input type="radio"/>	Read me a story, ma/ummy.	<input type="radio"/>
Two foot.	<input type="radio"/>	Doggie table.	<input type="radio"/>	No wash dolly.	<input type="radio"/>
Two feet.	<input type="radio"/>	Doggie on table.	<input type="radio"/>	Don't wash dolly.	<input type="radio"/>
Daddy car.	<input type="radio"/>	That my lorry.	<input type="radio"/>	Want more juice.	<input type="radio"/>
Daddy's car	<input type="radio"/>	That's my lorry.	<input type="radio"/>	Want juice in there.	<input type="radio"/>
(Talking about something happening right now)		(Talking about something that already happened)			
Kitten sleep.	<input type="radio"/>	Daddy pick me up.	<input type="radio"/>	There a kitten.	<input type="radio"/>
Kitten sleeping.	<input type="radio"/>	Daddy picked me up.	<input type="radio"/>	There's a kitten.	<input type="radio"/>
(Talking about something happening right now)		(Talking about something that already happened)			
I make tower.	<input type="radio"/>	Kitten go away.	<input type="radio"/>	Go bye-bye.	<input type="radio"/>
I making tower.	<input type="radio"/>	Kitten went away.	<input type="radio"/>	Want go bye-bye.	<input type="radio"/>
(Talking about something that already happened)		(Talking about something that already happened)			
I fall down.	<input type="radio"/>	Doggie kiss me.	<input type="radio"/>	Where ma/ummy go?	<input type="radio"/>
I fell down.	<input type="radio"/>	Doggie kissed me.	<input type="radio"/>	Where did ma/ummy go?	<input type="radio"/>
More biscuit!	<input type="radio"/>	Baby crying.	<input type="radio"/>	Coffee hot.	<input type="radio"/>
More biscuits!	<input type="radio"/>	Baby is crying.	<input type="radio"/>	That coffee hot.	<input type="radio"/>
These my tooth.	<input type="radio"/>	You fix it.	<input type="radio"/>	I no do it.	<input type="radio"/>
These my teeth.	<input type="radio"/>	Can you fix it?	<input type="radio"/>	I can't do it.	<input type="radio"/>
I want that.	<input type="radio"/>	Baby want eat.	<input type="radio"/>	I like read stories.	<input type="radio"/>
I want that one you got.	<input type="radio"/>	Baby want to eat.	<input type="radio"/>	I like to read stories.	<input type="radio"/>
Turn on light.	<input type="radio"/>	Where's my dolly?	<input type="radio"/>	Don't read book.	<input type="radio"/>
Turn on the light so		Where's my dolly		Don't want you read	
I can see.	<input type="radio"/>	name Sam?	<input type="radio"/>	that book.	<input type="radio"/>
Want biscuits.	<input type="radio"/>	Lookit me!	<input type="radio"/>	We made this.	<input type="radio"/>
Want biscuits and milk.	<input type="radio"/>	Lookit me dancing!	<input type="radio"/>	Me and Paul made this.	<input type="radio"/>
Biscuit ma/ummy.	<input type="radio"/>	Lookit!	<input type="radio"/>		
Biscuit for ma/ummy.	<input type="radio"/>	Lookit what I got!	<input type="radio"/>		
Baby crying.	<input type="radio"/>	I sing song.	<input type="radio"/>		
Baby crying coz she's sad.	<input type="radio"/>	I sing song for you.	<input type="radio"/>		

**OTHER COMMENTS:**

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