

SB-CHILD ASSESSMENT QNR

Field	Question	Answer
grp_logo		
generated_note_name_12	<div>AFRICAN POPULATION AND HEALTH RESEARCH CENTER</div> <div>MATERNAL AND CHILD WELL BEING UNIT</div>	
generated_note_name_13	Child Assessments (Manual)	
accesscode (required)	LOGIN TO ACCESS SYSTEM <i>Please enter secret access code provided</i>	
access_system		
generated_note_name_18 (required)	Please launch this tool from Manage Cases	
access_system > asq_q1p0_grp		
asq_q1p1 (required)	1.1 START TIME (24HRS)	
asq_q1p3 (required)	1.3 DATE OF INTERVIEW (DD/MM/YYYY)	
access_system > consent_questions_grp1		
generated_note_name_31	PARTICIPATING IN THIS STUDY	
consent_questions_grp1_label	Label	<div>1 Yes</div> <div>2 No</div>
cons_q1 (required)	This research study has been explained to me, including risks and possible benefits (if any), other options for treatments or procedures, and other important things about the study. I have been given the opportunity to ask questions about the project.	<div>1 Yes</div> <div>2 No</div>
cons_q2 (required)	I understand that all procedure/tests for this study have been approved by the Ethics and Scientific Review Committee of AMREF	<div>1 Yes</div> <div>2 No</div>
cons_q3 (required)	I understand that I will not benefit directly from the research done using the data I provided.	<div>1 Yes</div> <div>2 No</div>
cons_q4 (required)	I agree to take part in the project. Taking part in the project will include being interviewed and/or recorded (audio or video). I understand that I may withdraw from the study at any time.	<div>1 Yes</div> <div>2 No</div>
access_system > consent_questions_grp2		
generated_note_name_42	USE OF THE INFORMATION PROVIDED	
consent_questions_grp2_label	Label	<div>1 Yes</div> <div>2 No</div>
cons_q5 (required)	I am in agreement that data collected from me may be stored in a data repository and used for the purposes described above	<div>1 Yes</div> <div>2 No</div>
cons_q6 (required)	I am in agreement that data generated may be made available as stated above	<div>1 Yes</div> <div>2 No</div>
cons_q7 (required)	I am in agreement that the information I have supplied in the list of questions and the information from the tests and measurements taken from me may be used as stated above	<div>1 Yes</div> <div>2 No</div>
cons_q8 (required)	I agree that some or all the data I provided may be stored in a database and that these may be shared with other researchers according to the processes and procedures of this study by using my study code or another code that de-identifies my data (or preserves the confidentiality of the information I provided).	<div>1 Yes</div> <div>2 No</div>
cons_q9 (required)	I understand that every time a new study is done using the data I provided, permission will be obtained from the ethics committee for the study to make sure that it is used only for the purposes stated above.	<div>1 Yes</div> <div>2 No</div>
access_system > consent_questions_grp3		
generated_note_name_53	PARTICIPATION IN THE INTERVENTION	
consent_questions_grp3_label	Label	<div>1 Yes</div> <div>2 No</div>
cons_q10 (required)	I am willing to receive monthly SMS messages pertaining to my baby's development and agree to respond to the questions sent as part of the study if I and my child are allocated in the intervention. My phone no is	<div>1 Yes</div> <div>2 No</div>
cons_q10_no (required)	Phone number	
respondents_witness_signature (required)	Respondent/Witnesses signature:	
asq_contact (required)	Caregiver Contact <i>e.g. 0722xxxxxx
 998 - Don't know/ Don't have</i>	
access_system > child_info_group		
generated_note_name_79	CHILD DETAILS <i>Children born in the period 2015 - 2017</i>	
child_name (required)	4.1 CHILD'S NAME	
child_dob (required)	1.32 CHILD'S DOB	

access_system > preloaded_info				
	generated_note_name_89	HHH Name [hhh_name]		
	generated_note_name_90	HOUSEHOLD ID [hh_id]		
	generated_note_name_91	Location ID [location_id]		
	generated_note_name_92	Village [village]		
	generated_note_name_93	CAREGIVER'S NAME [caregiver_name]		
	generated_note_name_94	CAREGIVER'S ID [caregiver_id]		
	generated_note_name_95	CAREGIVER'S DOB [caregiver_dob]		
	generated_note_name_96	CHILD'S NAME [child_name]		
	generated_note_name_97	CHILD'S ID [child_id_pre]		
	generated_note_name_98	CHILD'S DOB [child_dob]		
access_system > gross_motor_A				
access_system > gross_motor_A > gross_motor_A_i				
	generated_note_name_104	A. GROSS MOTOR		
	generated_note_name_105	Introduce this section to [child_name] by saying: <i>We will have some activities and games which show how you use various parts of your body.</i>		
	generated_note_name_106	UPPER BODY CONTROL		
	generated_note_name_107	1. Head control (observation) <i>Materials: Plastic mat</i>		
	ca_gm_q1 <i>(required)</i>	Instruction:: Place ([child_name] on the mat. If you observe ([child_name] holding his/her head erect without support and turning his/her head to the right and to the left, score this item at the highest level (3).	0	0. The child is unable to lift his/her head up. The mother must continually support the child's head
			1	1. The child is able to hold his/her head erect on his/her own for at least 5 seconds
			2	2. The child is able to hold his/her head erect for more than 5 seconds. The mother supports the child's head at any point during the interview. The child is not able to turn his/her head to the left or to the right
			3	3. The child is able to hold his/her head up without support throughout the interview. The child is able to control his/her head and turns it to the left and to the right to look at surroundings
access_system > gross_motor_A > gross_motor_A_ii				
	generated_note_name_112	2. Lifts upper body <i>Instruction: This item should not be administered to a child who is able to walk on his/her own.</i>		
	ca_gm_q2 <i>(required)</i>	For children who are not able to sit, place ([child_name] on his/her stomach on a flat surface saying, "Let's lie down like this." Shake a rattle in front of ([child_name] to encourage him/her to lift the front part of the body. Observe and score appropriately. <i>Scoring:</i>	0	0. The child is not able to lift his/her upper body
			1	1. The child only lifts his/her upper body briefly
			2	2. The child attempts to push up his/her chest while lying on his/her stomach
			3	3. The child pushes up with his/her arms and holds his/her chest off the ground
access_system > gross_motor_A > gross_motor_A_iii				
	generated_note_name_117	3. Rolls <i>Instruction:</i>		
	ca_gm_q3 <i>(required)</i>	Place ([child_name] on his/her side on the mat, with his/her face turned away from the mother/caregiver or assessor. Softly call out ([child_name]'s name, or use a rattle, to encourage ([child_name] to turn and face you. Observe and record child's behaviour. <i>Scoring:</i>	0	0. The child is not able to roll
			1	1. The child rolls from stomach to side
			2	2. The child rolls from stomach to back
			3	3. The child rolls from side to side
access_system > gross_motor_A > gross_motor_A_iv				
	generated_note_name_124	SITTING		
	generated_note_name_125	4. Sits with support (Maternal report) <i>Instruction:</i>		
	ca_gm_q4 <i>(required)</i>	Place ([child_name] on your lap and feel ([child_name]'s strength in the shoulders, neck and lower back. Ask the mother what happens when she leaves ([child_name] to sit alone on the floor.	0	0. The child falls over or flops forward if left unsupported

		Scoring:		1	1. The child sits at an angle (leaning on mother) when supported in his/her mother's lap
				2	2. The child sits on his/her own with minimal support, for e.g. leaning on something, or propped up with pillows, and does not fall over
				3	3. The child maintains balance by leaning forward on one or both arms outstretched in a tripod position without falling over
access_system > gross_motor_A > gross_motor_A_v					
	generated_note_name_132	5. Sits without support (Maternal report) Instruction:			
	ca_gm_q5 (required)	Ask the mother if ([child_name] is able to sit on his/her own if you have not yet observed this behavior during the assessment period. Scoring:		0	0. The child is not able to sit without support
				1	1. The child can sit briefly without arm support but falls over to the side or backwards after a short while
				2	2. The child is able to sit alone for up to 30 seconds at a time before toppling over
				3	3. The child is able to sit unsupported (with his/her back straight) for prolonged periods of time. The child's arms are free to for exploration
access_system > gross_motor_A > gross_motor_A_vi					
	generated_note_name_139	6. Can reach out and return to sitting position Instruction:			
	ca_gm_q6 (required)	Place a toy on the mat in front of ([child_name] an arm's length away. Ask ([child_name] to take the toy. ([child_name] must move forward to pick up the toy and then return to a sitting position, without losing balance or needing a hand to remain upright. To score at the highest level, ([child_name] must pick the toy with one hand. Scoring:		0	0. The child is not able
				1	1. The child attempts but is unsuccessful
				2	2. The child can reach out with two hands but is not stable
				3	3. The child can steadily reach out and return to a sitting position and uses only one hand
access_system > gross_motor_A > gross_motor_A_vii					
	generated_note_name_144	7. Moves from lying to sitting Instruction:			
	ca_gm_q7 (required)	Say to ([child_name], "Come and lie down." While on the mat, demonstrate to ([child_name] how to lie on the back and then move from lying to sitting without using hands. Ask ([child_name] to look at what you're doing and practice with him/her. Scoring:		0	0. The child is not able
				1	1. The child needs to be pulled up by the hands to move from lying to sitting; uses much effort or extra support
				2	2. The child uses much effort/extra support or his/her hands for balance to move from lying to sitting
				3	3. The child moves easily from lying to sitting and does not rely on hands for balance
access_system > gross_motor_A > gross_motor_A_viii					
	generated_note_name_149	STATIC BALANCE			
	generated_note_name_150	8. Stands with support (Maternal report) Instruction:			
	ca_gm_q8 (required)	For children younger than 12 months and who are not able to stand on their own, hold ([child_name] standing taking all the weight under ([child_name]'s arms. Gradually release until ([child_name] is holding his/her own weight. Ask the mother if ([child_name] is able to stand while holding onto furniture or other form of support. Scoring:		0	0. The child is not able to take his/her full weight or to firmly place both feet flat on the floor when held upright
				1	1. The child pushes down with feet on the floor when held
				2	2. The child supports his/her whole weight on legs when held

			3	3. The child stands while holding on to furniture or object for 10 seconds or more
access_system > gross_motor_A > gross_motor_A_ix				
	generated_note_name_155	9. Stands without support (Maternal report) <i>Instruction:</i>		
	ca_gm_q9 <i>(required)</i>	For children older than 12 months, observe ([child_name]) as they come into the assessment area. If they come in walking, score this item automatically at the highest level. For children who are just beginning to stand, ask the mother if ([child_name]) is able to stand alone for long periods of time. <i>Scoring:</i>	0	0. The child is not able
			1	1. The child stands alone for about 10 seconds
			2	2. The child stands alone for more than 10 seconds
			3	3. The child stands alone steadily for long periods
access_system > gross_motor_A > gross_motor_A_x				
	generated_note_name_161	10. Moves from sitting to standing <i>Instruction:</i>		
	ca_gm_q10 <i>(required)</i>	Sit on the mat on the floor with ([child_name]) and say to him/her, "Let's get up." Demonstrate moving from sitting to standing without using hands. Practice with ([child_name]) and then encourage him/her to do it alone. Observe (does ([child_name]) twist and turn before getting up?) and record ([child_name])'s performance. <i>Scoring:</i>	0	0. The child is not able to
			1	1. The child pulls him/herself into a standing position while holding on to an object for support
			2	2. The child twists and turns before getting up; rolls over and up
			3	3. The child moves steadily from sitting to standing and does not use hands
access_system > gross_motor_A > gross_motor_A_xi				
	generated_note_name_168	11. Can sit down steadily from a standing position <i>Instruction:</i>		
	ca_gm_q11 <i>(required)</i>	This item should be administered immediately after no. 10 so that the assessor can ask ([child_name]) to sit down from a standing position. Demonstrate to ([child_name]) how to sit down without using hands. Practice with ([child_name]) and then let him/her do it on his/her own. Observe and record ([child_name])'s performance. <i>Scoring:</i>	0	0. The child is not able to
			1	1. The child sits down unsteadily from a standing position and/or with extra support
			2	2. The child uses his/her hands for support
			3	3. The child sits down steadily/smoothly from a standing position without using hands
access_system > gross_motor_A > gross_motor_A_xii				
	generated_note_name_175	12. Stands on one leg <i>Instruction:</i>		
	ca_gm_q12 <i>(required)</i>	Say to ([child_name]), "Let's try standing on one leg." Demonstrate keeping the standing foot still, keeping the raised foot off the ground and keeping the free foot behind the standing leg. Ask ([child_name]) to stand like you and then say, "Now we shall stand together on one leg." Practice with ([child_name]) and provide all the necessary support. Encourage ([child_name]) to do it alone. Start timing as soon as ([child_name]) achieves balance. Stop if ([child_name]) loses balance after 2 trials of less than 10 seconds. <i>Scoring:</i>	0	0. The child is not able to
			1	1. The child can stand on one leg, with support for 10-20 seconds
			2	2. The child can stand on one leg, with support for more than 21 seconds
			3	3. The child stands on one leg without support for at least 10 seconds
access_system > gross_motor_A > gross_motor_A_xiii				
	generated_note_name_182	MOVING		
	generated_note_name_183	13. Crawls (Maternal report) <i>Instruction:</i>		
	generated_note_name_184	Establish from the mother what happens when her child wants something that is far from him/her.		
	ca_gm_q13 <i>(required)</i>	Ask the mother, "Does your child move around?" <i>Scoring:</i>	0	0. The child is not able to move along the floor
			1	1. The child attempts to crawl but is unsuccessful
			2	2. The child moves but his/her mid-section is on the ground
			3	3. The child is able to make 3 continuous movements in any direction either on his/her hands and knees or on his/hands and bottom (with stomach off the ground)

access_system > gross_motor_A > gross_motor_A_xiv			
	generated_note_name_192	14. Walks with support (Maternal report)	
		Instruction:	
	ca_gm_q14 (required)	Ask the mother if she has observed her child moving forward on his/her feet when his/her hands are held. This item aims to establish if ([child_name] has good control of the lower limbs and someone only helps with his/her balance Scoring:	0 0. The child cannot take a few steps forward even when someone is holding on to both hands.
			1 1. The child moves sideways while holding onto furniture for support (cruising)
			2 2. The child walks when one or both hands are held, for less than length of mat
			3 3. The child walks when one or both hands are held, for length of mat
access_system > gross_motor_A > gross_motor_A_xv			
	generated_note_name_201	15. Walks without support	
		Instruction:	
	ca_gm_q15 (required)	Observe ([child_name] as s/he comes into the assessment area. Scoring:	0 0. The child is not able to walk on his/her own; cannot maintain balance
			1 1. The child attempts to walk alone but is not able to take at least one step
			2 2. The child walks on his/her own for less than the length of mat
			3 3. The child walks on his/her own for the length of mat
access_system > gross_motor_A > gross_motor_A_xvi			
	generated_note_name_208	DYNAMIC BALANCE	
	generated_note_name_209	16. Walks backwards	
		Instruction:	
	generated_note_name_210	Materials: Toy with string	
	ca_gm_q16 (required)	Demonstrate pulling a toy with a long cord attached to it while walking backwards and say to ([child_name], "Let's walk backwards like this." Walk in a straight line. Say to ([child_name], 'Let's walk together.'" Practice with ([child_name] while giving all the necessary support. Encourage ([child_name] to attempt the task alone. Stop if ([child_name] is unable to perform the task after 3 trials.	0 0. The child does not attempt to take even one step backwards
			1 1. The child attempts to walk backwards but is not able to take at least one step
			2 2. The child walks backwards with support/for less than length of mat
			3 3. The child walks backwards without support/for the length of mat
access_system > gross_motor_A > gross_motor_A_xvii			
	generated_note_name_218	17. Jumps	
		Instruction:	
	ca_gm_q17 (required)	- Scoring:	0 0. The child is not able to jump
			1 1. The child attempts to jump but both feet are not together
			2 2. The child is able to jump with both feet leaving the ground at the same time, with support
			3 3. The child is able to jump with both feet leaving the ground at the same time, without support
access_system > gross_motor_A > gross_motor_A_xviii			
	generated_note_name_226	18. Hops on one leg	
		Instruction:	
	ca_gm_q18 (required)	This item should preferably be administered after 'Standing on one leg.' Say to ([child_name], "Let's jump on one leg." Demonstrate keeping on foot off the floor and hopping on one leg on the spot. Then say, "Let's do it together." Practice with ([child_name] and provide all the necessary support. Encourage ([child_name] to do it alone and observe ([child_name]'s performance. Stop if ([child_name] loses balance after 3 trials. Scoring:	0 0. The child is not able to hop on one leg
			1 1. The child hops once or twice on one leg with support
			2 2. The child hops 3 or more times on one leg, with support
			3 3. The child hops at least twice

				without support
access_system > gross_motor_A > gross_motor_A_xix				
	generated_note_name_232	19. Walks on tiptoes <i>Instruction:</i>		
	ca_gm_q19 <i>(required)</i>	Use the length of the floor mat to estimate a distance of 2m. Say to ([child_name], "Let's walk on tiptoes." Demonstrate how to walk on tiptoes while keeping toes on the line and heels off the ground. Ask ([child_name] to walk like you. Practice with ([child_name] and provide all the necessary support. Encourage ([child_name] to do it alone while saying, "Now try alone." To be considered successful on this task, ([child_name]'s heels must clearly leave the ground. Stop if ([child_name] is unable to attempt the task after 3 trials. <i>Scoring:</i>	0	0. The child does not attempt to walk on tiptoes
			1	1. The child attempts but is not able to take at least one step
			2	2. The child walks on tiptoes with support/for less than length of mat
			3	3. The child walks on tiptoes without support/for length of mat
access_system > gross_motor_A > gross_motor_A_xx				
	generated_note_name_239	20. Walks on side of feet <i>Instruction:</i>		
	ca_gm_q20 <i>(required)</i>	Say to ([child_name], "Here is another walking game." Demonstrate rolling feet over to the outside edge and taking small steps. Then ask ([child_name] to walk like you. Say to ([child_name], "Let's walk together" and then practice with ([child_name] providing all the necessary support. Encourage ([child_name] to do it alone. Observe child's performance and score appropriately. <i>Scoring:</i>	0	0. The child does not attempt to walk on side of feet
			1	1. The child tries to walk on side of feet and makes at least one step, partial success
			2	2. The child walks on side of feet for less than the length of mat
			3	3. The child walks on side of feet for the length of mat
access_system > gross_motor_A > gross_motor_A_xxi				
	generated_note_name_246	21. Walks along line, heel to toe <i>Instruction:</i>		
	ca_gm_q21 <i>(required)</i>	Say to ([child_name], "Walk like me." Walk along a straight line, with one foot exactly in front of the other, touching the heel to toe with each step. Keep the arms out to the sides, not resting on the hips. Practice with ([child_name] and provide all the necessary support. Encourage ([child_name] to do it alone. Stop the task if ([child_name] loses balance or is unable to keep feet moving off the line after 3 trials. <i>Scoring:</i>	0	0. The child does not attempt to walk heel to toe
			1	1. The child attempts to walk heel to toe but is not able to take at least one step
			2	2. The child walks heel to toe with support/for less than length of mat
			3	3. The child walks heel to toe without support/for length of mat
access_system > gross_motor_A > gross_motor_A_xxii				
	generated_note_name_253	22. Runs (Maternal report) <i>Instruction:</i>		
	ca_gm_q22 <i>(required)</i>	Ask the mother, "Have you seen your child running?" <i>Scoring:</i>	0	0. The child is not able to run but can walk independently
			1	1. The child attempts to run but is a little unbalanced
			2	2. The child is able to run steadily in one direction
			3	3. The child can change speed and direction safely while running
access_system > gross_motor_A > motor_coordination				
	generated_note_name_262	MOTOR COORDINATION <i>For throwing and catching, stand approximately the length of the mat away from ([child_name]. A sibling or mother can always be included in the game.</i>		
	generated_note_name_264	23. Releases a ball purposefully <i>Instruction:</i>		
	generated_note_name_265	Materials: A ball		
	ca_gm_q23 <i>(required)</i>	Present the ball to ([child_name] and say, "Let's play with this ball." The ball should be thrown purposively (i.e. travels toward the target person). If the ball just drops in front of ([child_name], score accordingly <i>Scoring:</i>	0	0. The child is not able to release the ball or does not attempt
			1	1. The child attempts to release the ball purposefully but the ball just drops
			2	2. The child releases the ball once or twice, in the direction of the target person
			3	3. The child releases the ball 3 or more times, in the direction of the target person

access_system > gross_motor_A > gross_motor_A_xxiv				
	generated_note_name_271	24. Throws a ball <i>Instruction:</i>		
	ca_gm_q24 <i>(required)</i>	Demonstrate to ([child_name]) how to throw a ball to an older sibling or mum. Then give the ball to ([child_name]) and ask him/her to throw it. Observe ([child_name]) throwing the ball. <i>The ball has to go towards the person catching.
Scoring:</i>	0	0. Not able
			1	1. The child attempts to throw the ball but it goes over his/her head
			2	2. The child throws the ball and it reaches or nearly reaches target person, once or twice
			3	3. The child throws the ball and it reaches or nearly reaches target person, 3 or more times
access_system > gross_motor_A > gross_motor_A_xxv				
	generated_note_name_278	25. Catches a ball <i>Instruction:</i>		
	ca_gm_q25 <i>(required)</i>	Stand about 3 paces away from ([child_name]). Tell ([child_name]), "Now catch the ball." Throw the ball gently toward ([child_name]) so that s/he has a chance to catch it (do not put it into their hands). <i>Scoring:</i>	0	0. The child is not able to catch the ball or does not attempt
			1	1. The child attempts to catch the ball but it just goes through his/her hands
			2	2. The child catches ball using his/her arms and hands
			3	3. The child catches the ball using his/her hands only
access_system > gross_motor_A > gross_motor_A_xxvi				
	generated_note_name_284	26. Throws and catches a ball in sequence <i>Instruction:</i>		
	ca_gm_q26 <i>(required)</i>	Encourage ([child_name]) to catch the ball and throw it back to you (or to a sibling or to mum). To score at the top level (3), the sequence child throw-adult-child-catch must be seen at least 3 times. Observe and record accordingly. <i>Scoring:</i>	0	0. The child is not able to throw or catch the ball
			1	1. The child only throws, or only catches
			2	2. The child is able to complete the sequence once or twice
			3	3. The child is able to complete the sequence three or more times
access_system > gross_motor_A > gross_motor_A_xxvii				
	generated_note_name_291	27. Kicks ball <i>Instruction:</i>		
	ca_gm_q27 <i>(required)</i>	Demonstrate kicking a stationary ball and tell ([child_name]), "Kick the ball like this." Encourage ([child_name]) to kick the ball alone or with others. Then demonstrate kicking a moving ball and ask ([child_name]) to kick it again. Roll the ball either way or towards ([child_name]). Encourage ([child_name]) to kick it as it moves. <i>Scoring:</i>	0	0. The child is not able to kick the ball
			1	1. The child kicks a stationary ball once or twice
			2	2. The child kicks a stationary ball 3 or more times
			3	3. The child is able to kick a moving ball
access_system > gross_motor_A > gross_motor_A_xxviii				
	generated_note_name_298	28. Gets onto platform <i>Instruction:</i>		
	generated_note_name_299	Materials: Platform table		
	ca_gm_q28 <i>(required)</i>	With the platform table in front of you, say to ([child_name]), "Let's climb up here." Demonstrate to ([child_name]) how to step straight onto the platform without using any part of the body to pull up. Practice with ([child_name]) and provide all the necessary support to get onto the platform. <i>Scoring: Pulling and climbing means ([child_name]) uses another part of the body to support him/herself (e.g., arms, stomach, belly or bottom). Stepping up means getting up on to the platform like a step, with one foot after the other.</i>	0	0. The child does not attempt to get onto the platform
			1	1. The child tries with partial success
			2	2. The child pulls him/herself onto the platform
			3	3. The child can step up onto the platform, one foot after the other
access_system > gross_motor_A > gross_motor_A_xxix				
	generated_note_name_306	29. Gets off platform <i>Instruction:</i>		
	ca_gm_q29 <i>(required)</i>	Now say to ([child_name]), "Let's get off the platform." Demonstrate stepping off the platform with one foot after the other. Ask ([child_name]) to try and do it alone, providing all the necessary support e.g. holding on to his/her hand. <i>Scoring:</i>	0	0. The child does not attempt to get off the platform
			1	1. The child climbs down carefully, using his/her hands for support or by sitting on his bottom and sliding off
			2	2. The child gets off the

				platform while standing, with support
			3	3. The child steps off the platform, one foot after the other
access_system > gross_motor_A > gross_motor_A_xxx				
	generated_note_name_313	30. Jumps off platform <i>Instruction:</i>		
	ca_gm_q30 <i>(required)</i>	This item requires stepping on to the platform again and jumping off. Say to ([child_name], "See how I climb up and jump down." Demonstrate how to jump off the platform and landing with both feet together. Practice with ([child_name] and hold ([child_name]'s hand to encourage him/her to jump off the platform. Say to ([child_name], "Now try alone," and encourage him/her to do it alone. If ([child_name] is not able to jump off the platform alone, provide the necessary support. <i>Scoring: To score at the highest level requires that ([child_name] jumps off the platform and lands on both feet together.</i>	0	0. The child does not attempt to jump off the platform
			1	1. The child steps off the platform, one foot after the other
			2	2. The child jumps down and lands on both feet, with support
			3	3. The child jumps down and lands on both feet, without support
access_system > fine_motor_B				
access_system > fine_motor_B > fine_motor_B_xxxi				
	generated_note_name_322	B. FINE MOTOR <i>At the beginning of this section, say to ([child_name], "We will now play some games which show how you use your hands and fingers."</i>		
	generated_note_name_324	VISION		
	generated_note_name_325	31. Reaches out for moving object		
	generated_note_name_326	Materials: Wooden or plastic ring with thread attached, Red tassel <i>Instruction:</i>		
	ca_fm_q31 <i>(required)</i>	Dangle a wooden ring in front of ([child_name], within his/her reach. Ask ([child_name] to take the ring. For children younger than 6 months who may have problems focusing on the ring, move a red tassel smoothly from left to right in front of ([child_name]'s eyes. Observe and record ([child_name]'s behavior. <i>Scoring:</i>	0	0. The child does not look at the object
			1	1. The child looks but does not reach out
			2	2. The child reaches out and attempts to grasp
			3	3. The child grasps the object successfully
access_system > fine_motor_B > fine_motor_B_xxxii				
	generated_note_name_333	EYE-HAND COORDINATION		
	generated_note_name_334	32. Manipulates object <i>Instruction:</i>		
	ca_fm_q32 <i>(required)</i>	Observe ([child_name] holding the ring or tassel and note if it is passed from hand to hand. <i>Scoring:</i>	0	0. The child does not take the object
			1	1. The child brings object toward the mouth for oral contact
			2	2. The child holds and examines object
			3	3. The child passes the object from hand to hand
access_system > fine_motor_B > fine_motor_B_xxxiii				
	generated_note_name_340	33. Picks up object		
	generated_note_name_341	Materials: One wooden block <i>Instruction:</i>		
	ca_fm_q33 <i>(required)</i>	Say to ([child_name], "Let's play with blocks." Place a wooden block on the ground or mat. Say to ([child_name], "Pick this block." Observe how ([child_name] picks up the block. To score at the highest level, radial grasp means that the thumb is held against the cube in opposition to the other fingers. <i>Scoring:</i>	0	0. The child is not able to pick up objects on his/her own. Someone must place the object in the child's hands
			1	1. The child is able to pick up the block in any way (uses two hands or holds the object against his/her body to pick it up)
			2	2. The child uses any type of grasp and picks the block with one hand
			3	3. The child picks the block with a mature (radial) grasp using one hand
access_system > fine_motor_B > fine_motor_B_xxxiv				
	generated_note_name_347	34. Retains one object		

	generated_note_name_348	Materials: Two wooden blocks <i>Instruction:</i>	
	ca_fm_q34 <i>(required)</i>	Offer ([child_name] two blocks, one after the other and say, “Take these blocks.” ([child_name] should hold the cubes in either hand, without holding them against his/her body for support. <i>Scoring:</i>	<div>0 0. The child is not able to retain one cube</div> <div>1 1. The child attempts to retain one cube but it keeps falling</div> <div>2 2. The child retains the cube in either hand when given</div> <div>3 3. The child retains one cube when a second one is offered</div>
access_system > fine_motor_B > fine_motor_B_xxxv			
	generated_note_name_354	35. Retains multiple objects	
	generated_note_name_355	Materials: Three wooden blocks <i>Instruction:</i>	
	ca_fm_q35 <i>(required)</i>	After offering ([child_name] 2 blocks, place the third on the mat and say to ([child_name], “Now take this one also.” Encourage ([child_name] to pick up the block from the mat, without releasing the others in his/her hands. <i>Scoring:</i>	<div>0 0. The child is not able to retain multiple objects</div> <div>1 1. The child attempts, but can only hold one cube</div> <div>2 2. The child can hold 2 cubes in one hand</div> <div>3 3. The child retains 2 cubes when a third one is offered</div>
access_system > fine_motor_B > fine_motor_B_xxxvi			
	generated_note_name_361	36. Does up button	
	generated_note_name_362	Materials: Two pieces of cloth, one with a button and the other with a button hole <i>Instruction:</i>	
	ca_fm_q36 <i>(required)</i>	Present the pieces of cloth with the button undone to ([child_name]. Say to ([child_name], “This is a button and this is a hole. Let’s do it like this.” Demonstrate how to put the button through the buttonhole. Ask ([child_name] to do it with you. If necessary, hold the piece with the button and give ([child_name] the piece with the hole. Help ([child_name] to insert the button through the hole. Encourage ([child_name] to do it alone. <i>Scoring:</i>	<div>0 0. The child is not able to do up a button</div> <div>1 1. The child does up button, using trial and error, with adult holding one piece</div> <div>2 2. The child does up button steadily, smoothly, with adult holding one piece</div> <div>3 3. The child can do up a button alone</div>
access_system > fine_motor_B > fine_motor_B_xxxvii			
	generated_note_name_368	37. Opens a door that requires pushing (Maternal report) <i>Instruction:</i>	
	ca_fm_q37 <i>(required)</i>	Ask the mother, “What does your child do when s/he wants to go through a closed door?” “Have you observed him/her push open a door without any help?” <i>Scoring:</i>	<div>0 0. The child is not able to push a door open by him/herself. The child must get help from someone</div> <div>1 1. The child attempts to push the door but is unsuccessful</div> <div>2 2. The child is able to push open a door without turning a doorknob or releasing a latch, sometimes</div> <div>3 3. The child always successfully pushes open a door without turning a doorknob or releasing a latch</div>
access_system > fine_motor_B > fine_motor_B_xxxviii_header			
	generated_note_name_374	PINCER GRASP	
	generated_note_name_375	For items 38 – 41, use the following materials and procedure: <i>Materials:</i>	
	generated_note_name_376	12 beads in a container, shoe lace and a small bowl-like container <i>Instruction:</i>	
	generated_note_name_378	Present 12 beads in a wide mouthed container or bowl. Place another container with a 1-inch diameter mouth in front of ([child_name]. Say to ([child_name], “Let’s play with these.” Demonstrate picking the bead with your index finger and thumb using a pincer grasp and say to ([child_name], “Pick up the bead like this and drop it into this container.” Drop the bead slowly and purposefully into the opening of the container. Encourage ([child_name] to pick and drop the beads into the container. Observe ([child_name]’s performance and record for no. 38 and 39. Do not leave ([child_name] unattended with the beads within their reach.	
access_system > fine_motor_B > fine_motor_B_xxxviii			
	generated_note_name_384	Tell ([child_name] “Now let’s thread the beads like this.” Demonstrate how ([child_name] should hold the shoelace in the non-dominant hand. Thread one bead after another working quickly. Do not push the beads all the way down the shoelace. Give the shoelace and beads to ([child_name], placing the lace in ([child_name]’s non-dominant hand and say to ([child_name] “Now you do it.” Observe and record for no. 40. If ([child_name] is not able to thread 2 beads, do not administer Item 41.	

	generated_note_name_386	Remove the beads from the shoelace and say to ([child_name] "Put them in as quickly as possible." Start timing and record how many beads ([child_name] threads in 30 seconds. Administer 3 trials and record for no 41.		
	ca_fm_q38 <i>(required)</i>	38. Picks up beads <i>Scoring:</i>	0	0. The child does not pick up any beads
			1	1. The child attempts to pick up a bead but is unsuccessful
			2	2. The child uses all his/her fingers and thumb to pick up beads
			3	3. The child picks up beads between his/her thumb and forefinger (pincer grasp)
access_system > fine_motor_B > fine_motor_B_xxxix				
	ca_fm_q39 <i>(required)</i>	39. Drops beads into container <i>Scoring:</i>	0	0. The child does not attempt
			1	1. The child attempts to drop beads into container but is unsuccessful
			2	2. The child makes a clumsy and jerky release of beads into the container
			3	3. The child uses a fluid movement to drop several beads into the container
access_system > fine_motor_B > fine_motor_B_xxxx				
	ca_fm_q40 <i>(required)</i>	40. Threads 2 beads onto shoelace <i>Scoring:</i>	0	0. The child does not attempt
			1	1. The child attempts but is unsuccessful
			2	2. The child threads the beads in a clumsy manner and with jerky movements
			3	3. The child uses a fluid movement to thread several beads onto the shoelace
access_system > fine_motor_B > fine_motor_B_xxxxI				
	ca_fm_q41 <i>(required)</i>	41. # of beads in 30 seconds <i>Scoring:</i>	0	0. The child threads 2 beads onto shoelace
			1	1. The child threads between 3 and 4 beads onto shoelace
			2	2. The child threads between 5 and 6 beads onto shoelace
			3	3. The child threads 7 or more beads onto shoelace
access_system > fine_motor_B > fine_motor_B_xxxxii_header				
	generated_note_name_403	For items 42 and 43, use the following materials and procedure: <i>Materials:</i>		
	generated_note_name_404	Writing implement (pen, pencil or crayon) and blank sheet of paper <i>Instruction:</i>		
	generated_note_name_406	Items 42 and 43 test ([child_name]'s recognition of a writing implement (pen, pencil or crayon) and attempt to make a controlled mark on the paper. Place the pen and paper on the mat and say to ([child_name], "Let's draw." Observe the manner in which ([child_name] picks and holds the pen and record ([child_name]'s performance for item 42.		
access_system > fine_motor_B > fine_motor_B_xxxxii				
	generated_note_name_411	Ask ([child_name] to watch you as you make scribbles on the paper. Then say to ([child_name], "Draw like me" and observe how they scribble. Say to ([child_name], "Watch me," and draw a straight line on the paper, moving from your right to your left. Tell ([child_name] to draw a line like you and encourage ([child_name] to copy the line you have drawn. Ask ([child_name] to watch you again as you draw a circle in a clockwise direction. Then say, "Draw like this." Encourage ([child_name] to copy your circle, observe and record ([child_name]'s performance for item 43.		
	ca_fm_q42 <i>(required)</i>	42. Holds a pen purposefully <i>Scoring:</i>	0	0. The child bangs the pen against the floor or table or uses it another way that is not similar to drawing/writing
			1	1. The child holds the pen in a fist or in another way
			2	2. The child holds the pen in any way but moves it along a surface as though writing or drawing (purposefully)
			3	3. The child holds a pen between thumb and fingers in the way an adult holds a pen to write

access_system > fine_motor_B > fine_motor_B_xxxxiii				
ca_fm_q43 (required)	43. Writes with a pen Scoring:	0	0. The child is not able to make any marks on the paper	
		1	1. The child uses a pen to make any kind of mark on paper (scribbles)	
		2	2. The child can imitate a straight line	
		3	3. The child can imitate a circle	
access_system > fine_motor_B > fine_motor_B_xxxxiv				
generated_note_name_420	For items 44 and 45, use the following materials and procedure: Materials:			
generated_note_name_421	Three coins Instruction:			
generated_note_name_422	These items test ([child_name])’s ability to pick up coins using the right and left hand. Place 3 coins and the coin box in front of ([child_name] and say to ([child_name], “Let’s play with this box and coins.” The coins should be placed to the right side of ([child_name]. Demonstrate picking the coins and placing them in the box. Say to ([child_name], “Now you do it.” Observe how ([child_name] picks the coins with the right hand. Place the coins on the left side of ([child_name] and use the same procedure as for the right hand. Observe how ([child_name] picks the coins with the left hand.			
ca_fm_q44 (required)	44. Picks coin using the right hand Scoring:	0	0. The child is not able to pick coins using the right hand	
		1	1. The child attempts to pick a coin but is unsuccessful	
		2	2. The child picks up a coin using any method	
		3	3. The child picks up a coin between the thumb and finger on the right hand	
access_system > fine_motor_B > fine_motor_B_xxxxv				
ca_fm_q45 (required)	45. Picks coin using the left hand Scoring:	0	0. The child is not able to pick up coins using the left hand	
		1	1. The child attempts to pick a coin but is unsuccessful	
		2	2. The child picks up a coin using any method	
		3	3. The child picks up a coin between thumb and finger on the left hand	
access_system > fine_motor_B > fine_motor_B_xxxxvi				
generated_note_name_431	For items 46 and 47, use the materials and procedure described below:			
generated_note_name_432	Materials: Six coins and coin box Instruction:			
generated_note_name_434	In this task, ([child_name] is required to drop coins through the slot in the coin box, one at a time using the right and left hand. Place the coin box in front of ([child_name], with the slot positioned horizontally, and 6 coins nearer the right side of ([child_name]. Say to ([child_name], “We shall put the coins in the box like this,” while demonstrating (with 3 coins) how to put the coins into the box on the right side (use your left hand for this demonstration as you will be seated opposite ([child_name])). Hold the coin box steady, pick up the coins one after the other and put them into the coin box as quickly as possible using one hand. Replace the coins and encourage ([child_name] to drop the coins into the box using the right hand.			
generated_note_name_436	Place the coin box with the slot oriented vertically toward ([child_name] and repeat the procedure outlined above. If ([child_name] tries to hold all the coins in his/her hand, take them away and place them in ([child_name]’s hand one by one.			
generated_note_name_438	Follow the same procedure as for the right hand for the left hand.			
ca_fm_q46	46. Puts coins in box using the right hand Scoring:	0	0. The child is not able	
		1	1. The child can put coin in the box (horizontal slot)	
		2	2. The child can put coin in box (vertical slot) shakily	
		3	3. The child can put coin in box (vertical slot) easily	
access_system > fine_motor_B > fine_motor_B_xxxxvii				
ca_fm_q47 (required)	47. Puts coins in box using the left hand Scoring:	0	0. The child is not able	
		1	1. The child can put coin in the box (horizontal slot)	
		2	2. The child can put coin in box (vertical slot) shakily	
		3	3. The child can put coin in box (vertical slot) easily	
access_system > fine_motor_B > fine_motor_B_xxxxviii				
generated_note_name_447	For items 48 and 49, use the following materials and procedure:			

	generated_note_name_448	Materials: Six coins and coin box, stop watch <i>Instruction:</i>									
	generated_note_name_450	Do not administer this item if ([child_name] cannot pick up and drop the coins into the vertical slot easily.									
	generated_note_name_451	Place the coin box with the slot oriented vertically toward ([child_name], and 6 coins parallel to the coin box on the right side. Say to ([child_name], "Put the coins in the box, one at a time, as fast as you can." Start timing when the first coin lands inside the box. Stop timing when the last coin is in the slot (does not need to fall into the box). Administer 3 trials. If it takes longer than 60 seconds for ([child_name] to put 6 coins in the rotated box, do not continue to administer the timed trials.									
	generated_note_name_453	Follow the same procedure for the left hand, with the coins positioned on the left side of ([child_name].									
	ca_fm_q48 (<i>required</i>)	48. Puts 6 coins in box (vertical slot) using the right hand, 3 trials <i>Scoring: (Average time taken over 3 trials)</i>	<table><tr><td>0</td><td>0. The child takes more than 60 seconds</td></tr><tr><td>1</td><td>1. The child takes between 41-60 seconds</td></tr><tr><td>2</td><td>2. The child takes between 25-40 seconds</td></tr><tr><td>3</td><td>3. The child takes less than 25 seconds</td></tr></table>	0	0. The child takes more than 60 seconds	1	1. The child takes between 41-60 seconds	2	2. The child takes between 25-40 seconds	3	3. The child takes less than 25 seconds
0	0. The child takes more than 60 seconds										
1	1. The child takes between 41-60 seconds										
2	2. The child takes between 25-40 seconds										
3	3. The child takes less than 25 seconds										
access_system > fine_motor_B > fine_motor_B_xxxxix											
	ca_fm_q49 (<i>required</i>)	49. Puts 6 coins in box (vertical slot) using the left hand, 3 trials <i>Scoring: (Average time taken over 3 trials)</i>	<table><tr><td>0</td><td>0. The child takes more than 60 seconds</td></tr><tr><td>1</td><td>1. The child takes between 41-60 seconds</td></tr><tr><td>2</td><td>2. The child takes between 25-40 seconds</td></tr><tr><td>3</td><td>3. The child takes less than 25 seconds</td></tr></table>	0	0. The child takes more than 60 seconds	1	1. The child takes between 41-60 seconds	2	2. The child takes between 25-40 seconds	3	3. The child takes less than 25 seconds
0	0. The child takes more than 60 seconds										
1	1. The child takes between 41-60 seconds										
2	2. The child takes between 25-40 seconds										
3	3. The child takes less than 25 seconds										
access_system > cognition_C											
access_system > cognition_C > cognition_C_xxxxx											
	generated_note_name_468	C. COGNITION									
	generated_note_name_469	Introduce this section by saying: "We will play some games of building blocks and matching colours."									
	generated_note_name_471	50. Builds tower <i>Materials:</i>									
	generated_note_name_472	12 wooden cubes <i>Instruction:</i>									
	ca_fm_q50 (<i>required</i>)	Place 12 cubes in front of ([child_name] and say to ([child_name], "Let's build a tower." Demonstrate building a tower by putting one block on top of another. Encourage ([child_name] to join in. Break down the tower and say to ([child_name], "Now you make a big tower." Encourage ([child_name] to continue building the tower. If the blocks fall, encourage ([child_name] to build again, up to 3 trials. Record the number of blocks in the highest tower that ([child_name] has built across the 3 trials. <i>Scoring:
Children older than 24 months may continue to build towers with the blocks in the next 'containers and cubes' task. For this reason, consider administering these two tasks in reverse order.</i>	<table><tr><td>0</td><td>0. The child does not/is not able to build a tower</td></tr><tr><td>1</td><td>1. The child builds a tower of up to 4 cubes</td></tr><tr><td>2</td><td>2. The child builds a tower of 5-8 cubes</td></tr><tr><td>3</td><td>3. The child builds a tower of 9-12 cubes</td></tr></table>	0	0. The child does not/is not able to build a tower	1	1. The child builds a tower of up to 4 cubes	2	2. The child builds a tower of 5-8 cubes	3	3. The child builds a tower of 9-12 cubes
0	0. The child does not/is not able to build a tower										
1	1. The child builds a tower of up to 4 cubes										
2	2. The child builds a tower of 5-8 cubes										
3	3. The child builds a tower of 9-12 cubes										
access_system > cognition_C > cognition_C_xxxxxi											
	generated_note_name_479	51. Removes cubes from container <i>Materials:</i>									
	generated_note_name_480	Three coloured (red, yellow and blue) cubes and three coloured containers with lids <i>Instruction:</i>									
	generated_note_name_482	Rattle the yellow container in front of ([child_name] and then ask, "What's inside?" Demonstrate how to open the lid and remove the cubes. Put back the cubes into the container, cover with the lid, give the container to ([child_name] and say, "Now you try and take them out." Observe and record ([child_name]'s performance. <i>Scoring:</i>									
	generated_note_name_484	(1) Observe if ([child_name] rattles the container deliberately (i.e. do they hold the container to their ear to hear what is inside. ([child_name] gets the idea that there is something inside the box and intentionally lifts the lid off the container.									
	generated_note_name_485	(2) Observe if ([child_name] deliberately takes 1 cube out of the container.									
	ca_fm_q51 (<i>required</i>)	If ([child_name] puts the container upside down so that the cubes fall out, it shows they have adopted an easy strategy to get them out. Give a score at the highest level.	<table><tr><td>0</td><td>0. The child is not able to</td></tr><tr><td>1</td><td>1. The child rattles the box and lifts the lid off box (not knocking over)</td></tr><tr><td>2</td><td>2. The child tries and manages to take one cube out of the box</td></tr><tr><td>3</td><td>3. The child removes both cubes from the container</td></tr></table>	0	0. The child is not able to	1	1. The child rattles the box and lifts the lid off box (not knocking over)	2	2. The child tries and manages to take one cube out of the box	3	3. The child removes both cubes from the container
0	0. The child is not able to										
1	1. The child rattles the box and lifts the lid off box (not knocking over)										
2	2. The child tries and manages to take one cube out of the box										
3	3. The child removes both cubes from the container										
access_system > cognition_C > cognition_C_xxxxiii											
	generated_note_name_490	52. Puts cubes into container <i>Instruction:</i>									
	generated_note_name_491	Present the red and blue containers to ([child_name]. Demonstrate how to remove the cubes from the containers and put them back. <i>Scoring:</i>									
	ca_fm_q52 (<i>required</i>)	To score at the highest level, ([child_name] must perform the entire action of taking 2 cubes out of the container and then putting them back.	<table><tr><td>0</td><td>0. The child is not able to</td></tr><tr><td>1</td><td>1. The child puts 1 cube into any container</td></tr><tr><td>2</td><td>2. The child puts 2 cubes into</td></tr></table>	0	0. The child is not able to	1	1. The child puts 1 cube into any container	2	2. The child puts 2 cubes into		
0	0. The child is not able to										
1	1. The child puts 1 cube into any container										
2	2. The child puts 2 cubes into										

				any container
			3	3. The child puts cubes into and out of any container
access_system > cognition_C > cognition_C_xxxxxiii				
	generated_note_name_496	53. Puts lids back on containers <i>Instruction:</i>		
	generated_note_name_498	Arrange the red, blue and yellow containers in front of ([child_name]). Demonstrate how to put the cubes into the containers and return the lids. <i>Scoring:</i>		
	generated_note_name_499	(1) Score at this level if ([child_name]) purposefully pushes down the lid forcefully, even if s/he is not successful.		
	generated_note_name_500	(2) This level does not require total success, only a purposeful attempt to put the 2 cubes and lid back.		
	ca_fm_q53 (required)	(3) Watch ([child_name])'s eyes and the movement of his/her hands. Score at this level if ([child_name]): - deliberately turns the lid or container to fit; - twists the wrist but not with too much force; and, - is successful in putting back the lid properly.	0	0. The child is not able to put the lid back on
			1	1. The child puts lids back, trial and error
			2	2. The child puts 2 cubes and lid back
			3	3. The child puts the lid back and adjusts lid to container
access_system > cognition_C > cognition_C_xxxxiv				
	generated_note_name_506	54. Matches colours <i>Instruction:</i>		
	ca_fm_q54 (required)	Show ([child_name]) which cubes and lids match a particular container while saying, "These ones go into this container." Remove the cubes from the containers and mix them up. Encourage ([child_name]) to put the cubes and lids back while saying, "Now you do it alone." Observe and record ([child_name])'s performance. <i>Scoring:</i>	0	0. The child does not match any colour
			1	1. The child puts one box together, matching the colour of the cubes to the container
			2	2. The child puts 2 boxes together, matching colours
			3	3. The child assembles 3 boxes by colour
access_system > executive_function_D				
access_system > executive_function_D > ca_ef_q57_grp				
	generated_note_name_516	Child's mood and behavior during the assessment <i>Observe ([child_name])'s mood and behavior during the assessment. Mark whether you observed the following most of the time, some of the time or never or rarely.</i>		
	ca_ef_q57_grp_label	Behaviour/mood	1	most of the time
			2	some of the time
			3	never / rarely
	ca_ef_q57p1 (required)	Crying/inconsolable <i>The crying is prolonged and does not reduce even when ([child_name]) is soothed through various means e.g. rocking or massaging</i>	1	most of the time
			2	some of the time
			3	never / rarely
	ca_ef_q57p2 (required)	Occasional crying <i>([child_name]) cries once or twice for various reasons but keeps quiet after some time</i>	1	most of the time
			2	some of the time
			3	never / rarely
	ca_ef_q57p3 (required)	Mood swings <i>([child_name]) displays an unexpected change in behavior, for instance, suddenly alternates from positive and happy to sad and unhappy for no apparent reason</i>	1	most of the time
			2	some of the time
			3	never / rarely
	ca_ef_q57p4 (required)	No visible emotions <i>([child_name]) rarely smiles or shows any signs of emotion. ([child_name]) shows no interest in what is going on around him/her</i>	1	most of the time
			2	some of the time
			3	never / rarely
	ca_ef_q57p5 (required)	Occasional smiles <i>([child_name]) shows a happy expression once in a while during the assessment</i>	1	most of the time
			2	some of the time
			3	never / rarely
	ca_ef_q57p6 (required)	Smiling/laughing <i>([child_name]) has a happy expression and makes sounds that show excitement, happiness or pleasure</i>	1	most of the time
			2	some of the time
			3	never / rarely
	ca_ef_q57p7 (required)	Avoidant and withdrawn <i>([child_name]) is quiet and subdued and reacts negatively to any approaches by the assessor, e.g. by pulling away physically, keeping his/her head down or folding arms in front of him/her. ([child_name]) turns away from any interactions and does not seek contact with the assessor</i>	1	most of the time
			2	some of the time
			3	never / rarely
	ca_ef_q57p8 (required)	Clings to family members <i>([child_name]) holds on to the person s/he has come with and if the person tries to pull away, ([child_name]) starts to cry to signal their distress</i>	1	most of the time
			2	some of the time
			3	never / rarely
	ca_ef_q57p9 (required)	Hesitant <i>([child_name]) does not immediately engage with the assessor and seems to be unsure of what to do, even after the assessor has attempted to create rapport</i>	1	most of the time
			2	some of the time
			3	never / rarely
	ca_ef_q57p10 (required)	Difficult to engage in tasks <i>([child_name]) is distressed by new persons/environments/games/tasks. S/he pays little attention to the instructions provided and is easily distracted. It takes long to get ([child_name]) involved in the tasks and/or s/he leaves tasks incomplete</i>	1	most of the time
			2	some of the time
			3	never / rarely

	ca_ef_q57p11 (required)	Inappropriate approaches <i>([child_name] does respect boundaries and privacy e.g. may try to get an item out of the assessor's bag or may try to pull off an item of clothing from an adult</i>		1	most of the time
				2	some of the time
				3	never / rarely
	ca_ef_q57p12 (required)	Friendly <i>([child_name] smiles often, responds to requests without fussing and is quick to engage in tasks.</i>		1	most of the time
				2	some of the time
				3	never / rarely
access_system > ca_endings					
	generated_note_name_539	10.0 COMMENTS, INTERVIEW RATING AND WIND UP			
	ca_comments	RECORD ANY GENERAL COMMENTS ABOUT THE INTERVIEW/RESPONDENT			
	ca_q10p2 (required)	10.2 RESULT OF INTERVIEW (CODE SHEET A7)		1	Completed
				2	No competent respondent at home
				3	Entire household absent for extended period
				4	Refused;
				5	Whereabouts unknown (HRB)
				6	Structure owner/others refused access (HRB)
				96	Other (specify)
	ca_q10p2_os (required)	10.2 Other Result (Specify)			
	ca_q10p3 (required)	10.3 RATE THE INTERVIEW		1	VERY BAD
				2	BAD
				3	AVERAGE
				4	GOOD
				5	VERY GOOD
	ca_end_time (required)	END TIME (24 Hrs Format)			
	store_gps (required)	Collect the GPS coordinates of this house <i>Please do it outside the house for accuracy.</i>			
	js_hh_tl_consent (required)	Are you the TL? <i>Choose "NO" if you are not the Team Leader</i>		1	Yes
				2	No
access_system > js_tl_grp					
	generated_note_name_552	TEAM LEADERS SECTION			
access_system > js_tl_grp > js_tl_grp_inner					
	passcode (required)	TL's Secret Code			
access_system > js_tl_grp > js_tl_grp_inner > js_tl_date_time					
	tl_date (required)	TL Date			
	tl_end_time (required)	END TIME			
	tl_edited (required)	Mark Complete			
	generated_note_name_565	8.0. END OF INTERVIEW			
	generated_note_name_569	YOU ARE NOT PERMITTED TO WORK ON SYSTEM TOOLS			