

Cognitive

The Cognitive area addresses Intellectual functions such as reasoning, Problem solving and knowledge. The specific skills which are included in this section are basic prerequisites to scholastic functioning such as: numbers, colors, shapes, money and measurements. Concepts of aim similarities size, position. Weird, arid textures are also assigned to the cognitive section. While the overlap with language development has special implications for these concepts, the decision to assign these Items to the cognitive scale was based on the perceived pre-academic relevance of their content.

1 year	1. Removes lid of box to find hidden toy
16 years	2. Obtains object from bottle
17 months	3. Attains toy with stick
2 years	4. Puffs mat to get object
	5. Gives object similar to a familiar sample
27 months	6. Repeats 2 digits
30 months	7. Gives 1 object
	8. Names 1 color
3 years	9. Sorts cubes of 2 different colors
	10. Repeats 3 digits
	11. Counts by rote to three
	12. Gives 2 objects
	13. Points to <i>Big</i> object
	14. Points to <i>small</i> object
	15. Gives <i>both</i> objects
	16. Points to <i>different</i> object
42 months	17. Points to <i>empty</i> object
	18. Matches 2 colors
	19. Counts 3 objects
	20. Points to <i>small</i> square
	21. Places rings on stack toy according to size
	22. Points to <i>long</i> object
	23. Names familiar melody
	24. Classifies pictures by pointing
	25. Matches sets of objects
4 years	26. Matches 4 colors
	27. Gives <i>heavy</i> object
	28. Points to <i>rough</i> and <i>smooth</i> textures
	29. Discriminates verbal absurdities by answering questions
	30. Points to picture of <i>tall</i> object
	31. Matches related pictures
	32. Counts by rote to 10
	33. Names missing object
54 months	34. Repeats 4 digits
	35. Points to penny, nickel, dime
	36. Points to <i>hard</i> and <i>soft</i> textures
	37. Gives 3 objects
	38. Points to pictures of daytime and nighttime
	39. Points to circle
	40. Counts 4 objects
	41. Points to 4 colors
	42. Points to triangle
	43. Counts by rote to 15
5 years	44. Imitates tapping pattern
	45. Points to sets with <i>more</i>
	46. Points to picture of <i>first</i> in line
	47. Names 3 coins
	48. Matches numeral 1- 10
	49. Points to set with <i>less</i>
	50. Points to square
	51. Names numerals 1-3
	52. Names 4 colors
	53. Points to rectangle
	54. Counts 10 objects
	55. Points to 8 colors
	56. Names and tells use of clock

68 months	57. Points to \$1 bill
	58. Points to picture of <i>last</i> in line
	59. Tells number of pennies in a nickel
	60. Points to <i>middle</i> object
	61. Counts by rote to 20
	62. Verbalizes understanding of <i>bigger</i>
	63. Arranges shapes in order from <i>smallest</i> to <i>largest</i>
	64. Describes the weather
	65. Names numeral 1-9
	66. Points to \$5 bill
	67. Tells number of halves in a whole
	68. Counts 13 objects
	69. Tells number that follows 8,3,6,9
	70. Names and tells use of calendar
6 years	71. Matches picture sets 1-3 with numerals
	72. Verbalizes understanding of morning vs. afternoon
	73. Names 4 coins
	74. Dials a written telephone number
	75. Counts by rote to 30
	76. Places numerals 1-5 in correct sequence
	77. Counts 20 objects
	78. Builds 3 steps with cubes (From model of 4 steps)
	79. Gives 7, 6, 8, 10 objects
	80. Names and tells use of blank check
	81. Names numerals 1- 19
	82. Tells time on the hour
	83. Tells number of pennies in a dime
	84. Arranges picture stories in a sequential order
	85. Tells similarities and differences
	86. Tells correct number of finger on separate hands and both hands together
	87. Adds numbers within 5
	88. Subtracts numbers within 5
	89. Names 7 days of the week
	90. Tells names of 26 capital letters