



PLAY PROJECT ASSESSMENTS: SCORING INSTRUCTIONS

FEAS

- Scoring is on a two-point scale for most items, except where indicated, and is:
 - 0 = not at all or very brief
 - 1 = present some of time, observed several times
 - 2 = consistently present, observed many times
 - Indicate N/O for behaviors that are not observed
- Where indicated to convert a score, transform the scoring as follows:
 - 0 becomes a 2
 - 1 = 1
 - 2 becomes a 0
- Scores for symbolic play should be entered in the SYM column and scores for sensory play entered in the SENS column. When the examiner facilitates play with the child, enter scores in the EXAM column. The last column may be used for entering scores for additional caregivers (e.g., mother, father, foster parent, babysitter) observed playing with the child.
- Scores are interpreted for the primary caregiver playing with the child for the symbolic and sensory play situations. If scores do not differ for symbolic and sensory play, then only one score is interpreted. However, if behaviors differ for the different play situations, then two scores are calculated, one for symbolic play, one for sensory play. These are interpreted using the cutoff scores presented in the profile form.



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Childhood Autism Rating Scale (CARS)

- There are 15 categories.
- For each category circle the number which corresponds to the statement that best describes the child.
- When you have finished rating the child return to the first page of the CARS form.
- There is a section labeled Category Rating Scores with 15 slots.
 - Fill in the corresponding numbers and add them to get the total score.
 - The total score will be between 15 and 60.
 - Look at the bar scale at the bottom of the first page to find out where the child falls on the autism spectrum (non-autistic, mildly-moderately autistic or severely autistic)

Greenspan Social-Emotional Growth Chart*

- For each item place a check mark in the column that best describes how often a particular behavior is observed.
- For each column, tally the number of check marks and record them in the appropriate boxes on pages 3 and 4 where it says Total check marks for each column (Items 1-35). Then multiply the number of check marks by the number of points assigned to each column. For example:

Can't tell	None of the time	Some of the time	Half of the time	Most of the time	All of the time
Multiply by 0	Multiply by 1	Multiply by 2	Multiply by 3	Multiply by 4	Multiply by 5

- The points are then summed to yield a Total Growth Chart Score. Record that score in the space provided on page 4. It is then transferred to the Total Growth Chart Score within the Score Summary section.



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- See Appendix A to convert the Total Growth Chart Score into an age-appropriate Growth Chart Index Score. Each total score falls into one of three categories: Full Mastery, Emerging Mastery, and Possible Challenges.
- If an adjustment for prematurity is made, use the adjusted age to determine the appropriate age band.
 - To adjust for prematurity adjust through 24 months. Calculate the number of months and days born prematurely by subtracting the child's date of birth from the expected date of birth. Enter the number of months and days born prematurely into the row labeled Adjustments for Prematurity. Then subtract the adjustment for prematurity from the child's age to obtain the corrected age. For example, if the child is 20 months, 20 days old chronologically but was born 2 months, 14 days premature, the adjusted age is 18 months, 6 days. Note that premature birth is defined as 36 weeks or less gestation.
- Determine the category in which the child's score falls, and record it on the Summary Page by checking the correct box.

Appendix A

Total Growth Chart Score

Age Bands	Possible Difficulty	Emerging Mastery	Full Mastery
0-3 months	0-14	15-33	34-55
4-5 months	0-33	34-50	51-65
6-9 months	0-44	45-61	62-75
10-14 months	0-52	53-66	67-85
15-18 months	0-60	61-84	85-105
19-24 months	0-68	69-93	94-120
25-30 months	0-84	85-119	120-140
31-42 months	0-96	97-141	142-175

- Sensory Processing Items



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- The sensory processing portion of the questionnaire consists of Items 1-8. The scores on these items are included as part of the Total Growth Chart Score, but the items can also be examined individually to determine if the child has difficulties within these modalities.
- Table A.2 presents Index Scores for sensory processing items. This information can be recorded on the Summary Page.

Table A.2

Sensory Processing Score

Age Bands	Possible Difficulty	Emerging Mastery	Full Mastery
0-3 months	0-6	7-22	23-40
4-5 months	0-17	18-29	30-40
6-9 months	0-21	22-31	32-40
10-14 months	0-21	22-31	32-40
15-18 months	0-21	22-31	32-40
19-24 months	0-21	22-31	32-40
25-30 months	0-21	22-31	32-40
31-42 months	0-21	22-31	32-40

- Plotting Social-Emotional Growth
 - The Social-Emotional Growth Chart is similar to a physical growth chart. The Growth Chart enables the professional user and caregivers to view the pattern of a child's emotional growth, rather than a single static view of current performance.
 - The functional emotional developmental milestones to be monitored are listed on the vertical axis. Age bands are marked on the horizontal axis. A 45 degree line shows the age range at which a child is expected to master each capacity (the typical development curve).
 - Using the Growth Chart, the child's functional emotional development accomplishments can be charted in relation to the age at which the



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accomplishments can be charted in relation to the age at which the accomplishment is expected to emerge and the age at which it actually emerges.

- At the time of testing, the highest milestone mastered by the child is recorded on the chart, aligned with the age of the child.

*Scoring material obtained from Greenspan Social-Emotional Growth Chart Manual.

Receptive-Expressive Emergent Language Test (REEL)*

- Add together the total number of yes answers for both the expressive language section and the receptive language section.
- On the first page of the REEL-3 enter the raw score for receptive language which is the total number of yes answers in the receptive language section.
- Enter the raw score of expressive language which is the total number of yes answers in the expressive language section
- Enter the age of the child in months in the age equivalent section.
- For the ability score refer to Tables A.1 and A.2 and find on the table where the child's age meets his/her raw score.
- For the language ability score see table B.1
- For the percentile rank see Table C.1
 - Find the receptive language ability score in the left column and look to the right at the percentile rank to get the percentile rank number.
- Then look at Section III on the front page of the REEL-3. Match the language ability score with the description.
- For our purposes at the P.L.A.Y. Project we do not need the SEM, Confidence Interval, or Score Range. The reason that we administer the REEL-3 is to determine if the child's language is very superior, superior, above average, average, below average, poor or very poor which you get from transferring the language ability score to a description.

*Scoring material obtained from the REEL 3 Examiner's Manual



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REEL

Converting Raw Scores to Age Equivalents

Age Equivalent (in months)	REEL-3 Subtest Raw Scores	
	Receptive	Expressive
0	0-10	0-8
1	11	9-10
2	12-13	11-12
3	14-15	13-14
4	16-17	15-16
5	18-19	17-18
6	20-22	19-21
7	23-25	22-24
8	26-28	25-27
9	29-31	28-30
10	32-34	31-33
11	35-37	34-36
12	38-40	37-39
13	41-42	40
14	43	41
15	44-45	42
16	46	43
17	47	44-45
18	48	46
19	49-50	47
20	51	48-49
21	52	50-51
22	53	52
23	—	53
24	54	54-55
25	—	56
26	55	57
27	56	—
28	—	58
29	57	—
30	58	59
31	—	60
32	59	61
33	60	62
34	61-62	63-64
35	63-64	65
36	65-66	66