

LINCOLN UNIVERSITY BABYLAB

Toddler Communicative Development Inventory

- A UK adaptation of the MacArthur Toddler CDI* -

Your name:

Child's name:	Male/female:
Birth date of child:	Today's date:



Dear Parent,

The following is a list of words that are typical in children's vocabularies.

For words that your child **understands but does not yet say**, place a mark in the first column, labelled "U".

Crocodile U U/S
 ● ○

For words that your child **understands and also says**, place a mark in the second column, labelled "U/S".

Crocodile U U/S
 ○ ●

If your child uses a different pronunciation of a word (e.g., 'bickie' for biscuit, or 'telly' for television) - mark the word anyway.

Occasionally we list two alternative forms - please **underline** the one your child understands and/or produces.

pool/pond U U/S
 ○ ●

Please fill in the whole circle exactly as shown above, do not just tick or partly fill the Circle:

Correct marking - ● incorrect markings - ⊙ ◐ ✓.

This inventory is a comprehensive "catalogue" of words that are used by many different children across a wide age range, so do not worry if your child knows only a few of them at the moment!

If you have any additional comments or information that you think we should consider, please add these at the end of this inventory.

Thank you very much!

*This Toddler CDI was adapted by Kerstin Meints and Kristina Fletcher, University of Lincoln, UK (version 2001). For information and original copies of the MacArthur CDI, please contact the Developmental Psychology Lab, San Diego State University, San Diego, CA 92182, USA.

Animal sounds

	U	US		U	US		U	US
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	<input type="radio"/>	<input type="radio"/>
grr	<input type="radio"/>	<input type="radio"/>	quack	<input type="radio"/>	<input type="radio"/>	yum	<input type="radio"/>	<input type="radio"/>

Animals

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

Vehicles

	U	US		U	US		U	US
aeroplane / plane	<input type="radio"/>	<input type="radio"/>	fire engine	<input type="radio"/>	<input type="radio"/>	sleigh	<input type="radio"/>	<input type="radio"/>
bicycle / bike	<input type="radio"/>	<input type="radio"/>	helicopter	<input type="radio"/>	<input type="radio"/>	tractor	<input type="radio"/>	<input type="radio"/>
boat	<input type="radio"/>	<input type="radio"/>	lorry / truck	<input type="radio"/>	<input type="radio"/>	train	<input type="radio"/>	<input type="radio"/>
bus	<input type="radio"/>	<input type="radio"/>	motorbike	<input type="radio"/>	<input type="radio"/>	tricycle	<input type="radio"/>	<input type="radio"/>
car	<input type="radio"/>	<input type="radio"/>	pushchair	<input type="radio"/>	<input type="radio"/>			

Toys

	U	US		U	US		U	US
ball	<input type="radio"/>	<input type="radio"/>	crayon	<input type="radio"/>	<input type="radio"/>	puzzle	<input type="radio"/>	<input type="radio"/>
balloon	<input type="radio"/>	<input type="radio"/>	doll	<input type="radio"/>	<input type="radio"/>	story	<input type="radio"/>	<input type="radio"/>
bat	<input type="radio"/>	<input type="radio"/>	game	<input type="radio"/>	<input type="radio"/>	teddy bear	<input type="radio"/>	<input type="radio"/>
block / brick	<input type="radio"/>	<input type="radio"/>	pen	<input type="radio"/>	<input type="radio"/>	toy	<input type="radio"/>	<input type="radio"/>
book	<input type="radio"/>	<input type="radio"/>	pencil	<input type="radio"/>	<input type="radio"/>			
bubble	<input type="radio"/>	<input type="radio"/>	play dough	<input type="radio"/>	<input type="radio"/>			
chalk	<input type="radio"/>	<input type="radio"/>	present	<input type="radio"/>	<input type="radio"/>			

Food and Drink

	U	US		U	US		U	US
apple	<input type="radio"/>	<input type="radio"/>	fish	<input type="radio"/>	<input type="radio"/>	pizza	<input type="radio"/>	<input type="radio"/>
banana	<input type="radio"/>	<input type="radio"/>	food	<input type="radio"/>	<input type="radio"/>	plum	<input type="radio"/>	<input type="radio"/>
beans	<input type="radio"/>	<input type="radio"/>	grapes	<input type="radio"/>	<input type="radio"/>	pop	<input type="radio"/>	<input type="radio"/>
biscuit	<input type="radio"/>	<input type="radio"/>	green beans	<input type="radio"/>	<input type="radio"/>	popcorn	<input type="radio"/>	<input type="radio"/>
bread	<input type="radio"/>	<input type="radio"/>	hamburger / burger	<input type="radio"/>	<input type="radio"/>	potato	<input type="radio"/>	<input type="radio"/>
butter	<input type="radio"/>	<input type="radio"/>	ice	<input type="radio"/>	<input type="radio"/>	pudding	<input type="radio"/>	<input type="radio"/>
cake	<input type="radio"/>	<input type="radio"/>	ice cream	<input type="radio"/>	<input type="radio"/>	pumpkin	<input type="radio"/>	<input type="radio"/>
carrot	<input type="radio"/>	<input type="radio"/>	ice lolly	<input type="radio"/>	<input type="radio"/>	raisin	<input type="radio"/>	<input type="radio"/>
cereal	<input type="radio"/>	<input type="radio"/>	jam	<input type="radio"/>	<input type="radio"/>	salt	<input type="radio"/>	<input type="radio"/>
cheese	<input type="radio"/>	<input type="radio"/>	jelly	<input type="radio"/>	<input type="radio"/>	sandwich	<input type="radio"/>	<input type="radio"/>
chewing gum / bubble gum	<input type="radio"/>	<input type="radio"/>	juice	<input type="radio"/>	<input type="radio"/>	sauce	<input type="radio"/>	<input type="radio"/>
chicken	<input type="radio"/>	<input type="radio"/>	lollipop / lolly	<input type="radio"/>	<input type="radio"/>	soup	<input type="radio"/>	<input type="radio"/>
chips	<input type="radio"/>	<input type="radio"/>	meat	<input type="radio"/>	<input type="radio"/>	strawberry	<input type="radio"/>	<input type="radio"/>
chocolate	<input type="radio"/>	<input type="radio"/>	melon	<input type="radio"/>	<input type="radio"/>	sweets	<input type="radio"/>	<input type="radio"/>
chocolate biscuit	<input type="radio"/>	<input type="radio"/>	milk	<input type="radio"/>	<input type="radio"/>	tea	<input type="radio"/>	<input type="radio"/>
coffee	<input type="radio"/>	<input type="radio"/>	muffin / bun	<input type="radio"/>	<input type="radio"/>	toast	<input type="radio"/>	<input type="radio"/>
coke	<input type="radio"/>	<input type="radio"/>	nuts	<input type="radio"/>	<input type="radio"/>	tomato sauce / ketchup	<input type="radio"/>	<input type="radio"/>
cornflakes	<input type="radio"/>	<input type="radio"/>	orange	<input type="radio"/>	<input type="radio"/>	tuna	<input type="radio"/>	<input type="radio"/>
cracker	<input type="radio"/>	<input type="radio"/>	pancake	<input type="radio"/>	<input type="radio"/>	vanilla	<input type="radio"/>	<input type="radio"/>
crisps	<input type="radio"/>	<input type="radio"/>	pasta / spaghetti	<input type="radio"/>	<input type="radio"/>	vitamins	<input type="radio"/>	<input type="radio"/>
doughnut	<input type="radio"/>	<input type="radio"/>	peanut butter	<input type="radio"/>	<input type="radio"/>	water	<input type="radio"/>	<input type="radio"/>
drink	<input type="radio"/>	<input type="radio"/>	peas	<input type="radio"/>	<input type="radio"/>	yoghurt	<input type="radio"/>	<input type="radio"/>
egg	<input type="radio"/>	<input type="radio"/>	pickle	<input type="radio"/>	<input type="radio"/>			

Clothes

	U	US		U	US		U	US
belt	<input type="radio"/>	<input type="radio"/>	jeans	<input type="radio"/>	<input type="radio"/>	shoe	<input type="radio"/>	<input type="radio"/>
bib	<input type="radio"/>	<input type="radio"/>	jumper / sweater	<input type="radio"/>	<input type="radio"/>	shorts	<input type="radio"/>	<input type="radio"/>
boot (s)	<input type="radio"/>	<input type="radio"/>	mittens	<input type="radio"/>	<input type="radio"/>	slipper	<input type="radio"/>	<input type="radio"/>
button	<input type="radio"/>	<input type="radio"/>	nappy	<input type="radio"/>	<input type="radio"/>	sock	<input type="radio"/>	<input type="radio"/>
coat	<input type="radio"/>	<input type="radio"/>	necklace	<input type="radio"/>	<input type="radio"/>	tights	<input type="radio"/>	<input type="radio"/>
dress	<input type="radio"/>	<input type="radio"/>	pants / underpants	<input type="radio"/>	<input type="radio"/>	trainers	<input type="radio"/>	<input type="radio"/>
glasses / specs	<input type="radio"/>	<input type="radio"/>	pyjamas	<input type="radio"/>	<input type="radio"/>	trousers	<input type="radio"/>	<input type="radio"/>
gloves	<input type="radio"/>	<input type="radio"/>	raincoat	<input type="radio"/>	<input type="radio"/>	zip	<input type="radio"/>	<input type="radio"/>
hat	<input type="radio"/>	<input type="radio"/>	scarf	<input type="radio"/>	<input type="radio"/>			
jacket	<input type="radio"/>	<input type="radio"/>	shirt	<input type="radio"/>	<input type="radio"/>			

Body Parts

	U	US		U	US		U	US
ankle	<input type="radio"/>	<input type="radio"/>	eye	<input type="radio"/>	<input type="radio"/>	lips	<input type="radio"/>	<input type="radio"/>
arm	<input type="radio"/>	<input type="radio"/>	face	<input type="radio"/>	<input type="radio"/>	mouth	<input type="radio"/>	<input type="radio"/>
back	<input type="radio"/>	<input type="radio"/>	foot	<input type="radio"/>	<input type="radio"/>	neck	<input type="radio"/>	<input type="radio"/>
belly button / tummy button	<input type="radio"/>	<input type="radio"/>	finger	<input type="radio"/>	<input type="radio"/>	nose	<input type="radio"/>	<input type="radio"/>

bottom*	<input type="radio"/>	<input type="radio"/>	hair	<input type="radio"/>	<input type="radio"/>	shoulder	<input type="radio"/>	<input type="radio"/>
cheek	<input type="radio"/>	<input type="radio"/>	hand	<input type="radio"/>	<input type="radio"/>	tooth	<input type="radio"/>	<input type="radio"/>
chin	<input type="radio"/>	<input type="radio"/>	head	<input type="radio"/>	<input type="radio"/>	toe	<input type="radio"/>	<input type="radio"/>
ear	<input type="radio"/>	<input type="radio"/>	knee	<input type="radio"/>	<input type="radio"/>	tongue	<input type="radio"/>	<input type="radio"/>
elbow	<input type="radio"/>	<input type="radio"/>	leg	<input type="radio"/>	<input type="radio"/>	tummy	<input type="radio"/>	<input type="radio"/>

* or word used by your family

Furniture and Rooms

	U	US		U	US		U	US
cellar	<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 / bath	<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 / settee	<input type="radio"/>	<input type="radio"/>
bench	<input type="radio"/>	<input type="radio"/>	living room / lounge / dining room	<input type="radio"/>	<input type="radio"/>	stairs	<input type="radio"/>	<input type="radio"/>
chair	<input type="radio"/>	<input type="radio"/>	oven / cooker	<input type="radio"/>	<input type="radio"/>	stove	<input type="radio"/>	<input type="radio"/>
cot	<input type="radio"/>	<input type="radio"/>	play pen	<input type="radio"/>	<input type="radio"/>	table	<input type="radio"/>	<input type="radio"/>
cupboard	<input type="radio"/>	<input type="radio"/>	porch	<input type="radio"/>	<input type="radio"/>	TV / television / telly	<input type="radio"/>	<input type="radio"/>
dining room	<input type="radio"/>	<input type="radio"/>	potty	<input type="radio"/>	<input type="radio"/>	washing machine / washer	<input type="radio"/>	<input type="radio"/>
door	<input type="radio"/>	<input type="radio"/>	refrigerator / fridge	<input type="radio"/>	<input type="radio"/>	window	<input type="radio"/>	<input type="radio"/>

Household items

	U	US		U	US		U	US
bin	<input type="radio"/>	<input type="radio"/>	hammer	<input type="radio"/>	<input type="radio"/>	plate	<input type="radio"/>	<input type="radio"/>
blanket	<input type="radio"/>	<input type="radio"/>	hoover / vacuum	<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"/>	rubbish	<input type="radio"/>	<input type="radio"/>
bowl	<input type="radio"/>	<input type="radio"/>	knife	<input type="radio"/>	<input type="radio"/>	scissors	<input type="radio"/>	<input type="radio"/>
broom	<input type="radio"/>	<input type="radio"/>	lamp	<input type="radio"/>	<input type="radio"/>	sellotape	<input type="radio"/>	<input type="radio"/>
brush	<input type="radio"/>	<input type="radio"/>	light	<input type="radio"/>	<input type="radio"/>	soap	<input type="radio"/>	<input type="radio"/>
bucket	<input type="radio"/>	<input type="radio"/>	medicine	<input type="radio"/>	<input type="radio"/>	spoon	<input type="radio"/>	<input type="radio"/>
camera	<input type="radio"/>	<input type="radio"/>	money	<input type="radio"/>	<input type="radio"/>	stair gate	<input type="radio"/>	<input type="radio"/>
can / tin	<input type="radio"/>	<input type="radio"/>	mop	<input type="radio"/>	<input type="radio"/>	tape	<input type="radio"/>	<input type="radio"/>
clock	<input type="radio"/>	<input type="radio"/>	nail	<input type="radio"/>	<input type="radio"/>	telephone / phone	<input type="radio"/>	<input type="radio"/>
comb	<input type="radio"/>	<input type="radio"/>	napkin	<input type="radio"/>	<input type="radio"/>	tissue	<input type="radio"/>	<input type="radio"/>
cup	<input type="radio"/>	<input type="radio"/>	paper	<input type="radio"/>	<input type="radio"/>	toothbrush	<input type="radio"/>	<input type="radio"/>
dish	<input type="radio"/>	<input type="radio"/>	penny	<input type="radio"/>	<input type="radio"/>	towel	<input type="radio"/>	<input type="radio"/>
dummy	<input type="radio"/>	<input type="radio"/>	picture	<input type="radio"/>	<input type="radio"/>	tray	<input type="radio"/>	<input type="radio"/>
fork	<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"/>			

Outside

	U	US		U	US		U	US
backyard	<input type="radio"/>	<input type="radio"/>	pond	<input type="radio"/>	<input type="radio"/>	star	<input type="radio"/>	<input type="radio"/>
cloud	<input type="radio"/>	<input type="radio"/>	rain	<input type="radio"/>	<input type="radio"/>	stick	<input type="radio"/>	<input type="radio"/>
flag	<input type="radio"/>	<input type="radio"/>	road	<input type="radio"/>	<input type="radio"/>	street	<input type="radio"/>	<input type="radio"/>
flower	<input type="radio"/>	<input type="radio"/>	rock / stone	<input type="radio"/>	<input type="radio"/>	sun	<input type="radio"/>	<input type="radio"/>
garden	<input type="radio"/>	<input type="radio"/>	roof	<input type="radio"/>	<input type="radio"/>	swing	<input type="radio"/>	<input type="radio"/>
grass	<input type="radio"/>	<input type="radio"/>	sandpit	<input type="radio"/>	<input type="radio"/>	tree	<input type="radio"/>	<input type="radio"/>
hose-pipe	<input type="radio"/>	<input type="radio"/>	shovel / spade	<input type="radio"/>	<input type="radio"/>	water	<input type="radio"/>	<input type="radio"/>
ladder	<input type="radio"/>	<input type="radio"/>	sky	<input type="radio"/>	<input type="radio"/>	wheelbarrow	<input type="radio"/>	<input type="radio"/>
lawn mower	<input type="radio"/>	<input type="radio"/>	slide	<input type="radio"/>	<input type="radio"/>	wind	<input type="radio"/>	<input type="radio"/>
moon	<input type="radio"/>	<input type="radio"/>	snow	<input type="radio"/>	<input type="radio"/>			
path	<input type="radio"/>	<input type="radio"/>	snowman	<input type="radio"/>	<input type="radio"/>			

Places to go

	U	US		U	US		U	US
beach	<input type="radio"/>	<input type="radio"/>	cinema / pictures	<input type="radio"/>	<input type="radio"/>	seaside	<input type="radio"/>	<input type="radio"/>
camping	<input type="radio"/>	<input type="radio"/>	outside	<input type="radio"/>	<input type="radio"/>	shop	<input type="radio"/>	<input type="radio"/>
church *	<input type="radio"/>	<input type="radio"/>	park	<input type="radio"/>	<input type="radio"/>	town	<input type="radio"/>	<input type="radio"/>
circus	<input type="radio"/>	<input type="radio"/>	party	<input type="radio"/>	<input type="radio"/>	woods	<input type="radio"/>	<input type="radio"/>
countryside	<input type="radio"/>	<input type="radio"/>	petrol station	<input type="radio"/>	<input type="radio"/>	work	<input type="radio"/>	<input type="radio"/>
farm	<input type="radio"/>	<input type="radio"/>	picnic	<input type="radio"/>	<input type="radio"/>	zoo	<input type="radio"/>	<input type="radio"/>
house	<input type="radio"/>	<input type="radio"/>	playground	<input type="radio"/>	<input type="radio"/>			
home	<input type="radio"/>	<input type="radio"/>	school	<input type="radio"/>	<input type="radio"/>			

* or word used by your family

People

	U	US		U	US		U	US
aunt	<input type="radio"/>	<input type="radio"/>	doctor	<input type="radio"/>	<input type="radio"/>	people	<input type="radio"/>	<input type="radio"/>
baby	<input type="radio"/>	<input type="radio"/>	fireman	<input type="radio"/>	<input type="radio"/>	person	<input type="radio"/>	<input type="radio"/>
babysitter	<input type="radio"/>	<input type="radio"/>	friend	<input type="radio"/>	<input type="radio"/>	pet's name	<input type="radio"/>	<input type="radio"/>
babysitter's name	<input type="radio"/>	<input type="radio"/>	girl	<input type="radio"/>	<input type="radio"/>	police	<input type="radio"/>	<input type="radio"/>
boy	<input type="radio"/>	<input type="radio"/>	grandma / nanna / granny*	<input type="radio"/>	<input type="radio"/>	postman	<input type="radio"/>	<input type="radio"/>
brother	<input type="radio"/>	<input type="radio"/>	granddad*	<input type="radio"/>	<input type="radio"/>	sister	<input type="radio"/>	<input type="radio"/>
child	<input type="radio"/>	<input type="radio"/>	lady	<input type="radio"/>	<input type="radio"/>	teacher	<input type="radio"/>	<input type="radio"/>
child's own name	<input type="radio"/>	<input type="radio"/>	man	<input type="radio"/>	<input type="radio"/>	uncle	<input type="radio"/>	<input type="radio"/>
clown	<input type="radio"/>	<input type="radio"/>	mummy / mum*	<input type="radio"/>	<input type="radio"/>	woman	<input type="radio"/>	<input type="radio"/>
daddy / dad*	<input type="radio"/>	<input type="radio"/>	nurse	<input type="radio"/>	<input type="radio"/>			

* or word used by your family

Games and Routines

	U	US		U	US		U	US
bath	<input type="radio"/>	<input type="radio"/>	lunch	<input type="radio"/>	<input type="radio"/>	snack	<input type="radio"/>	<input type="radio"/>
breakfast	<input type="radio"/>	<input type="radio"/>	nap / sleep	<input type="radio"/>	<input type="radio"/>	so big!	<input type="radio"/>	<input type="radio"/>
bye bye	<input type="radio"/>	<input type="radio"/>	night night	<input type="radio"/>	<input type="radio"/>	tea	<input type="radio"/>	<input type="radio"/>
call (on phone)	<input type="radio"/>	<input type="radio"/>	no	<input type="radio"/>	<input type="radio"/>	thank you	<input type="radio"/>	<input type="radio"/>
dinner	<input type="radio"/>	<input type="radio"/>	pat-a-cake	<input type="radio"/>	<input type="radio"/>	this little piggy	<input type="radio"/>	<input type="radio"/>
gonna get you!	<input type="radio"/>	<input type="radio"/>	peekaboo	<input type="radio"/>	<input type="radio"/>	turn around	<input type="radio"/>	<input type="radio"/>

go potty	<input type="radio"/>	<input type="radio"/>	please	<input type="radio"/>	<input type="radio"/>	yes	<input type="radio"/>	<input type="radio"/>
hi	<input type="radio"/>	<input type="radio"/>	shh / hush	<input type="radio"/>	<input type="radio"/>			
hello	<input type="radio"/>	<input type="radio"/>	shopping	<input type="radio"/>	<input type="radio"/>			

Action words

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

Descriptive words

	U	US		U	US		U	US
all gone	<input type="radio"/>	<input type="radio"/>	full	<input type="radio"/>	<input type="radio"/>	poor	<input type="radio"/>	<input type="radio"/>
angry	<input type="radio"/>	<input type="radio"/>	gentle	<input type="radio"/>	<input type="radio"/>	pretty	<input type="radio"/>	<input type="radio"/>
asleep	<input type="radio"/>	<input type="radio"/>	good	<input type="radio"/>	<input type="radio"/>	quiet	<input type="radio"/>	<input type="radio"/>
awake	<input type="radio"/>	<input type="radio"/>	green	<input type="radio"/>	<input type="radio"/>	red	<input type="radio"/>	<input type="radio"/>
bad	<input type="radio"/>	<input type="radio"/>	happy	<input type="radio"/>	<input type="radio"/>	sad	<input type="radio"/>	<input type="radio"/>
better	<input type="radio"/>	<input type="radio"/>	hard	<input type="radio"/>	<input type="radio"/>	scared	<input type="radio"/>	<input type="radio"/>
big	<input type="radio"/>	<input type="radio"/>	heavy	<input type="radio"/>	<input type="radio"/>	sick	<input type="radio"/>	<input type="radio"/>
black	<input type="radio"/>	<input type="radio"/>	high	<input type="radio"/>	<input type="radio"/>	sleepy	<input type="radio"/>	<input type="radio"/>
blue	<input type="radio"/>	<input type="radio"/>	hot	<input type="radio"/>	<input type="radio"/>	slow	<input type="radio"/>	<input type="radio"/>
broken	<input type="radio"/>	<input type="radio"/>	hungry	<input type="radio"/>	<input type="radio"/>	small	<input type="radio"/>	<input type="radio"/>
brown	<input type="radio"/>	<input type="radio"/>	hurt	<input type="radio"/>	<input type="radio"/>	soft	<input type="radio"/>	<input type="radio"/>
careful	<input type="radio"/>	<input type="radio"/>	last	<input type="radio"/>	<input type="radio"/>	sticky	<input type="radio"/>	<input type="radio"/>
clean	<input type="radio"/>	<input type="radio"/>	little	<input type="radio"/>	<input type="radio"/>	stuck	<input type="radio"/>	<input type="radio"/>
cold	<input type="radio"/>	<input type="radio"/>	long	<input type="radio"/>	<input type="radio"/>	thirsty	<input type="radio"/>	<input type="radio"/>
cute	<input type="radio"/>	<input type="radio"/>	loud	<input type="radio"/>	<input type="radio"/>	tiny	<input type="radio"/>	<input type="radio"/>
dark	<input type="radio"/>	<input type="radio"/>	nasty	<input type="radio"/>	<input type="radio"/>	tired	<input type="radio"/>	<input type="radio"/>

dirty	<input type="radio"/>	<input type="radio"/>	naughty	<input type="radio"/>	<input type="radio"/>	wet	<input type="radio"/>	<input type="radio"/>
dry	<input type="radio"/>	<input type="radio"/>	new	<input type="radio"/>	<input type="radio"/>	white	<input type="radio"/>	<input type="radio"/>
empty	<input type="radio"/>	<input type="radio"/>	nice	<input type="radio"/>	<input type="radio"/>	windy	<input type="radio"/>	<input type="radio"/>
fast	<input type="radio"/>	<input type="radio"/>	noisy	<input type="radio"/>	<input type="radio"/>	yellow	<input type="radio"/>	<input type="radio"/>
fine	<input type="radio"/>	<input type="radio"/>	old	<input type="radio"/>	<input type="radio"/>	yucky	<input type="radio"/>	<input type="radio"/>
first	<input type="radio"/>	<input type="radio"/>	orange					

Time

	U	US		U	US		U	US
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"/>

Pronouns

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

Question words

	U	US		U	US		U	US		U	US
how	<input type="radio"/>	<input type="radio"/>	when	<input type="radio"/>	<input type="radio"/>	which	<input type="radio"/>	<input type="radio"/>	why	<input type="radio"/>	<input type="radio"/>
what	<input type="radio"/>	<input type="radio"/>	where	<input type="radio"/>	<input type="radio"/>	who	<input type="radio"/>	<input type="radio"/>			

Prepositions / Adverbs

	U	US		U	US		U	US
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	<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"/>	between	<input type="radio"/>	<input type="radio"/>

Quantifiers / Others

	U	US		U	US		U	US
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"/>			

Helping verbs

	U	US		U	US		U	US
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"/>	hafta / have to	<input type="radio"/>	<input type="radio"/>	was	<input type="radio"/>	<input type="radio"/>
could	<input type="radio"/>	<input type="radio"/>	is	<input type="radio"/>	<input type="radio"/>	were	<input type="radio"/>	<input type="radio"/>
did / did ya	<input type="radio"/>	<input type="radio"/>	lemme / let me	<input type="radio"/>	<input type="radio"/>	will	<input type="radio"/>	<input type="radio"/>
do	<input type="radio"/>	<input type="radio"/>	gotta / got to	<input type="radio"/>	<input type="radio"/>	would	<input type="radio"/>	<input type="radio"/>

Connecting words

	U	US		U	US		U	US
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"/>

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, would your child go 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"/>

Sentences And Grammar

Word Endings / Part 1:

	Not Yet	Sometimes	Often
1. To talk about more than one thing, we add an "s" to many words. Examples include cars <u>s</u> (for more than one car), shoes <u>s</u> , dogs <u>s</u> , and keys <u>s</u> . 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 <u>s</u> key, kitty's <u>s</u> dish, and baby's <u>s</u> 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 <u>ing</u> , sucking <u>ing</u> , and crying <u>ing</u> . 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 <u>ed</u> , opened <u>ed</u> and pushed <u>ed</u> . Has your child begun to do this?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Word Forms

Following are some 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"/>		

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

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

1. _____

2. _____

3. _____

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. Two shoes.	<input type="radio"/> <input type="radio"/>	14. (Talking about something that already happened.) I fall down. I fell down.	<input type="radio"/> <input type="radio"/>	27. (Talking about something that already happened.) Daddy pick me up. Daddy picked me up.	<input type="radio"/> <input type="radio"/>
2. Two foot. Two feet.	<input type="radio"/> <input type="radio"/>	15. More cookie! More cookies!	<input type="radio"/> <input type="radio"/>	28. (Talking about something that already happened.) Kitty go away. Kitty went away.	<input type="radio"/> <input type="radio"/>
3. Daddy car. Daddy's car.	<input type="radio"/> <input type="radio"/>	16. These my tooth. These my teeth.	<input type="radio"/> <input type="radio"/>	29. Doggie table. Doggie on table.	<input type="radio"/> <input type="radio"/>
4. (Talking about something happening right now.) Kitty sleep. Kitty sleeping.	<input type="radio"/> <input type="radio"/>	17. Baby blanket. Baby's blanket.	<input type="radio"/> <input type="radio"/>	30. That my truck. That's my truck.	<input type="radio"/> <input type="radio"/>
5. (Talking about something happening right now) I make tower. I making tower.	<input type="radio"/> <input type="radio"/>	18. (Talking about something that already happened) Doggie kiss me. Doggie kissed me.	<input type="radio"/> <input type="radio"/>	31. Baby want eat. Baby want to eat.	<input type="radio"/> <input type="radio"/>
6. Baby crying. Baby is crying.	<input type="radio"/> <input type="radio"/>	19. Coffee hot. That coffee hot.	<input type="radio"/> <input type="radio"/>	32. Lookit me! Lookit me dancing.	<input type="radio"/> <input type="radio"/>
7. You fix it? Can you fix it?	<input type="radio"/> <input type="radio"/>	20. I no do it. I can't do it.	<input type="radio"/> <input type="radio"/>	33. Lookit! Lookit what I got!	<input type="radio"/> <input type="radio"/>
8. Read me story, mummy. Read me a story, mummy.	<input type="radio"/> <input type="radio"/>	21. I like read stories. I like to read stories.	<input type="radio"/> <input type="radio"/>	34. Where's my dolly? Where's my dolly name Sam?	<input type="radio"/> <input type="radio"/>

9. No wash dolly. Don't wash dolly.	<input type="radio"/> <input type="radio"/>	22. Don't read book. Don't want you read that book.	<input type="radio"/> <input type="radio"/>	35. We made this. Me and Paul made this.	<input type="radio"/> <input type="radio"/>
10. Want more juice. Want juice in there.	<input type="radio"/> <input type="radio"/>	23. Turn on light. Turn on the light so I can see.	<input type="radio"/> <input type="radio"/>	36. I sing song. I sing song for you.	<input type="radio"/> <input type="radio"/>
11. There a kitty. There's a kitty.	<input type="radio"/> <input type="radio"/>	24. I want that. I want that one you got.	<input type="radio"/> <input type="radio"/>	37. Baby crying. Baby crying 'cos she's sad.	<input type="radio"/> <input type="radio"/>
12. Go bye-bye. Wanna go bye-bye.	<input type="radio"/> <input type="radio"/>	25. Want cookies. Want cookies and milk.	<input type="radio"/> <input type="radio"/>		
13. Where mummy go? Where did mummy go?	<input type="radio"/> <input type="radio"/>	26. Cookie mummy. Cookie for mummy.	<input type="radio"/> <input type="radio"/>		

If you have any additional comments please write them here:

Please can you also answer the following questions:

Is this your only child?

If you have other children please can you indicate the position of this child in relation to his / her siblings?

Does your child attend a nursery?

Full time or part time?

For how many months or years has your child attended a nursery?

Thank you very much!