

# Child Development Test

SRS5\_2022

Preface: Details of the respondent's preparation.

*This part of the questionnaire Must be filled in every time Even if the respondent refuses to answer.*

prefixda

prefix	Child's name	Child's last name	Children's nickname	
<input style="width: 60px;" type="text" value="๗. ."/>	<input style="width: 150px;" type="text" value="fnameda"/>	<input style="width: 150px;" type="text" value="lnameda"/>	<input style="width: 80px;" type="text" value="nnameda"/>	
Weight (kg)	<input style="width: 80px;" type="text" value="weightda"/>	<input style="width: 30px;" type="text"/>	Height (cm)	<input style="width: 80px;" type="text" value="heightda"/>
				Grade level
				<input style="width: 100px;" type="text" value="level"/>

School

NAME1	NAME2	DAY		MONTH		YEAR				TIME_START				TIME_END			
nickname	fullname	0	1	ม	ค	2	5	6	1	0	8	1	5	1	4	3	0

Interviewer's/Draws Examiner's Notes (NOTE)

for officials

TYPE	PROV	AMP	School	ROOM	children ID
<input style="width: 20px;" type="text" value="1"/> <input style="width: 20px;" type="text" value="1"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>	<input style="width: 30px;" type="text"/>

Is the interview complete?

Reasons for incomplete interview

1- Complete (skip to the next set of questions)	3- Incomplete
1- Refuse all interviews	
3- Partially answered but not completely	

complete
reason

	SPA	Questionnaire Examiner		Recorder		Compare	Scanner
		1st	2nd	1st	2nd		
username							
dd/mm/yy							

## Explanation

This questionnaire is used to collect information on children's development and learning during early childhood. (Children who are about to enter Grade 1)

Read all the questions to the children according to the text given.

- **Bold** text means that the interviewer will read the said text to the child by reading.

The said message is complete to ensure the standardization of the information.

- **Simple text means a statement to the interviewer.** There is no need to read this part of the text to the child.

During the interview-

Motivate children by giving encouraging words, such as: I've done quite a bit. Keep trying!

Do not tell the child whether he or she answered the question correctly or incorrectly, unless there is an order written in the questionnaire.

Say thank you every time the child completes a question.

Words for greeting children-

Hello, my name is..... ,so what is your name?

Today, I have a question to ask you guys. It's a question about stories, pictures, letters and numbers.

Some games may be easy and some games may be difficult for you but you don't have to worry.

I want you to focus on doing your best and after you finished answering the questions

I will have a prize for you.

You can ask for time off at any time, if you want to stop at any time or

don't want to play any game, you can tell me.

Is there anything you would like to ask me?..... If not, let's start playing the game.

## A Name Writing

Materials/Equipment:	1. Blank paper/pencil/eraser (Answer sheet set 1)
Advice	None
Conditions for stopping asking:	If the child cannot write within 1 minute after we give the instructions, If the child takes more than 2 minutes to write, stop and say, "Let's go play a new game."

(Place a blank piece of paper with a pencil/eraser in front of the child.)

Say.....!ll let you try writing your real name or nickname in Thai into the square box below

lialda16

- A1  Correct (1)  
 Incorrect (0)  
 Children don't know/don't respond (-8)

for officials

Say.....!ll ask you to try writing your real name or nickname in English into the square box below

lialda17

- A2  Correct (1)  
 Incorrect (0)  
 Children don't know/don't respond (-8)

for officials

## B Alphabet Knowledge

Materials/Equipment:	Thai alphabet picture book (set 1)
Advice:	Allow children to change their answers and if the child cannot answer within 5 seconds Skip to ask for the next letter. along with saying ...Let's take a look at this letter...

(Put up the alphabet scrapbook in front of you)

Let's say... **Next is a letter guessing game where you have to point to the first letter and tell me what the letter you see is called.**

(Try to have the children point out each letter. and continue reading down by yourself) and keep repeating....What is this letter?

No	Alphabet	Correct (1)	Incorrect (0)	Don't know/don't answer (-8)
1B	จ <span style="color: red;">lialda01</span>			
2B	ศ <span style="color: red;">lialda02</span>			
3B	ก <span style="color: red;">lialda03</span>			
4B	ฉ <span style="color: red;">lialda04</span>			
5B	ณ <span style="color: red;">lialda05</span>			

for officials

### B Alphabet Knowledge

Materials/Equipment:	English alphabet picture book (set 2)
Advice:	Allow children to change their answers and if the child cannot answer within 5 seconds Skip to ask for the next letter along with saying ...Let's take a look at this letter...

(Put up the alphabet scrapbook in front of you)

Let's say... **Next is a letter guessing game where you have to point to the first letter and tell me what the letter you see is called.**

(Try to have the children point out each letter and continue reading down by yourself) and keep repeating....What is this letter?

No	Alphabet	Correct (1)	Incorrect (0)	Don't know/don't answer (-8)
6B	R <span style="color: red;">lialda06</span>			
7B	K <span style="color: red;">lialda07</span>			
8B	T <span style="color: red;">lialda08</span>			
9B	J <span style="color: red;">lialda09</span>			
10B	V <span style="color: red;">lialda10</span>			

for officials

## C Reading

Materials/Equipment: English alphabet picture book (set 3)  
 Advice: Allow children to change their answers and if the child cannot answer within 5 seconds  
 Skip to ask for the next letter along with saying ...Let's take a look at this letter...

(Put up the word picture book in front of the child)

Let's say... Next is a word reading game where you can point to the first word and tell me what word you see.

(Try to have the children point out each word and read it down on their own.)

and keep repeating.....What is the pronunciation of this word?

No	Vocabulary	Correct (1)	Incorrect (0)	Don't know/don't answer (-8)
1C	ไก่ <span style="color: red;">lialda11</span>			
2C	ป่า <span style="color: red;">lialda12</span>			
3C	เพื่อน <span style="color: red;">lialda13</span>			
4C	เตียงไม้ <span style="color: red;">lialda14</span>			
5C	จมูก <span style="color: red;">lialda15</span>			

for officials

## D Receptive Spatial Vocabulary

Materials/Equipment: Boxes and dolls  
 Advice: Always hand the doll to the child at the beginning of the next question.

(Place the cardboard box with the lid open in front of the child with the open lid facing the child and Pick up the doll and prepare it.)

Let's say... **We are going to play the doll and box game. I want you to place the doll in the box according to your instructions.**

No	Dictation	Correct (1)	Incorrect (0)	Don't know/don't answer (-8)
D1	Put the doll <b>on</b> top of the box.	lireda06		
D2	Place the doll <b>in</b> the box.	lireda07		
D3	Place the doll <b>in front of</b> the box.	lireda08		
D4	Put the doll <b>next to</b> the box.	lireda09		

for officials

## E Listening Comprehension Story

Materials/Equipment: None  
 Advice: Questions are allowed to be repeated if the child wishes.

Let's say....I have a fun story to tell you. After listening to the story that I have told you, I will have questions to ask you.

So listen carefully to me. This story is called Mouse and Cat.

Once upon a time, there was a cat who always wore a red hat. Once, when he was sleeping, a mouse quietly sneaked up and stole his hat. When the cat woke up and saw that his favorite red hat was missing, he got very angry and started chasing the mouse. After a while, the mouse became trapped under the table and couldn't move away. The mouse begged the cat for its life, saying, "Please don't eat me, if you spare my life I'll give the hat back". After the cat got the hat back, he said to the mouse, "Don't you dare mess with my hat again." Then he happily went back to sleep with that hat on.

I have a question to ask you: (Read each question slowly and clearly.)

No.	Question	Child's answers
E1	Who stole the cat's hat?	lireda01tx
E2	What is the hat's color?	lireda02tx
E3	Why does a cat chase a mouse?	lireda03tx
E4	Where did the cat find the mouse?	lireda04tx
E5	Why did the cat decide not to eat the mouse?	lireda05tx

for officials

for officials

Code Answer   0 incorrect   1 correct   -8 don't know don't answer

Correct Answer			
E1	mean	mouse	Other than mouse is considered wrong.
E2	mean	red	Other than red is considered wrong.
E3	mean	The mouse stole the	(The word "mouse" must be included. If using the local language that means thief, it is considered correct.)
E4	mean	Under the table	(The word "table" must be included. If you answer that it's a table , ask again what area of the table it is.)
E5	mean	The mouse returns th	(The word "return the hat" must be included if the subject of the sentence is replaced by it.Ask again what it means here. If the answer is correct, it is considered correct)

# F Copying

Materials/Equipment:	1. Set of imitation drawing paper (Answer sheet set 2)
	2. F1-F3 Scoring Criteria Manual Set
advice	None

(Place a copy of the drawing paper in front of the child.)

Let's say..... We'll come draw a picture. Have your child draw a picture similar to this picture. (points at the cross)  
Please put it in this box. (Point to the space under the cross)

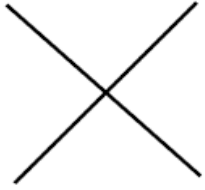
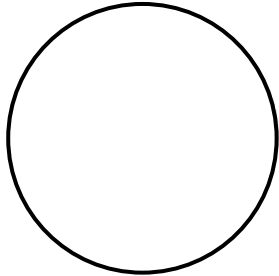

Let's say..... We'll come draw a picture. Have your child draw a picture similar to this picture. (Point at the circle)  
Please put it in this box. (points to the space under the circle)

Let's say..... We'll come draw a picture. Have your child draw a picture similar to this picture. (Point at the rectangle)  
Please put it in this box. (points to the space under the rectangle)

phfmdahand

Which hand does the child write with ( ) 1.Right hand ( ) 3.Left hand

for officials  
 \_\_\_\_\_  
 \_\_\_\_\_

		
phfmda01	phfmda02	phfmda03

Scoring criteria See the D1 Scoring Guide set.

**Criteria: Cross shape**

- Two straight lines intersect at the midpoint.
- has a direction X is greater than the + sign.
- The length of each side is equal.

phfmda01

No	Picture	Complete all criteria (2)	Not complete 1 criterion (1)	Not complete more than 1 criterion (0)	The child refuses to draw (-8)
F1	Cross				



**Criteria: circle shape**

- has curves according to its shape
- The pictures are connected together in a single line.
- The picture has a height to width ratio of no more than 2:1.

phfmda02

No	Picture	Complete all criteria (2)	Not complete 1 criterion (1)	Not complete more than 1 criterion (0)	The child refuses to draw (-8)
F2	Circle				



**Criteria: square shape**

- There are clearly 4 sides.
- Each angle is 90 degrees or perpendicular to each other.
- Each side is parallel and of equal length.

phfmda03

No	Picture	Complete all criteria (2)	Not complete 1 criterion (1)	Not complete more than 1 criterion (0)	The child refuses to draw (-8)
F3	Rectangular				





## G Mental Transformation

Materials/Equipment:	Set of pictures of the mind picture matching game (Set 4)
advice	None
Conditions for stopping asking	None

**Practicing before the experiment:**

(By placing a set of pictures of the mental picture matching game in front of the child) maspda00re maspda00

Say... Let's look at these two pieces (show the children that they are two clearly separated parts).

**If these two pieces are joined together, We will get a picture. Which of these 4 pictures do you think you will get**  
(Raise your hand to the 4 pictures to see what they are.)

If you can point out correctly, say: ....**That's correct. Let's play together...**


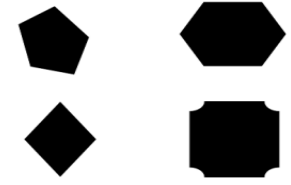

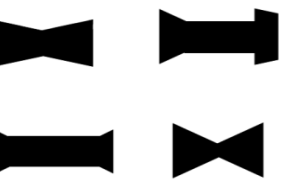

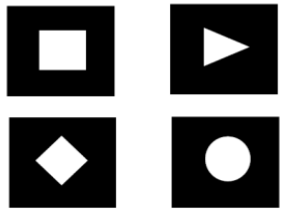

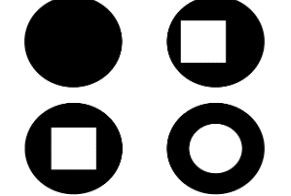
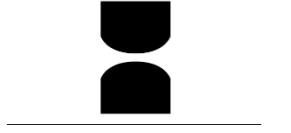
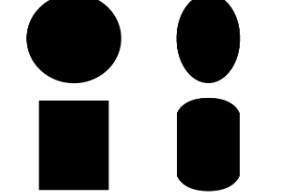
But if you point out incorrectly (Point to each part of the picture and move your fingers together. To demonstrate how it with each other.

Along with saying..... **When we put these two pieces together we get this picture.** (points to the correct picture)

**Let's try playing again.**

No	Order	Child's answers	for officials
G1	(Point to two pieces, Figure G1) If the pieces are joined together, We will get a picture. Which picture do you think is created by connecting these 2 pieces? (Raise your hand to all 4 options)  <span style="color: red; display: block; text-align: right;">maspda01re</span>		maspda01

for officials
Code Answer    0 incorrect    1 correct    -8 don't know don't answer

No	Order	Child's answers	for officials
G2	(Point to the two pieces, picture G2.) Which picture do you think is created by connecting these two pieces? (Raise your hand to all 4 options.)  maspda02re	 	maspda02
G3	(Point to the two pieces, picture G3.) Which picture do you think is created by connecting these two pieces? (Raise your hand to all 4 options.)  maspda03re	 	maspda03
G4	(Point to the two pieces, picture G4.) Which picture do you think is created by connecting these two pieces? (Raise your hand to all 4 options.)  maspda04re	 	maspda04
G5	(Point to the two pieces in the shape of G5.) If we put these two pieces together, we will get a picture. Which of these 4 pictures do you think we'll get? (Raise your hand to all 4 options.)  maspda05re	 	maspda05
G6	(Point to the two pieces in the shape of G6.) If we put these two pieces together, we will get a picture. Which of these 4 pictures do you think we'll get? (Raise your hand to all 4 options.)  maspda06re	 	maspda06

## H Producing A Set

Materials/Equipment:	1. Set of items for grouping Use 20 rocks or drinking bottle caps of the same size.
advice:	If the child counts all the items or piles them up and doesn't count them, we can encourage the child by saying <b>..and which part should I share with you?...</b>  Always say thank you after the child completes a question or plays a game.
Conditions for stopping asking:	The child cannot give 3 of your items, or the child cannot give 6 of your items, or the child cannot separate items from the pile.

(Place 20 objects in front of the child without arranging them.)

Let's say....let's play a game with these things.

No	Order	Number (pieces) of items that children separate	for officials
H1	I'm asking for <b>3 pieces</b> . Please help separate them for me.	manoda06re	manoda06
H2	Take them back to the pile as before. This time, I'd like to <b>add 6 pieces</b> . Please help separate them for me.	manoda07re	manoda07
H3	Put them back in the same pile as before. Finally, this time, I'm asking for a lot. I'm asking for <b>14 pieces</b> . Can you please separate them for	manoda08re	manoda08

for officials

Code Answer 0 Incorrect 1 Correct -8 Don't know Don't answer -6 Stop asking questions

## I Number Comparison

Let's say... Let's play a game of comparing numbers.

No	question	Child's answers	correct answer	for officials
I1	Which is <b>more</b> valuable between 3 and 5?	manoda09re	5	manoda09
I2	Which is <b>more</b> valuable between 8 and 6?	manoda10re	8	manoda10
I3	Which is <b>lesser</b> between 4 and 7?	manoda11re	4	manoda11
I4	Which is <b>lesser</b> between 9 and 7?	manoda15re	7	manoda15

## J Simple Addition

Materials/Equipment: 10 rocks or drinking bottle caps of the same size  
 advice: If the child counts (one, two, three, four), ask again...**how many items do you have?** And if the child answers by holding up a finger, ask again by asking, **how many pieces do you have? Please tell me**

(Place 10 items in front of the child without arranging them.)

Say...I want to ask you about numbers. And these bottle caps may help you in case you want to use them... Please listen to questions from me.

No	question	Child's answers	Use a bottle			correct answer	for officials
			Yes	No			
J1	If your child has two water bottle caps and you give him one more water bottle cap, how many water bottle caps does he have in total?	manoda12re	manoda12a		J1A	3	manoda12
J2	If your child has 3 water bottle caps and you give him 2 more water bottle caps, how many water bottle caps does he have in total?	manoda13re	manoda13a		J2A	5	manoda13
J3	If your child has 4 water bottle caps and you give him 2 more water bottle caps, how many water bottle caps does he have in total?	manoda14re	manoda14a		J3A	6	manoda14
J4	If you have 5 water bottle caps and you give 2 water bottle caps to your older brother, how many water bottle caps will you have left?	manoda16re	manoda16a		J4A	3	manoda16

for officials			
Code	Answer	0 incorrect	1 correct -8 don't know don't answer

## L Number Identification

Materials/Equipment:	Number Picture Book (Set 5)
advice:	Allow children to change their answers. And if the child cannot answer within 5 seconds Skip to ask for the next number. along with saying ...Let's take a look at this number...
Conditions for stopping asking:	The child names the numbers in a row. Just one of them is wrong. Stop the game and skip to set L.

(Put up a scrapbook of numbers in front of you)

Let's say... Next is a number guessing game where the child points to the first number. and tell me the numbers you see  
What number is it called?

(Try to have the children point out each number. and continue reading down by yourself)  
and keep repeating....What number is this?

No	dictation	correct (1)	Incorrect (0)	Don't know/don't answer
1K	2 <span style="color: red;">manoda01</span>			
2K	7 <span style="color: red;">manoda02</span>			
3K	0 <span style="color: red;">manoda03</span>			
4K	8 <span style="color: red;">manoda04</span>			
5K	5 <span style="color: red;">manoda05</span>			

for officials

## M Forward Digit Span

Materials/Equipment:	Number Cards (Set 6)
advice:	Show the number card for 10 seconds, then collect the number card and wait 10 seconds, then have the child tell you the number shown on the card.
Conditions for stopping asking	None

**Practicing before the experiment:**

Say... In this game, I have you look at each set of numbers for 10 seconds. After that, wait 10 seconds. I want you to tell me what numbers you see by saying them in order. For example, if you look at the numbers 7 8, tell your child to say 7 8

"Let's play. Show your child the numbers 4 2 for 10 seconds, then collect the card with the number and wait 10 seconds.

Then have the child tell the number shown on the card.

Wait until you answer, if you answer incorrectly Let us tell you the correct answer but if you answer correctly, say....correct...."

"Try again. Have your child look at the numbers 6 1 for 10 seconds, then collect the card with the numbers and wait 10 seconds.

Then have the child tell the number shown on the card.

Wait until you answer. If you answer incorrectly Let us tell you the correct answer. But if you answer correctly, say....correct...."

Let's start playing the game, look carefully and do your best

No	Number	Children's answers
L1	8 3	forward
L2	2 6	
L3	5 9 0	
L4	7 2 1	
L5	4 8 6 1	
L6	5 7 2 9	
L7	7 3 0 9 4	
L8	3 4 8 6 1	

for officials

exwodadigf

for officials

Code Answer 0 incorrect 1 correct -8 don't know don't answer

No	Number	Child's answers
L9	2 4 9 6 5 8	forward
L10	8 1 5 9 2 0	
L11	1 4 6 8 2 4 5	
L12	9 8 4 7 1 2 5	
L13	9 0 4 5 6 7 3 1	
L14	4 5 7 2 9 1 0 5	
L15	1 4 3 6 7 8 9 0 2	
L16	4 8 5 9 6 7 0 2 1	
L17	9 1 5 4 3 8 7 6 0 2	
L18	3 8 5 4 6 0 1 9 7 2	

for officials
exwodadigf

for officials
Code Answer 0 incorrect 1 correct -8 don't know don't answer

## N Backward Digit Span

Materials/Equipment:	Number Cards (Set 7)
advice:	Show the number card for 10 seconds, then collect the number card and wait 10 seconds, then have the child tell you the number shown on the card.

### Practicing before the experiment:

Let's say... Let's play another number game. But this time it will be more difficult. If you let your younger sibling look at each set of numbers, You must say it backwards. For example, if you see the numbers 1 2, you must say 2 1.

### Let's try playing, show number card 1 2

- If the child answers correctly, say...that's correct...
- If the child answers incorrectly, teach that the numbers are 1 2, so if you speak backwards, you must say 2 1.

### Try again, show number card 5 0

- If the child answers correctly, say...that's correct...
- If the child answers incorrectly, teach that the numbers are 5 0, so if you speak backwards, you must say 0 5.

Let's start playing the game, listen carefully and do your best

No	Number	Children's answers
M1	9 3	backward
M2	4 8	
M3	5 8 2	
M4	7 9 1	
M5	6 8 9 3	
M6	4 7 2 0	
M7	5 1 3 7 4	
M8	6 7 3 4 1	
M9	1 7 3 6 2 8	
M10	0 5 8 3 9 2	
M11	7 9 0 4 8 6 1	
M12	4 8 7 2 3 0 9	
M13	2 8 3 9 4 0 6 5	
M14	5 7 3 0 9 2 6 1	
M15	9 4 0 5 8 2 6 7 1	
M16	6 8 7 3 9 5 2 1 4	
M17	5 6 3 0 1 8 2 9 4 7	
M18	8 6 5 7 4 9 0 2 1 3	

for officials
exwodadigm

for officials
Code Answer 0 incorrect 1 correct -8 don't know don't answer



## O Symbolic Addition

Note: This set of questions is for research purposes only and may not be used to calculate early childhood readiness status.

Materials/Equipment:	Symbolic math problem card set (Set 8)
Advice:	Allow children to change their answers. And if the child cannot answer within 5 seconds Skip to the next question. along with saying ...Let's try this one...

(Place the math problem card in front of the child.)

Say..."Let's play a game of adding numbers."

No	Order	Child's answers	for officials
H1	$1 + 2 = \square$ "What is the answer to this question?"	manoda17re	manoda17
H2	$3 + 3 = \square$ What is the answer to this question?	manoda18re	manoda18
H3	$6 - 1 = \square$ What is the answer to this question?	manoda19re	manoda19
H4	$5 - 2 = \square$ What is the answer to this question?	manoda20re	manoda20

สำหรับเจ้าหน้าที่

Code Answer   0 Incorrect   1 Correct - 8 Don't know Don't answer   -6 Stop asking questions