

ESI-P Scoring

I. Visual-Motor/Adaptive

Tower (A, 1):

Give the child credit for this item if (s)he builds a 9-block tower. Do not penalize for imprecise alignment of the blocks, as long as the tower is stable enough to remain standing when the child has completely removed his/her hands from the blocks. If the child builds a 9-block tower with all nine blocks standing unassisted, circle 1 point.

Bridge from a Model-build behind a screen (A, 2):

Structure must look like the model. There should be a gap between the two bottom blocks that is wide enough for a pencil to slide through. Circle 2 points if correct.

Imitate Bridge-build without a screen (A, 2) (if unable to complete above):

Structure must look like the model. There should be a gap between the two bottom blocks that is wide enough for a pencil to slide through. Circle 1 point if correct.

Gate by Imitation-build without a screen (A, 3) (children ages 4.0-4.5 who pass above item):

Structure must look like the model. Circle 1 point if the child correctly imitates the gate.

Copy Forms (B, 1-4)

Circle 1 point for each correct figure. See manual for examples (p 23-26).

Draw a Person (C)

Circle 2 points if the child has drawn a recognizable person with five or more body parts. A person with three or four body parts would receive 1 point. See manual for further information and scoring examples (p 27-28).

Visual Sequential Memory (D)

Circle 1 point for a correct response on either of the two-card presentations. Circle 2 points for correct identification of all three pictures in either the first or second three-card trial.

II. Language and Cognition

Estimating Number (A, 1)

Circle 1 point for answering “two” without needing to count.

Five-Block Counting (A, 2)

Circle 2 points for counting 5 blocks correctly (i.e. 1:1 correspondence) or 1 point for counting 3 blocks correctly. Points are not given if the child counts randomly yet finishes on the correct number.

Verbal Expression (B)

The child is given credit for mentioning three characteristics of each object: name, color, and use. Additional remarks may be scored under other if they are *accurate, specific to the object*, and if they *do not repeat a concept* already mentioned and scored. See manual for specifics (p 34-35).

Verbal Reasoning (C)

Circle 1 point for each correctly completed sentence. Be sure to write down the child's response. See manual for sentences (p 36).

Auditory Sequential Memory (D)

Be sure to write down exactly what the child says. *The child must say the digits in the correct sequence in order to be given credit.* Circle 0 points if the child passes either of the single digit trials because these are given for practice. Circle 1 point if the child says correctly either of the two-digit trials. Circle 1 point if the child says correctly either of the three-digit trials.

III. Gross Motor**Jump (A)**

Circle 1 point for a two-footed jump clearing the line. Both feet must leave the ground simultaneously and land on the other side of the tape together. Credit is earned for the quality of the jump as well as for the clearing the line. A gallop over the line would not be scoreable, nor would a take off or landing that involves one foot hitting the floor before the other. To receive a score, the child's feet must take off and land together.

Walk on the Line (B)

Circle 2 points if all the steps are on the line. Circle 1 point if only one or two steps are off the line. "On the line" means that at least part of the foot is on the line for each step.

Balance (C)

To earn 2 points the child must be able to balance for a full 5 seconds on each foot. The child may have up to three trials on each foot to reach the 5 seconds; score the best performance on each foot. Do not count false starts of a one- to two- second balance as a trial unless that is the best the child can do. If the child is having significant difficulty with this task, do not continue with the full number of trials. Circle 2 points if the child can balance for 5 seconds on each foot. If the child can balance at least 3 or 4 seconds on either foot, circle 1 point.

Hop (D) (children ages 4.0-4.5)

Circle 2 points if the child can hop at least 5 times on each foot. Circle 1 point if the child can hop at least 3 or 4 times on either foot.