

Measure of Engagement, Independence, and Social Relationships (MEISR)

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MEISR – COSF Tool

Revised and reorganized with permission by N. Younggren, July 2010

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Available at: <http://www.edis.army.mil/outcomes.html>

The MEISR Revised & Reorganized By The Three Child Outcomes

⊂ Positive Social Relations ⊂ Acquiring & Using Knowledge & Skills ⊂ Taking Action to Meet Needs

...A Tool to Assist with the Child Outcomes Summary Form (COSF)

Aim of the MEISR-COSF Tool:

- Provide information about functional behaviors mapped to the three child outcomes.
- Provide age-anchored information about a child's functioning in common day-to-day routines.
- Provide early intervention teams a resource for gathering and reviewing information important for determining Child Outcome Summary Form (COSF) ratings.

Goodness of Fit: The MEISR reorganized as the MEISR-COSF Tool helps fill the gap of limited resources organized by the three child outcomes. The MEISR is a good fit for use with the COSF because it is organized by functioning in the context of day-to-day routines and COSF stresses everyday functioning. The MEISR focuses on caregivers as information sources and the COSF requires information about a child's functioning from the people who know the child best. The MEISR includes age-anchored elements and the COSF requires information about functioning relative to age-expected development.

About the Tool: The original MEISR is an instrument for developing a profile of a young child's functioning in home routines. It was designed to be completed by or with a caregiver who has observed the child often in the home, such as a parent—not by a professional with limited opportunity to observe home routines. The purposes of the MEISR are (a) to help families, as members of intervention teams, assess the child's competence in everyday situations, which might help them decide on intervention priorities; (b) to help professionals ask families relevant questions about child functioning in home routines; and (c) to monitor a child's progress.

The MEISR-COSF Tool is a revision of the MEISR organized by the three child outcomes and then by routine and age ranges. Reference to the original MEISR items is included in the far right hand column of each routine-based section. Also included is a crosswalk of the functional domains defined by McWilliam (i.e., social relationships, engagement, and independence ["S", "E", "I"]) and the five developmental domains (i.e., adaptive, cognitive, communication, motor, and social [A, CG, CM, M, and S]). Items added to the MEISR-COSF Tool do not have a MEISR reference code.

Uses & Administration: The MEISR-COSF Tool is not an assessment instrument that yields scores. Rather, it is a tool that can be used in different ways. It can be completed by or with caregivers; it can be used to guide interventionist's questions about a child's functioning as part of caregiver interview and assessment or as part of ongoing monitoring; and it can be used as a reference for teams to document and/or reflect upon information gathered about a child's functioning to assist with the COSF rating. In using it as a reference, teams might also find it helpful in writing a report of a child's functioning organized by the three outcomes. By completing the check boxes "not yet" "sometimes" "often" and "past this" (meaning the child has developed past a particular skill/behavior) teams can document the functional skills and abilities a child demonstrates and use the information along with other information gathered to understand the presence of "age expected" "immediate foundational" and "foundational" skills and abilities. Understanding the presence of the child's abilities in these three categories is essential for determining a rating on the COSF.

Organization: Each of the three outcomes includes notable breadth and depth, which must be considered within the progression of age-expected development for generating a COSF rating. As each routine-based skill is explored keep in mind the complexity of child development and focus on the functionality and purpose of the behaviors rather than isolated skills. A focus on the purpose of the skill/behavior within meaningful contexts is essential for gaining a truly functional picture of the child's abilities across settings and situation and within the framework of the three outcomes.

Not a Sole Source: Generating a COSF rating requires a synthesis of information about a child's functioning from many sources familiar with the child in different settings and situations. No single assessment instrument can provide all the information needed. Rather, the richness of information gathered must be taken into account when deciding upon a COSF rating. However, many early childhood assessments are domain-based and do not readily provide information about a child's functioning across a variety of situations. While domain-based assessments are useful and provide helpful information for generating a COSF rating, they often fall short in providing information about functional behaviors in meaningful contexts. The MEISR on the other hand was specifically developed to provide information about a child's functioning in the context of day-to-day routines from the people who know the child best. Recognizing the routines-based foundation of the MEISR and the need for information on everyday functioning organized around the three child outcomes the MEISR-COSF Tool was developed.

POSITIVE SOCIAL RELATIONS

Within the framework of the three child outcomes, positive social-emotional skills refer to how children get along with others, how they relate with adults and with other children. For older children, these skills also include how children follow rules related to groups and interact with others in group situations such as a child care center. The outcome includes the ways the child expresses emotions and feelings and how he or she interacts with and plays with other children.

The organization of the items below is intended to help teams understand what information about the child's skills across settings relates to this outcome. When considering the routines-based skills and abilities included below be sure to think about them in the context of positive social relations. For example, "*makes vocal sounds*" for the purpose of alerting caregivers that she is awake and ready to get up.

1. Waking Up (Outcome 1)		Not yet	Some-times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1-1-1	Makes vocal sounds					0-2.5	S	CM	1.1
1-1-2	Enjoys being held, rocked, touched					0-6	S	S	1.2
1-1-3	Smiles, kicks, moves arms excitedly when caregiver comes to crib					2-4	S	S	
1-1-4	Seems happy to see adults					1.5-4	S	S	1.4
1-1-5	Makes transitions out of bed without becoming upset					3-6	S	S	1.5
1-1-6	Turns towards the sound of someone's voice					3-7	S	CM	1.6
1-1-7	Calls out for adults					6.5-11.5	S	S, CM	1.11
1-1-8	Wakes up without crying immediately					8+	S	A	1.13
1-1-9	Leaves room to find an adult					12-18+	S	M, S	1.21
1-1-10	Cooperates with adults' requests					36	S	S	1.18

2. Meal Times (Outcome 1)		Not yet	Some-times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Makes transitions to and from mealtimes without becoming upset					1+	S	S	2.1
2	Can get distracted during nursing					2-3			
3	Gets excited at the sight of food					4-5			
4	Follows simple requests with gestures (Come here, Throw it away)					7-12	S	A, CM	
5	Tries to feed others with spoon					12-15	S, E	S	
6	Uses words to interact with others at meals					18-21	S	S, CM	

7	Sits for at least 15 minutes without whining					24+	E	S	2.23
8	Pays attention to others around him/her					24+	S	CG	2.24
9	Stays seated for mealtimes					36+	E	S	2.31
10	Eats without refusing food or drink					36+	S	S	2.32
11	Cooperates with adults' requests					36+	S	S	2.34

3. Getting Dressed (Outcome 1)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Transitions to and from dressing without getting upset					1+	S	S	3.1
2	Vocalizes socially					2+	S	S	
3	Responds to a request to "come here"					6-9	E	CM	
4	Participates in dressing without getting upset					10-12+	S, E	S	3.2
5	Engages socially with parent during dressing answers simple questions					18-21	S	S, CM	
6	Shows greater confidence to try and succeed doing more complex tasks (putting shoes and other clothes on – not always correct)					24-30	S, I	A, S	
7	Takes pride in clothing (smiles/points to clothes)					24-30	S	S	
8	Flips on jacket when you say "let's go outside"					30-36	S	S	

4. Toileting/Diaper (Outcome 1)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Participates in the transitions to and from diapering/toileting without whining or getting upset					1+	S	S	4.1
2	Cooperates with diaper change					1-24	S	S	4.2
3	Cooperates with adults' requests					36	S	S	4.18

5. Going Out (Outcome 1)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Sits in car seat without whining					1+	I	S	5.1
2	Participates in outings without whining or getting upset					1+	E	S	5.2
3	Makes transitions easily back home from the activity					1+	S	S	5.4
4	Comforts self with pacifier or thumb					4-7	S	S	
5	Clings to familiar adult when in distress					4-7	S	S	
6	Becomes increasingly shy or anxious with strangers					8-13	S	S	
7	Follows directions					12+	S	CM	5.8
8	Handles short and simple outings – gets irritable and tired when					15	S	S, A	

	outings are longer or complex								
9	Participates in getting ready to go without whining or getting upset					18+	S	S	5.10
10	Has difficulty waiting during errands – he does not show patience (difficulty waiting for meal at restaurant)					18-24	S	S	
11	Stays with an adult when walking					24-30	E, S	S	5.17
12	Points to things to show adult					24-36	S	CM	5.18
13	Understands “no” and doesn’t have a tantrum when desired items cannot be purchased					30-36	S	CG, S	5.32
14	Cooperates with adults’ requests					36+	S	S	5.20
15	Stays close to adult or car in parking lot					36+	I, S	S	5.26

6. Play Time With Others (Outcome 1)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Makes transitions from play with others without getting upset					1+	S	S	6.1
2	Follows person with his/her eyes					1-2	S	S	
3	Shows anticipatory excitement when playing with caregiver					2-4	S	S	
4	Invites adults to play by vocalizing or smiling					4-5	S	S, CM	6.2
5	Talks or babbles back and forth in a sort of conversation					5.5-6.5	E, S	CM	6.3
6	Shows anxiety of separation from parent					6-10	S	S,	
7	Plays simple games with an adult or older child (e.g., peek-a-boo)					6-10	S	CG	6.4
8	Plays with others, without fussing or getting upset					9+	S	S	6.5
9	Shows or comments on toys to adults					9-12	S	CM	6.6
10	Repeats sounds or gestures if laughed at					11-13	S	CM	
11	Begins to show a sense of humor – laughs at incongruities					12-18	E, S	CG, S	
12	If invited to play, responds					12-15	S	S	6.8
13	Initiates play with other children					15+	S	S, CM	6.9
14	Plays with other children – yet aggressive behaviors hitting/biting is common at this age					18+	E, S	S	5.12
15	Uses 2-word sentences to request and comment in play					20.5-24	E, S	CM	
16	Cleans up toys when directed to do so					21-23	S	CM	6.13
17	Indicates ownership over toys or items					23-24	S	S	6.14
18	Sings phrases of songs					23-27	E, S	CM	
19	Maintains control over his or her body in relationship to others					24+	I	M	6.15
20	Sustains play with others for appropriate amount of time					30+	E	CG	6.17
21	Takes turns					30+	S	CG	6.18
22	Knows how to ask another child for a turn with a toy					30+	S	CM	6.19
23	Separates easily in familiar surroundings					30-36	I	A, S	

24	Plays without messing up others' creations					36+	S	S	6.20
25	Cooperates with adults' requests					36	S	S	6.21
26	Uses loud (including rough and tumble) and quiet play at appropriate times/in appropriate contexts					36+	I	A, S	6.22
27	Stays quiet during hide-and-seek					36+	E	A	6.24
28	Responds to conflict by crying or being aggressive					18-36	S	CM, S	6.25
29	Responds to conflict by seeking adult assistance					36-48	S	CM, S	6.26

7. Play Time By Him or Herself (Outcome 1)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Makes transitions from independent play without getting upset					1+	S	S	7.1
2	Expresses discomfort and pleasure					1-2+	S	S	
3	Self-selects comforting toy to manage feelings (e.g., blanket when tired)					15-24	I	A, S	
4	Enjoys solitary play					18-24	E	CG	
5	Initiates own play activities that are more complex and able to entertain self in play for longer periods of time					24+	E	S, CG	
6	Cooperates with adults' requests					36	S	S	7.21

8. Napping (Outcome 1)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Makes transitions from naptime without getting upset					1+	S	S	8.11
2	Awakens or quiets to parent's voice					3-6	E	S	
3	May adopt a "lovey" for sleep – stuffed toy/blanket...					12	S	S	
4	Fights nap time – able to give up one nap					12-18	S, I	S, A	
5	Cooperates with adults' requests					36	S	S	8.10

9. Bathing (Outcome 1)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Makes transition from bath without getting upset					1+	S	S	9.17
2	Responds to seeing him or herself in the mirror					3-5.5	S	CG	9.21
3	Smiles at mirror					5-9	S	CG	
4	Makes eye contact, point, comment, or otherwise engage with adults during bath time					6-12+	S	CG, CM	9.11
5	Participates in bathing without whining or getting upset					12+	S	S	9.5
6	Enjoys more frolic and play in the tub					12-24	S	S, CG	

7	Cooperates with adults' requests					36	S	S	9.16
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10. Hanging Out/Watching TV/Books (Outcome 1)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Makes transitions to another activity without getting upset					1+	S	S	10.31
2	Responds differently to the voice of a stranger than to a familiar voice					3-6	S	S	
3	Enjoys face fun – pointing to and pulling on facial features of caregivers					5-10	S	S	
4	Stays with adult reading a book appropriate amount of time					12+	E	S	10.24
5	Responds to emotions of others, sometimes with adult prompting – laughs at another's laugh, approaches crying child					18-24	S	S	
6	Responds to others' feelings with caring behavior, without adult prompting (kisses hurt finger, brings crying baby a needed toy)					30-36	S	S	
7	Sits still while watching TV					30-36+	E	S	10.3
8	Behaves appropriately when watching TV alone					36+	E	S	10.7
9	Behaves appropriately when watching TV with an adult or sibling in the room					30-36+	S	S	10.8

11. Grocery Shopping (Outcome 1)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Makes transitions from the grocery store without getting upset					1+	S	S	11.17
2	Sits in the cart for 30 minutes without whining					12+	E	S	11.2
3	Follows simple directions, but sometimes tests limits about staying near					24-30	S	S	
4	Responds appropriately to unknown adults in the grocery store					36+	S	S	11.8
5	Shows interest in other children					36+	S	S	11.9
6	Participates in grocery shopping without whining or getting upset					30-36+	S	S	1.15
7	Cooperates with adults' requests					36	S	S	11.16

12. Outdoors (Outcome 1)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Plays outdoors for 30 minutes without fussing					24+	E	S	12.4
2	Cooperates in moving from one thing to another					30-36	S	S	12.10
3	Shows interest in other children playing					36+	S	S	12.19
4	Gets along with other children in settings like playground at a park					36+	S	S	12.20

13. Bedtime (Outcome 1)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Makes transitions to bedtime without getting upset					1+	S	S	13.14
2	Baby can learn to console him/herself uses transition/soothing object (e.g., blanket, toy)					4	S	S	
3	Resists going to bed because he/she does not want to be separated from people or their new activities					9-15	S	S	
4	Child gives 'test' cry to see if you will return to the room after putting him/her down					18-30	S	S	
5	Child may refuse to go to bed or get out of bed and wander or try other stalling techniques (e.g., have to go potty – need a drink)					24-36	S	S	
6	Goes to bed quickly					30-36	E	S	13.1
7	Cooperates with adults' requests to go to bed following bed routine					36	S	S	13.13

ACQUIRING AND USING KNOWLEDGE AND SKILLS

Within the framework of the three child outcomes, the acquisition and use of knowledge and skills refers to children’s abilities to think, reason, remember, problem solve, and use symbols and language. This outcome also encompasses children’s understanding of the physical and social worlds. It includes understanding of early concepts (e.g., symbols, pictures, numbers, classification, spatial relationships), imitation, object permanence, the acquisition of language and communication skills, and early literacy and numeracy skills. The outcome also addresses the precursors that are needed so that children will experience success later in elementary school when they are taught academic subject areas (e.g., reading, mathematics).

The organization of the items below is intended to help teams understand what information about the child’s skills across settings relates to this outcome. When considering the routines-based skills and abilities included below be sure to think about them in the context of acquiring and using knowledge and skills. For example, “*shows interest in crib toys*” for the purpose of exploring his environment, learning how to make toys work, problem-solving, etc.

1. Waking Up (Outcome 2)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Shows interest in crib toys					1-6	E	CG	1.3
2	Tries to get hold of objects in the crib or bed					4.5-5.5	E	M	1.7
3	Plays with crib toys					8+	E	CG	1.12
4	Wakes with a communicative call					12-15	E	CM	
5	Plays with toys in room until adult or siblings come					18+	I	M, S	1.19
6	Wakens gets out of bedroom and explores greater environment					18+			

2. Meal Times (Outcome 2)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Moves in response to voice					0-3	E	CM	
2	Pushes spoon away					4-8	E	A, CG	
3	Smells different things					6-12	E	A, CG	
4	Enjoys messy activities with hands – plays with food					12-18	E	A	
5	Uses words or signs for “eat” and “drink”					12+	S	CG	2.8
6	Says “No” meaningfully					13-15	I	A, CM	
7	Uses words or signs for specific foods or drink					18+	S	CG	2.14
8	Uses new words regularly					21-24	E	CM	

9	Obeys 2 part commands – put down spoon and give me your cup					24-29	E	CM	
10	Refers to self with pronoun (me, I – may not always be grammatically correct) When asked who wants juice – responds I want juice.					27-40	E	CM	

3. Getting Dressed (Outcome 2)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Inspects own hands					2-3	E	CG, M	
2	Coos (ay, ee, oy – often influenced by body movement)					2-7	E	CM, M	
3	Babbles with inflection similar to adult					7.5-12	E	CM	
4	Points to major body parts (eyes, nose, legs, hands, tummy) on self when asked					13-18	E	CM, CG	
5	Identifies self in mirror					15-16	E	CG	
6	Uses signs or words for body parts					19-22+	S	CM	3.7
7	Indicates he or she understands the names of any body parts					15-22+	S	CM	3.8
8	Indicates he or she understands the names of articles of clothing					15-22+	S	CM	3.10
9	Knows more than 6 body parts					24-28	E	CM	
10	Uses signs or words during dressing					32+	S	CM	3.14
11	Uses signs or words for articles of clothing					32+	E, S	CM	3.15

4. Toileting/Diaper (Outcome 2)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Pays attention to surroundings, including changer's face, during diaper change					3	E	CG	4.3
2	Vocalizes with intent frequently					9-12	E	CM	
3	Indicates he or she understands words associated with toileting					15-22+	S	CM	4.5
4	Uses words or signs during diapering/toileting					19-22+	S	CM	4.8
5	Talks about the toilet					36+	S	CM	4.16

5. Going Out (Outcome 2)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Vocalizes to different sounds					0-3	E	CM	
2	Turns head toward a voice – searches for speaker					3-6	E	CM	
3	Responds to sounds when the source is not visible					6-9	E	CM	
4	Looks at person saying child's name					9-12	E	CM	
5	Indicates understanding of words related to going out					15-22+	S	CM	5.9
6	Occupies him or herself while the adult is busy					18-24	E	A	5.13

7	Labels things to comment or request using words or signs					19-22+	S	CM	5.14
8	Uses words related to going out					19-22+	S	CM	5.15
9	Responds to simple questions asked by others					27-30	E	CM	
10	States first and last name when asked					30-36	E	CM	

6. Play Time With Others (Outcome 2)		Not yet	Some-times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Looks and vocalizes to own name					5-7	E	CM	
2	Imitates behaviors within own repertoire					4-8	E	CM	
3	Imitates novel behaviors in play					8-12	E	CG	
4	Indicates he or she understands words for toys or games					15-22+	E, S	CM	6.10
5	Uses words or signs during play					18-24	S	CM	6.12
6	Engages in simple make-believe activities (e.g., having birthday party, uses abstract props)					24-30			
7	During pretend play, assigns players roles – uses several abstract/imaginary props					30-36	S	CG	6.16

7. Play Time By Him or Herself (Outcome 2)		Not yet	Some-times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Looks at object and follows it visually					2-4	E	CG	
2	Uses hand and mouth for sensory exploration of objects					3-7	E	CG, M	
3	Explores toys and uses them to amuse self					4-7	E	CG	
4	Grasps foot and brings foot to mouth					4-7	E	CG, M	
5	Works to get a toy out of reach					7-10+	E	CG	
6	Makes combinations of sounds, babble					7-12	E	CM	
7	Plays in a repetitive manner					6-12	E, I	CG	7.4
8	Puts toys in and out of containers (e.g., dumping)					9-11	E, I	CG	7.5
9	Puts toys together and pulls them apart					10-11	E, I	M	7.6
10	Looks for hidden items					11-13	E	CG	7.7
11	Shows toy preferences					12-18	E	CG	
12	Initiates independent play					12-18+	I	CG	7.8
13	Plays with a variety of toys					12+	E, I	CG	7.9
14	Makes toys work by him or her self					18+	E, I	CG, M	7.10
15	Sustains independent play					24+	E, I	CG	7.12
16	Sustains play with the same toy for an appropriate amount of time					24+	E, I	CG	7.13
17	Makes choices easily of where/what to play					24+	E, I	CG	7.14

18	Plays with most toys in an appropriate way					24-28+	E, I	CG	7.15
19	Constructs things during play (e.g., build with blocks or Lego's)					24+	E, I	CG, M	7.16
20	Indicates knowing where toys or other objects belong (e.g., goes to shelf to find specific toy, puts things away)					24+	E, I	CG, CM	7.17
21	Pretends to be something or someone					24-30+	S	CG	7.18
22	Dramatizes using a doll					24-30	E	CG	
23	Pretends objects are something else					24-30+	S	CG	7.19
24	Matches primary colors in play					29-33	E	CG	
25	When something is difficult, doesn't give up easily					30+	E	CG	7.20
26	Acts out a new ending to a familiar routine					33-36	E	CG	

8. Napping (Outcome 2)		Not yet	Some-times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Inspects surroundings watches mobile					1-2	E	CG	
2	Plays while on the bed or in the crib, if not sleeping					12-48	E	CG	8.4
3	Uses words or signs before or after the nap					19-22+	S	CM	8.6
4	Indicates understanding words about nap					15-22+	S	CM	8.8
5	If not sleeping, doesn't disturb other children who are					24+	S	CG	8.12

9. Bathing (Outcome 2)		Not yet	Some-times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Splashes in the water					6-12	E, I	M	9.1
2	Plays with bath toys					9-12+	E	CG	9.7
3	Retrieves toys that have fallen into the water					9-12+	E, I	CG	9.8
4	Uses words or signs during bath time					19-22+	S	CM	9.14
5	Indicates understanding of words related to bath time					15-22+	S	CM	9.15
6	Puts away bath toys on request					21-24	E	CM	
7	Chooses toys selectively for purpose					24-27	E	CG	
8	Sorts colored toys and points to colored items when named					33+	E	CG	

10. Hanging Out/Watching TV/Books (Outcome 2)		Not yet	Some-times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Looks from one object to another					2.5-3.5	E	CG	
2	Plays with paper					7-9	E	CG	
3	Attends to objects mentioned during conversation					9-12	E	CG	
4	Explores drawers and cabinets					13-18	E	CG, M	

5	Uses words or signs during TV watching					19-22+	S	CM	10.12
6	Maintains attention to some TV shows					24+	E	A	10.13
7	Has favorite TV shows					24-36+	E	CG	10.1
8	Talks about TV shows when they are on					24-30	S	CM	10.9
9	Talks about TV shows when they are not on					30-36+	S	CM	10.10
10	Responds to characters on TV (e.g., character asks audience a question or directs audience to imitate)					36+	S	CM	10.11
11	Indicates which TV show he or she would like to watch					36+	S	CM	10.5
12	Plays quietly while adults watch TV					36+	E	CG	10.14
Books									
13	Attends to pictures					6-9	E	CG	
14	Plays with books					8-9	E	CG	10.19
15	Does not bite the book					6-12	E	CG	10.27
16	Does not bend or tear the book					12	E	CG	10.28
17	Orients books correctly (right side up, left to right)					12-24	I	CG	10.20
18	Points to/pats pictures in books					14-15	E	CM	10.22
19	Correctly points to pictures when asked					19-27	S	CM	10.23
20	Has a favorite book					18-24+	E	CG	10.29
21	Matches sounds to pictures of animals					22-24	E	CG	
22	Enjoys tactile books					24-29	E	CG	
23	Participates in storytelling – helps story adding words					30-36	E	CM	
24	Points to letter (may point to letter of his/her name)					30-36	E	CG	
25	Anticipates what will happen next in the story					36+	I	CG	10.25

11. Grocery Shopping (Outcome 2)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Waves in response to bye-bye					6-9	E	CM	
2	Points to items to indicate awareness					9-12	E	CM	
3	Uses words or signs while at the grocery store					19-22	S	S	11.14
4	Pushes a stroller or pretend shopping cart					21-24	E	CG, M	
5	Gets items parents have requested off shelf					30-36	S	CM	11.4
6	Recognizes and labels any grocery items					30	E	CM	11.6
7	Talks about/point to the items or people					36+	S	CM	11.7

12. Outdoors (Outcome 2)		Not yet	Some-times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Plays appropriately with sandbox toys					24+	E	CG	12.2
2	Plays with a variety of toys outdoors					24-30+	E	CG	12.3
3	Shows interest in the playground					24+	E	CG	12.7
4	Initiates play outdoors					36+	E	CG	12.8
5	Sustains play outdoors					30-36	E	CG	12.9
6	Follows directions given at a distance					36+	S	CM	12.6
7	Plays appropriately on playground equipment					36+	E	CG	12.1

13. Bedtime (Outcome 2)		Not yet	Some-times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Indicates understanding words about bedtime					15-22+	S	CM	13.10
2	Uses words or signs during the bedtime routine					19-22+	S	CM	13.8
3	Goes through the steps in the bedtime routine					24-36	E	CG	13.2
4	Plays while on the bed, if not sleeping					24+	E	CG	13.3
5	Talks about his or her day or what will happen tomorrow					36-48+	S	CM	13.11

TAKING ACTION TO MEET NEEDS

Within the framework of the three child outcomes, the use of appropriate behavior to meet needs refers to the actions that children employ to take care of their basic needs, including getting from place to place, using tools (e.g., fork, toothbrush, crayon), and in older children, contributing to their own health and safety. The outcome includes how children take care of themselves (e.g., dressing, feeding, hair brushing, toileting), carry out household responsibilities, and act on the world to get what they want. This outcome addresses children's increasing capacity to become independent in interacting with the world and taking care of their needs.

The organization of the items below is intended to help teams understand what information about the child's skills across settings relates to this outcome. When considering the routines-based skills and abilities included below be sure to think about them in the context of taking action to meet needs. For example, "turns over" for the purpose of moving to get or see something.

1. Waking Up (Outcome 3)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Sleeps more than is awake (sleeps 14-18 hours per day (2-4 hour intervals)					0-1	I	A	
2	Is awake more during the day than at night					1-3	I	A	
3	Turns over					6+	I	M	1.8
4	Comes to sitting					6-10	I	M	1.9
5	Pulls to stand					6-10	I	M	1.10
6	Maintains sitting					7-8	I	M	1.14
7	Raises arms to be picked up/held when he/she first wakes up					9-12	S	CM	1.16
8	Stands and cruises around crib					12	I	M	1.15
9	Climbs in and out of bed independently					24+	I	M	1.17
10	May waken crying from dreams					31+	I	A	

2. Meal Times (Outcome 3)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Cries when hungry					0-1	I	A, CM	
2	When nursing or bottle feeding, sucks strongly enough					2-5	I	A	2.2
3	Drinks appropriate amount from bottle or when nursing					2-5	I	A	2.3
4	Feeding schedule is more consistent (every 3-4 hours)					3-4	I	A	

5	Puts hands in mouth to help suck food down					4-8	I	A	
6	Waits briefly for feeding when hungry					4-7	I	A	
7	Holds own bottle					5.5-9	I	M	2.4
8	Sits in a high chair without slumping over					5-24	I	M	2.5
9	Begins to eat solid food					6	I	A	
10	Rakes foods in hands					7-8		A, M	
11	Eats without drooling					7-12	I	A, M	2.6
12	Feeds him/herself with fingers					9-12	I	M	2.7
13	Uses Pincer Grasp to pick up small pieces and small food items					10-12	I	A, M	
14	Drinks from sippy cup by him or herself					12-18	I	A	2.9
15	Drinks from a cup without a lid by him or herself					12-18+	I	A	2.10
16	Understands and Uses Pointing to indicate food preference					12-14	I	CM, A	
17	Uses a spoon with moderate success					15-24	I	M	2.11
18	Uses a spoon independently					15-24+	I	M	2.12
19	Drinks an appropriate amount from a cup (i.e., with each sip)					18+	I	A	2.13
20	Indicates when hungry or thirsty					18-19+	S	CM	2.15
21	Communicates "more"					18-19+	S	CM	2.16
22	Communicates "finished"					18-19+	S	CM	2.17
23	Puts an appropriate amount of food in the mouth at one time					18-24+	I	A	2.18
24	Swallows					18-24+	I	A, M	2.19
25	Sits in a regular (can be child-sized) chair					18-24+	I	M	2.20
26	Chews food					18-24+	I	A, M	2.21
27	Eats a variety of foods					23-25+	I	A	2.22
28	Communicates the need for help (e.g., cutting, opening)					24+	I	CM	2.35
29	Uses a napkin to clean mouth and hands					24+	I	A, M	2.36
30	Bites off pieces of hard foods (apples, meat, cookies)					30+	I	A	2.25
31	Pours liquid into a cup					30-36+	I	M	2.26
32	Serves with a utensil					30-36+	I	M	2.27
33	Spreads with a knife					30-36+	I	M	2.28
34	Removes wrappers and peels before eating					30-36+	I	A	2.29
35	Uses a fork					30-36+	I	M	2.30
36	Eats meals on a fairly regular schedule					36+	E	A	2.33
37	Makes choices about food (e.g., picks desired food at restaurant)					32-36+	I	CG	2.37
38	Has enough fork control to stab, dip in sauce, and get to mouth					36+	I	A, M	2.38

3. Getting Dressed (Outcome 3)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Wears a variety of textures and fits					6-12+	E	A	3.21
2	Assists with dressing by extending arm or leg for a sleeve or pants					10.5-12+	E, I	A	3.3
3	Removes articles of clothing by him or herself					15-24+	I	A	3.4
4	Undoes fasteners (zippers, snaps, buttons)					18-21+	I	M	3.5
5	Helps undress self					18-36	I	A, S	3.6
6	Helps dress self					28-32+	I	A	3.9
7	Fastens zippers, snaps, buttons					30-36+	I	M	3.11
8	Puts on articles of clothing by him or herself					32+	I	A	3.12
9	Indicates what he or she wants to wear					32+*	E	CM	3.13
10	Puts on coat with assistance					28-36	I	A, M	3.19
11	Dresses with supervision- requires assistance with some fastenings					32+	I	A, M	

4. Toileting/Diaper (Outcome 3)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Indicates when he or she needs to be changed or use the toilet					12-18++	S	CM	4.4
2	Sits on the toilet (chair) for an appropriate amount of time					18-24	E	S	4.6
3	Uses (sits on) the toilet (chair) independently					18-24	I	A	4.7
4	Participates in hand washing					19-24	E	S	4.9
5	Lowers pants to use the toilet					24-26	I	M	4.10
6	Independently washes hands after toileting, with or without reminder					24-30	I	A	4.11
7	Proceeds to toileting routine independently					24-36+	I	M	1.20
8	Stops what he/she is doing when he or she needs to use the toilet					24-36	E	CG	4.12
9	Asks for help with wiping					24-42	I	M	4.21
10	Pulls up pants after using toilet					26-28	I	M	4.13
11	Occasionally lasts the whole night without wetting					30-42	I	A	4.14
12	Lasts three hours without accidents (if toilet trained)					31+	I	A	4.15
13	When using the toilet, manages by self					36+	I	A, M	4.17
14	When the child indicates a need to go to the bathroom, he or she actually has to go (i.e., no false alarms)					30-36	I, S	A, CG	4.19
15	Indicates need to go in enough time to get to the bathroom					30-36	I, S	CG, CM	4.20

5. Going Out (Outcome 3)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Wears a coat, hat, or mittens (as needed) without resisting					1+	I	S	5.3
2	Sits in car seat, facing the rear					1-12	I	M	5.5
3	Sits in stroller					5+	I	M	5.6
4	Lets only parents meet his needs					8-12	S, E	A, S	
5	Walks with or without help when given the opportunity					11-13	I	M	5.7
6	Indicate what he or she wants when getting ready to go out					18+	S	CM	5.11
7	Puts on his or her shoes independently					21-30	I	A	5.16
8	Climbs into the car or car seat independently					24+	I	M	5.19
9	Holds parent's hand outdoors					24-30	S	A	
10	Uses a car seat until 40 lbs					40 lbs	I	A, M	5.23
11	Uses a booster seat after 40 lbs					40-60 lbs	I	A, M	5.24
12	Leaves seatbelt fastened					36+	I	A, CG	5.25
13	Helps carry items					36-48	I	M	5.27
14	Stays in or near the shopping cart					36+	I, S	A, CG	5.31

6. Play Time With Others (Outcome 3)		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Walks more than crawls to get to others in play					11-13	I	M	
2	Uses single words to request or ask for more					12-14	I	CM, A	
3	Throws ball forward (a few feet)					15-18	E	M	
4	Indicates what he or she wants during play					18+	S	CM	6.11
5	Values own property, says, "Mine"					24-30	I	CM	
6	Directs play of others to get own interests met					30-36	E	CM, S	

7. Play Time By Him or Herself		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Retrieves lost pacifier or bottle					4-7	I	CG	
2	Works for desired, out of reach object					5-9	E	CG, M	
3	Touches various textures (finger paint, play doh, sand, soil, glue)					6+	E	A	7.2
4	Crawls to access toys					7-8	I	M	
5	Gets to toys by him or herself					6-10+	I	M	7.3
6	Creeps on hands and knees to get toys					9-11	I	M	
7	Picks up small things with tip of index finger and thumb (neat pincer)					10-12	I	M	
8	Bends over and looks through legs, can pick up toy slightly behind him					14.5-15.5	I	M	

9	Makes marks on paper with crayons, paint, chalk, markers, etc.					18-36	E, I	M	7.11
10	Holds crayon with thumb and finger not fist					23-25	I	M	
11	Maintains safety while playing independently (e.g., doesn't climb, play with stove)					30+	I	A, CG	7.23
12	Knows play boundaries (e.g., driveway versus street)					36+	I	CG	7.22

8. Napping		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Falls asleep independently					1+	I	A	8.1
2	Goes down for nap quickly					6-48	S	S	8.2
3	Tests parental reactions at bedtime					9-12	S	A, S	
4	One nap a day is sufficient					18-24	I	A	
5	Uses words to indicate he or she wants to sleep					19-22+	S	CM	8.5
6	Sleeps in bed, not crib					24+	I	S	8.7
7	Sleeps for long enough					12-24	I	A	8.9
8	May eliminate naps					31+	I	A	

9. Bathing		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Sits up in tub/bath by him or herself					6-12	I	M	9.9
2	Holds up limbs to be washed or tilt head back to rinse hair					8-12+	E	A, M	9.2
3	Holds the washcloth					9-12+	E, I	M	9.3
4	Indicates what he or she wants during bath time					18-24+	S	CM	9.13
5	Indicates if the water temperature is uncomfortable					20-24	S	CM	9.12
6	Washes body parts independently					36-48+	I	A	9.4
7	Gets in or out of the bath by him or herself					28-36+	I	M	9.10
8	Dries off independently					36-48	I	M	9.26
<i>Other Hygiene</i>									
9	Cooperates in tooth brushing					18-24	S	A	9.18
10	Washes and dries hands partly					19-24	I	A	
11	Cooperates in hair brushing					24+	S	A	9.19
12	Allows hair to be fixed without crying					24+	S	S	9.28
13	Cooperates in clipping nails					18-24	S	A	9.20
14	Wipes nose with assistance					24-31	I	A	
15	Dries hands without adult direction or assistance					30-36	I	A	

16	Blows nose with assistance					32-34	I	A	
17	Brushes teeth independently					36+	I	M	9.22
18	Combs hair independently					36+	I	M	9.23

10. Hanging Out/Watching TV/Books		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Sits with slight support and moves head actively					4-5	I	M	
2	Sits independently and can use hands in play					5-8	I	M	
3	Turns pages					10-14	I	M	10.21
4	Backs into small chair or slide in sideways to sit down					17.5-19	I	M	
5	Indicates he/she would like to watch TV					24-30+	S	CM	10.4

11. Grocery Shopping		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	While seated in the cart, holds items					6-12	E	M	11.3
2	Sits independently in the cart					9+	I	M	11.1
3	Shows frustration when can't do or have something cries/ screams to get what he/she wants temper tantrums can be full blown					15	E, I	CM	
4	Carries items					24+	E	M	11.5
5	Indicates what he or she wants					30+	S	CM	11.13
6	Stays with the adult at the store					30-36	S	S	11.10
7	Walks along side the cart					36+	I	M, A	11.12

12. Outdoors		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Walks					15-19.5	I	M	12.11
2	Moves 'ride on' toys without pedals					18-24	I	M	
3	Regains balance					24+	I	M	12.17
4	Runs and stops without holding on					24-30	I	M	12.12
5	Jumps – in place both feet					22-30	I	M	12.13
6	Uses slides – goes up and down small slide					23-26	I	M	
7	Walks upstairs alone (both feet on each step)					24-25.5	I	M	
8	Jumps from bottom step no assistance both feet together					27-29	I	M	
9	Climbs					24-36	I	M	12.14
10	Walks downstairs alone (both feet on each step)					25.5-27	I	M	
11	Walks forward and backward					28-29.5	I	M	12.18

12	Stays in the playground area, does not run away or climb fences					30+	E, I	A	12.5
13	Walks upstairs alone alternating feet					30-34	I	M	
14	Uses pedals on tricycle alternately – goes 4-6 feet					32-36	I	M	
15	Climbs jungle gym and ladders, swings by hands good motor planning					34.5-36	I	M	
16	Walks downstairs alone alternating feet					34+	I	M	
17	Swings					36+	I	M	12.16

13. Bedtime		Not yet	Some -times	Often	Past this	Age in months	Functional Domain	Dev. Domain	MEISR codes
1	Sleeps in his or her own crib or bed					3+	I	A	13.5
2	Stays in an almost dark room without whining					3+	I	A	13.6
3	Falls asleep independently					9-18	I	A	13.4
4	Can get over excited and have difficulty settling into sleep					18+	I	A	
5	Uses words or signs to indicate he or she wants to sleep					19-22+	S	CM	13.9
6	Indicates what he or she wants during the bedtime routine					24+	S	CM	13.7
7	Night fears can begin					24+	I	A	
8	Once put to bed, stays there throughout the night					30-36	I	A	13.12