



Child's Name: \_\_\_\_\_

Birthdate: \_\_\_\_\_ Gender: \_\_\_\_\_

Today's Date: \_\_\_\_\_

## The MacArthur-Bates Communicative Development Inventory Words and Sentences

For **girls** who say/sign **70 or more** words; **boys** who say/sign **50 or more** words.

### Part I Words Children Use

<b>A. Vocabulary Checklist</b>
<p>Children understand many more words than they say. We are particularly interested in the words your child SAYS and/or SIGNS. Please go through the list and mark the words you have heard/seen your child use. If your child uses a different pronunciation of a word (for example, "raffe" for "giraffe" or "sketti" for "spaghetti") mark the word anyway. Remember, that this is a "catalogue" of all the words that are used by many different children. Don't worry if your child knows only a few of these right now.</p>

<b>1. Sound Effects and Animal Sounds (12)</b>								
	says	signs		says	signs		says	signs
baa baa	<input type="radio"/>	<input type="radio"/>	meow	<input type="radio"/>	<input type="radio"/>	uh oh	<input type="radio"/>	<input type="radio"/>
choo choo	<input type="radio"/>	<input type="radio"/>	moo	<input type="radio"/>	<input type="radio"/>	vroom	<input type="radio"/>	<input type="radio"/>
cockadoodledoo	<input type="radio"/>	<input type="radio"/>	ouch	<input type="radio"/>	<input type="radio"/>	woof woof	<input type="radio"/>	<input type="radio"/>
grrr	<input type="radio"/>	<input type="radio"/>	quack quack	<input type="radio"/>	<input type="radio"/>	yum yum	<input type="radio"/>	<input type="radio"/>

<b>2. Animals (Real or Toy) (43)</b>								
	says	signs		says	signs		says	signs
alligator	<input type="radio"/>	<input type="radio"/>	duck	<input type="radio"/>	<input type="radio"/>	penguin	<input type="radio"/>	<input type="radio"/>
animal	<input type="radio"/>	<input type="radio"/>	elephant	<input type="radio"/>	<input type="radio"/>	pig	<input type="radio"/>	<input type="radio"/>
ant	<input type="radio"/>	<input type="radio"/>	fish	<input type="radio"/>	<input type="radio"/>	pony	<input type="radio"/>	<input type="radio"/>
bear	<input type="radio"/>	<input type="radio"/>	frog	<input type="radio"/>	<input type="radio"/>	puppy	<input type="radio"/>	<input type="radio"/>
bee	<input type="radio"/>	<input type="radio"/>	giraffe	<input type="radio"/>	<input type="radio"/>	rooster	<input type="radio"/>	<input type="radio"/>
bird	<input type="radio"/>	<input type="radio"/>	goose	<input type="radio"/>	<input type="radio"/>	sheep	<input type="radio"/>	<input type="radio"/>
bug	<input type="radio"/>	<input type="radio"/>	hen	<input type="radio"/>	<input type="radio"/>	squirrel	<input type="radio"/>	<input type="radio"/>
bunny	<input type="radio"/>	<input type="radio"/>	horse	<input type="radio"/>	<input type="radio"/>	teddy bear	<input type="radio"/>	<input type="radio"/>
butterfly	<input type="radio"/>	<input type="radio"/>	kitty	<input type="radio"/>	<input type="radio"/>	tiger	<input type="radio"/>	<input type="radio"/>
cat	<input type="radio"/>	<input type="radio"/>	lamb	<input type="radio"/>	<input type="radio"/>	turkey	<input type="radio"/>	<input type="radio"/>
chicken	<input type="radio"/>	<input type="radio"/>	lion	<input type="radio"/>	<input type="radio"/>	turtle	<input type="radio"/>	<input type="radio"/>
cow	<input type="radio"/>	<input type="radio"/>	monkey	<input type="radio"/>	<input type="radio"/>	wolf	<input type="radio"/>	<input type="radio"/>
deer	<input type="radio"/>	<input type="radio"/>	moose	<input type="radio"/>	<input type="radio"/>	zebra	<input type="radio"/>	<input type="radio"/>
dog	<input type="radio"/>	<input type="radio"/>	mouse	<input type="radio"/>	<input type="radio"/>			
donkey	<input type="radio"/>	<input type="radio"/>	owl	<input type="radio"/>	<input type="radio"/>			

<b>3. Vehicles (Real or Toy) (14)</b>								
	says	signs		says	signs		says	signs
airplane	<input type="radio"/>	<input type="radio"/>	firetruck	<input type="radio"/>	<input type="radio"/>	tractor	<input type="radio"/>	<input type="radio"/>
bicycle	<input type="radio"/>	<input type="radio"/>	helicopter	<input type="radio"/>	<input type="radio"/>	train	<input type="radio"/>	<input type="radio"/>
boat	<input type="radio"/>	<input type="radio"/>	motorcycle	<input type="radio"/>	<input type="radio"/>	tricycle	<input type="radio"/>	<input type="radio"/>
bus	<input type="radio"/>	<input type="radio"/>	sled	<input type="radio"/>	<input type="radio"/>	truck	<input type="radio"/>	<input type="radio"/>
car	<input type="radio"/>	<input type="radio"/>	stroller	<input type="radio"/>	<input type="radio"/>			

<b>4. Toys (18)</b>								
	says	signs		says	signs		says	signs
ball	<input type="radio"/>	<input type="radio"/>	chalk	<input type="radio"/>	<input type="radio"/>	pencil	<input type="radio"/>	<input type="radio"/>
balloon	<input type="radio"/>	<input type="radio"/>	crayon	<input type="radio"/>	<input type="radio"/>	play dough	<input type="radio"/>	<input type="radio"/>
bat	<input type="radio"/>	<input type="radio"/>	doll	<input type="radio"/>	<input type="radio"/>	present	<input type="radio"/>	<input type="radio"/>
block	<input type="radio"/>	<input type="radio"/>	game	<input type="radio"/>	<input type="radio"/>	puzzle	<input type="radio"/>	<input type="radio"/>
book	<input type="radio"/>	<input type="radio"/>	glue	<input type="radio"/>	<input type="radio"/>	story	<input type="radio"/>	<input type="radio"/>
bubbles	<input type="radio"/>	<input type="radio"/>	pen	<input type="radio"/>	<input type="radio"/>	toy	<input type="radio"/>	<input type="radio"/>

5. Food and Drink (68)								
	says	signs		says	signs		says	signs
apple	<input type="radio"/>	<input type="radio"/>	food	<input type="radio"/>	<input type="radio"/>	pizza	<input type="radio"/>	<input type="radio"/>
applesauce	<input type="radio"/>	<input type="radio"/>	french fries	<input type="radio"/>	<input type="radio"/>	popcorn	<input type="radio"/>	<input type="radio"/>
banana	<input type="radio"/>	<input type="radio"/>	grapes	<input type="radio"/>	<input type="radio"/>	popsicle	<input type="radio"/>	<input type="radio"/>
beans	<input type="radio"/>	<input type="radio"/>	green beans	<input type="radio"/>	<input type="radio"/>	potato	<input type="radio"/>	<input type="radio"/>
bread	<input type="radio"/>	<input type="radio"/>	gum	<input type="radio"/>	<input type="radio"/>	potato chip	<input type="radio"/>	<input type="radio"/>
butter	<input type="radio"/>	<input type="radio"/>	hamburger	<input type="radio"/>	<input type="radio"/>	pretzel	<input type="radio"/>	<input type="radio"/>
cake	<input type="radio"/>	<input type="radio"/>	ice	<input type="radio"/>	<input type="radio"/>	pudding	<input type="radio"/>	<input type="radio"/>
candy	<input type="radio"/>	<input type="radio"/>	ice cream	<input type="radio"/>	<input type="radio"/>	pumpkin	<input type="radio"/>	<input type="radio"/>
carrots	<input type="radio"/>	<input type="radio"/>	jello	<input type="radio"/>	<input type="radio"/>	raisin	<input type="radio"/>	<input type="radio"/>
cereal	<input type="radio"/>	<input type="radio"/>	jelly	<input type="radio"/>	<input type="radio"/>	salt	<input type="radio"/>	<input type="radio"/>
cheerios	<input type="radio"/>	<input type="radio"/>	juice	<input type="radio"/>	<input type="radio"/>	sandwich	<input type="radio"/>	<input type="radio"/>
cheese	<input type="radio"/>	<input type="radio"/>	lollipop	<input type="radio"/>	<input type="radio"/>	sauce	<input type="radio"/>	<input type="radio"/>
chicken	<input type="radio"/>	<input type="radio"/>	meat	<input type="radio"/>	<input type="radio"/>	soda/pop	<input type="radio"/>	<input type="radio"/>
chocolate	<input type="radio"/>	<input type="radio"/>	melon	<input type="radio"/>	<input type="radio"/>	soup	<input type="radio"/>	<input type="radio"/>
coffee	<input type="radio"/>	<input type="radio"/>	milk	<input type="radio"/>	<input type="radio"/>	spaghetti	<input type="radio"/>	<input type="radio"/>
coke	<input type="radio"/>	<input type="radio"/>	muffin	<input type="radio"/>	<input type="radio"/>	strawberry	<input type="radio"/>	<input type="radio"/>
cookie	<input type="radio"/>	<input type="radio"/>	noodles	<input type="radio"/>	<input type="radio"/>	toast	<input type="radio"/>	<input type="radio"/>
corn	<input type="radio"/>	<input type="radio"/>	nuts	<input type="radio"/>	<input type="radio"/>	tuna	<input type="radio"/>	<input type="radio"/>
cracker	<input type="radio"/>	<input type="radio"/>	orange	<input type="radio"/>	<input type="radio"/>	vanilla	<input type="radio"/>	<input type="radio"/>
donut	<input type="radio"/>	<input type="radio"/>	pancake	<input type="radio"/>	<input type="radio"/>	vitamins	<input type="radio"/>	<input type="radio"/>
drink	<input type="radio"/>	<input type="radio"/>	peanut butter	<input type="radio"/>	<input type="radio"/>	water	<input type="radio"/>	<input type="radio"/>
egg	<input type="radio"/>	<input type="radio"/>	peas	<input type="radio"/>	<input type="radio"/>	yogurt	<input type="radio"/>	<input type="radio"/>
fish	<input type="radio"/>	<input type="radio"/>	pickle	<input type="radio"/>	<input type="radio"/>			

6. Clothing (28)								
	says	signs		says	signs		says	signs
beads	<input type="radio"/>	<input type="radio"/>	jacket	<input type="radio"/>	<input type="radio"/>	slipper	<input type="radio"/>	<input type="radio"/>
belt	<input type="radio"/>	<input type="radio"/>	jeans	<input type="radio"/>	<input type="radio"/>	sneaker	<input type="radio"/>	<input type="radio"/>
bib	<input type="radio"/>	<input type="radio"/>	mittens	<input type="radio"/>	<input type="radio"/>	snowsuit	<input type="radio"/>	<input type="radio"/>
boots	<input type="radio"/>	<input type="radio"/>	necklace	<input type="radio"/>	<input type="radio"/>	sock	<input type="radio"/>	<input type="radio"/>
button	<input type="radio"/>	<input type="radio"/>	pajamas	<input type="radio"/>	<input type="radio"/>	sweater	<input type="radio"/>	<input type="radio"/>
coat	<input type="radio"/>	<input type="radio"/>	pants	<input type="radio"/>	<input type="radio"/>	tights	<input type="radio"/>	<input type="radio"/>
diaper	<input type="radio"/>	<input type="radio"/>	scarf	<input type="radio"/>	<input type="radio"/>	underpants	<input type="radio"/>	<input type="radio"/>
dress	<input type="radio"/>	<input type="radio"/>	shirt	<input type="radio"/>	<input type="radio"/>	zipper	<input type="radio"/>	<input type="radio"/>
gloves	<input type="radio"/>	<input type="radio"/>	shoe	<input type="radio"/>	<input type="radio"/>			
hat	<input type="radio"/>	<input type="radio"/>	shorts	<input type="radio"/>	<input type="radio"/>			

7. Body Parts (27)								
	says	signs		says	signs		says	signs
ankle	<input type="radio"/>	<input type="radio"/>	feet	<input type="radio"/>	<input type="radio"/>	nose	<input type="radio"/>	<input type="radio"/>
arm	<input type="radio"/>	<input type="radio"/>	finger	<input type="radio"/>	<input type="radio"/>	owie/boo boo	<input type="radio"/>	<input type="radio"/>
belly button	<input type="radio"/>	<input type="radio"/>	hair	<input type="radio"/>	<input type="radio"/>	penis*	<input type="radio"/>	<input type="radio"/>
buttocks/bottom*	<input type="radio"/>	<input type="radio"/>	hand	<input type="radio"/>	<input type="radio"/>	shoulder	<input type="radio"/>	<input type="radio"/>
cheek	<input type="radio"/>	<input type="radio"/>	head	<input type="radio"/>	<input type="radio"/>	tooth	<input type="radio"/>	<input type="radio"/>
chin	<input type="radio"/>	<input type="radio"/>	knee	<input type="radio"/>	<input type="radio"/>	toe	<input type="radio"/>	<input type="radio"/>
ear	<input type="radio"/>	<input type="radio"/>	leg	<input type="radio"/>	<input type="radio"/>	tongue	<input type="radio"/>	<input type="radio"/>
eye	<input type="radio"/>	<input type="radio"/>	lips	<input type="radio"/>	<input type="radio"/>	tummy	<input type="radio"/>	<input type="radio"/>
face	<input type="radio"/>	<input type="radio"/>	mouth	<input type="radio"/>	<input type="radio"/>	vagina*	<input type="radio"/>	<input type="radio"/>

\* or word used in your family

8. Small Household Items (50)								
	says	signs		says	signs		says	signs
basket	<input type="radio"/>	<input type="radio"/>	glasses	<input type="radio"/>	<input type="radio"/>	plate	<input type="radio"/>	<input type="radio"/>
blanket	<input type="radio"/>	<input type="radio"/>	hammer	<input type="radio"/>	<input type="radio"/>	purse	<input type="radio"/>	<input type="radio"/>
bottle	<input type="radio"/>	<input type="radio"/>	jar	<input type="radio"/>	<input type="radio"/>	radio	<input type="radio"/>	<input type="radio"/>
box	<input type="radio"/>	<input type="radio"/>	keys	<input type="radio"/>	<input type="radio"/>	scissors	<input type="radio"/>	<input type="radio"/>
bowl	<input type="radio"/>	<input type="radio"/>	knife	<input type="radio"/>	<input type="radio"/>	soap	<input type="radio"/>	<input type="radio"/>
broom	<input type="radio"/>	<input type="radio"/>	lamp	<input type="radio"/>	<input type="radio"/>	spoon	<input type="radio"/>	<input type="radio"/>
brush	<input type="radio"/>	<input type="radio"/>	light	<input type="radio"/>	<input type="radio"/>	tape	<input type="radio"/>	<input type="radio"/>
bucket	<input type="radio"/>	<input type="radio"/>	medicine	<input type="radio"/>	<input type="radio"/>	telephone	<input type="radio"/>	<input type="radio"/>
camera	<input type="radio"/>	<input type="radio"/>	money	<input type="radio"/>	<input type="radio"/>	tissue/kleenex	<input type="radio"/>	<input type="radio"/>
can	<input type="radio"/>	<input type="radio"/>	mop	<input type="radio"/>	<input type="radio"/>	toothbrush	<input type="radio"/>	<input type="radio"/>
clock	<input type="radio"/>	<input type="radio"/>	nail	<input type="radio"/>	<input type="radio"/>	towel	<input type="radio"/>	<input type="radio"/>
comb	<input type="radio"/>	<input type="radio"/>	napkin	<input type="radio"/>	<input type="radio"/>	trash	<input type="radio"/>	<input type="radio"/>
cup	<input type="radio"/>	<input type="radio"/>	paper	<input type="radio"/>	<input type="radio"/>	tray	<input type="radio"/>	<input type="radio"/>
dish	<input type="radio"/>	<input type="radio"/>	penny	<input type="radio"/>	<input type="radio"/>	vacuum	<input type="radio"/>	<input type="radio"/>
fork	<input type="radio"/>	<input type="radio"/>	picture	<input type="radio"/>	<input type="radio"/>	walker	<input type="radio"/>	<input type="radio"/>
garbage	<input type="radio"/>	<input type="radio"/>	pillow	<input type="radio"/>	<input type="radio"/>	watch	<input type="radio"/>	<input type="radio"/>
glass	<input type="radio"/>	<input type="radio"/>	plant	<input type="radio"/>	<input type="radio"/>			

<b>9. Furniture and Rooms (33)</b>								
	says	signs		says	signs		says	signs
basement	<input type="radio"/>	<input type="radio"/>	drawer	<input type="radio"/>	<input type="radio"/>	rocking chair	<input type="radio"/>	<input type="radio"/>
bathroom	<input type="radio"/>	<input type="radio"/>	dryer	<input type="radio"/>	<input type="radio"/>	room	<input type="radio"/>	<input type="radio"/>
bathtub	<input type="radio"/>	<input type="radio"/>	garage	<input type="radio"/>	<input type="radio"/>	shower	<input type="radio"/>	<input type="radio"/>
bed	<input type="radio"/>	<input type="radio"/>	high chair	<input type="radio"/>	<input type="radio"/>	sink	<input type="radio"/>	<input type="radio"/>
bedroom	<input type="radio"/>	<input type="radio"/>	kitchen	<input type="radio"/>	<input type="radio"/>	sofa	<input type="radio"/>	<input type="radio"/>
bench	<input type="radio"/>	<input type="radio"/>	living room	<input type="radio"/>	<input type="radio"/>	stairs	<input type="radio"/>	<input type="radio"/>
chair	<input type="radio"/>	<input type="radio"/>	oven	<input type="radio"/>	<input type="radio"/>	stove	<input type="radio"/>	<input type="radio"/>
closet	<input type="radio"/>	<input type="radio"/>	play pen	<input type="radio"/>	<input type="radio"/>	table	<input type="radio"/>	<input type="radio"/>
couch	<input type="radio"/>	<input type="radio"/>	porch	<input type="radio"/>	<input type="radio"/>	TV	<input type="radio"/>	<input type="radio"/>
crib	<input type="radio"/>	<input type="radio"/>	potty	<input type="radio"/>	<input type="radio"/>	washing machine	<input type="radio"/>	<input type="radio"/>
door	<input type="radio"/>	<input type="radio"/>	refrigerator	<input type="radio"/>	<input type="radio"/>	window	<input type="radio"/>	<input type="radio"/>

<b>10. Outside Things (31)</b>								
	says	signs		says	signs		says	signs
backyard	<input type="radio"/>	<input type="radio"/>	rain	<input type="radio"/>	<input type="radio"/>	star	<input type="radio"/>	<input type="radio"/>
cloud	<input type="radio"/>	<input type="radio"/>	rock	<input type="radio"/>	<input type="radio"/>	stick	<input type="radio"/>	<input type="radio"/>
flag	<input type="radio"/>	<input type="radio"/>	roof	<input type="radio"/>	<input type="radio"/>	stone	<input type="radio"/>	<input type="radio"/>
flower	<input type="radio"/>	<input type="radio"/>	sandbox	<input type="radio"/>	<input type="radio"/>	street	<input type="radio"/>	<input type="radio"/>
garden	<input type="radio"/>	<input type="radio"/>	shovel	<input type="radio"/>	<input type="radio"/>	sun	<input type="radio"/>	<input type="radio"/>
grass	<input type="radio"/>	<input type="radio"/>	sidewalk	<input type="radio"/>	<input type="radio"/>	swing	<input type="radio"/>	<input type="radio"/>
hose	<input type="radio"/>	<input type="radio"/>	sky	<input type="radio"/>	<input type="radio"/>	tree	<input type="radio"/>	<input type="radio"/>
ladder	<input type="radio"/>	<input type="radio"/>	slide	<input type="radio"/>	<input type="radio"/>	water	<input type="radio"/>	<input type="radio"/>
lawn mower	<input type="radio"/>	<input type="radio"/>	snow	<input type="radio"/>	<input type="radio"/>	wind	<input type="radio"/>	<input type="radio"/>
moon	<input type="radio"/>	<input type="radio"/>	snowman	<input type="radio"/>	<input type="radio"/>			
pool	<input type="radio"/>	<input type="radio"/>	sprinkler	<input type="radio"/>	<input type="radio"/>			

<b>11. Places to Go (22)</b>								
	says	signs		says	signs		says	signs
beach	<input type="radio"/>	<input type="radio"/>	home	<input type="radio"/>	<input type="radio"/>	school	<input type="radio"/>	<input type="radio"/>
camping	<input type="radio"/>	<input type="radio"/>	house	<input type="radio"/>	<input type="radio"/>	store	<input type="radio"/>	<input type="radio"/>
church*	<input type="radio"/>	<input type="radio"/>	movie	<input type="radio"/>	<input type="radio"/>	woods	<input type="radio"/>	<input type="radio"/>
circus	<input type="radio"/>	<input type="radio"/>	outside	<input type="radio"/>	<input type="radio"/>	work	<input type="radio"/>	<input type="radio"/>
country	<input type="radio"/>	<input type="radio"/>	park	<input type="radio"/>	<input type="radio"/>	yard	<input type="radio"/>	<input type="radio"/>
downtown	<input type="radio"/>	<input type="radio"/>	party	<input type="radio"/>	<input type="radio"/>	zoo	<input type="radio"/>	<input type="radio"/>
farm	<input type="radio"/>	<input type="radio"/>	picnic	<input type="radio"/>	<input type="radio"/>			
gas station	<input type="radio"/>	<input type="radio"/>	playground	<input type="radio"/>	<input type="radio"/>			

\* or word used in your family

<b>12. People (29)</b>								
	says	signs		says	signs		says	signs
aunt	<input type="radio"/>	<input type="radio"/>	doctor	<input type="radio"/>	<input type="radio"/>	nurse	<input type="radio"/>	<input type="radio"/>
baby	<input type="radio"/>	<input type="radio"/>	fireman	<input type="radio"/>	<input type="radio"/>	child's own name	<input type="radio"/>	<input type="radio"/>
babysitter	<input type="radio"/>	<input type="radio"/>	friend	<input type="radio"/>	<input type="radio"/>	people	<input type="radio"/>	<input type="radio"/>
babysitter's name	<input type="radio"/>	<input type="radio"/>	girl	<input type="radio"/>	<input type="radio"/>	person	<input type="radio"/>	<input type="radio"/>
boy	<input type="radio"/>	<input type="radio"/>	grandma*	<input type="radio"/>	<input type="radio"/>	pet's name	<input type="radio"/>	<input type="radio"/>
brother	<input type="radio"/>	<input type="radio"/>	grandpa*	<input type="radio"/>	<input type="radio"/>	police	<input type="radio"/>	<input type="radio"/>
child	<input type="radio"/>	<input type="radio"/>	lady	<input type="radio"/>	<input type="radio"/>	sister	<input type="radio"/>	<input type="radio"/>
clown	<input type="radio"/>	<input type="radio"/>	mailman	<input type="radio"/>	<input type="radio"/>	teacher	<input type="radio"/>	<input type="radio"/>
cowboy	<input type="radio"/>	<input type="radio"/>	man	<input type="radio"/>	<input type="radio"/>	uncle	<input type="radio"/>	<input type="radio"/>
daddy*	<input type="radio"/>	<input type="radio"/>	mommy*	<input type="radio"/>	<input type="radio"/>			

\* or word used in your family

<b>13. Games and Routines (25)</b>								
	says	signs		says	signs		says	signs
bath	<input type="radio"/>	<input type="radio"/>	hello	<input type="radio"/>	<input type="radio"/>	shopping	<input type="radio"/>	<input type="radio"/>
breakfast	<input type="radio"/>	<input type="radio"/>	lunch	<input type="radio"/>	<input type="radio"/>	snack	<input type="radio"/>	<input type="radio"/>
bye	<input type="radio"/>	<input type="radio"/>	nap	<input type="radio"/>	<input type="radio"/>	so big!	<input type="radio"/>	<input type="radio"/>
call (on phone)	<input type="radio"/>	<input type="radio"/>	night night	<input type="radio"/>	<input type="radio"/>	thank you	<input type="radio"/>	<input type="radio"/>
dinner	<input type="radio"/>	<input type="radio"/>	no	<input type="radio"/>	<input type="radio"/>	this little piggy	<input type="radio"/>	<input type="radio"/>
give me five!	<input type="radio"/>	<input type="radio"/>	patty cake	<input type="radio"/>	<input type="radio"/>	turn around	<input type="radio"/>	<input type="radio"/>
gonna get you!	<input type="radio"/>	<input type="radio"/>	peekaboo	<input type="radio"/>	<input type="radio"/>	yes	<input type="radio"/>	<input type="radio"/>
go potty	<input type="radio"/>	<input type="radio"/>	please	<input type="radio"/>	<input type="radio"/>			
hi	<input type="radio"/>	<input type="radio"/>	shh/shush/hush	<input type="radio"/>	<input type="radio"/>			

14. Action Words (103)								
	says	signs		says	signs		says	signs
bite	<input type="radio"/>	<input type="radio"/>	have	<input type="radio"/>	<input type="radio"/>	sing	<input type="radio"/>	<input type="radio"/>
blow	<input type="radio"/>	<input type="radio"/>	hear	<input type="radio"/>	<input type="radio"/>	sit	<input type="radio"/>	<input type="radio"/>
break	<input type="radio"/>	<input type="radio"/>	help	<input type="radio"/>	<input type="radio"/>	skate	<input type="radio"/>	<input type="radio"/>
bring	<input type="radio"/>	<input type="radio"/>	hide	<input type="radio"/>	<input type="radio"/>	sleep	<input type="radio"/>	<input type="radio"/>
build	<input type="radio"/>	<input type="radio"/>	hit	<input type="radio"/>	<input type="radio"/>	slide	<input type="radio"/>	<input type="radio"/>
bump	<input type="radio"/>	<input type="radio"/>	hold	<input type="radio"/>	<input type="radio"/>	smile	<input type="radio"/>	<input type="radio"/>
buy	<input type="radio"/>	<input type="radio"/>	hug	<input type="radio"/>	<input type="radio"/>	spill	<input type="radio"/>	<input type="radio"/>
carry	<input type="radio"/>	<input type="radio"/>	hurry	<input type="radio"/>	<input type="radio"/>	splash	<input type="radio"/>	<input type="radio"/>
catch	<input type="radio"/>	<input type="radio"/>	jump	<input type="radio"/>	<input type="radio"/>	stand	<input type="radio"/>	<input type="radio"/>
chase	<input type="radio"/>	<input type="radio"/>	kick	<input type="radio"/>	<input type="radio"/>	stay	<input type="radio"/>	<input type="radio"/>
clap	<input type="radio"/>	<input type="radio"/>	kiss	<input type="radio"/>	<input type="radio"/>	stop	<input type="radio"/>	<input type="radio"/>
clean	<input type="radio"/>	<input type="radio"/>	knock	<input type="radio"/>	<input type="radio"/>	sweep	<input type="radio"/>	<input type="radio"/>
climb	<input type="radio"/>	<input type="radio"/>	lick	<input type="radio"/>	<input type="radio"/>	swim	<input type="radio"/>	<input type="radio"/>
close	<input type="radio"/>	<input type="radio"/>	like	<input type="radio"/>	<input type="radio"/>	swing	<input type="radio"/>	<input type="radio"/>
cook	<input type="radio"/>	<input type="radio"/>	listen	<input type="radio"/>	<input type="radio"/>	take	<input type="radio"/>	<input type="radio"/>
cover	<input type="radio"/>	<input type="radio"/>	look	<input type="radio"/>	<input type="radio"/>	talk	<input type="radio"/>	<input type="radio"/>
cry	<input type="radio"/>	<input type="radio"/>	love	<input type="radio"/>	<input type="radio"/>	taste	<input type="radio"/>	<input type="radio"/>
cut	<input type="radio"/>	<input type="radio"/>	make	<input type="radio"/>	<input type="radio"/>	tear	<input type="radio"/>	<input type="radio"/>
dance	<input type="radio"/>	<input type="radio"/>	open	<input type="radio"/>	<input type="radio"/>	think	<input type="radio"/>	<input type="radio"/>
draw	<input type="radio"/>	<input type="radio"/>	paint	<input type="radio"/>	<input type="radio"/>	throw	<input type="radio"/>	<input type="radio"/>
drink	<input type="radio"/>	<input type="radio"/>	pick	<input type="radio"/>	<input type="radio"/>	tickle	<input type="radio"/>	<input type="radio"/>
drive	<input type="radio"/>	<input type="radio"/>	play	<input type="radio"/>	<input type="radio"/>	touch	<input type="radio"/>	<input type="radio"/>
drop	<input type="radio"/>	<input type="radio"/>	pour	<input type="radio"/>	<input type="radio"/>	wait	<input type="radio"/>	<input type="radio"/>
dry	<input type="radio"/>	<input type="radio"/>	pretend	<input type="radio"/>	<input type="radio"/>	wake	<input type="radio"/>	<input type="radio"/>
dump	<input type="radio"/>	<input type="radio"/>	pull	<input type="radio"/>	<input type="radio"/>	walk	<input type="radio"/>	<input type="radio"/>
eat	<input type="radio"/>	<input type="radio"/>	push	<input type="radio"/>	<input type="radio"/>	wash	<input type="radio"/>	<input type="radio"/>
fall	<input type="radio"/>	<input type="radio"/>	put	<input type="radio"/>	<input type="radio"/>	watch	<input type="radio"/>	<input type="radio"/>
feed	<input type="radio"/>	<input type="radio"/>	read	<input type="radio"/>	<input type="radio"/>	wipe	<input type="radio"/>	<input type="radio"/>
find	<input type="radio"/>	<input type="radio"/>	ride	<input type="radio"/>	<input type="radio"/>	wish	<input type="radio"/>	<input type="radio"/>
finish	<input type="radio"/>	<input type="radio"/>	rip	<input type="radio"/>	<input type="radio"/>	work	<input type="radio"/>	<input type="radio"/>
fit	<input type="radio"/>	<input type="radio"/>	run	<input type="radio"/>	<input type="radio"/>	write	<input type="radio"/>	<input type="radio"/>
fix	<input type="radio"/>	<input type="radio"/>	say	<input type="radio"/>	<input type="radio"/>			
get	<input type="radio"/>	<input type="radio"/>	see	<input type="radio"/>	<input type="radio"/>			
give	<input type="radio"/>	<input type="radio"/>	shake	<input type="radio"/>	<input type="radio"/>			
go	<input type="radio"/>	<input type="radio"/>	share	<input type="radio"/>	<input type="radio"/>			
hate	<input type="radio"/>	<input type="radio"/>	show	<input type="radio"/>	<input type="radio"/>			

15. Descriptive Words (63)								
	says	signs		says	signs		says	signs
allgone	<input type="radio"/>	<input type="radio"/>	full	<input type="radio"/>	<input type="radio"/>	orange	<input type="radio"/>	<input type="radio"/>
asleep	<input type="radio"/>	<input type="radio"/>	gentle	<input type="radio"/>	<input type="radio"/>	poor	<input type="radio"/>	<input type="radio"/>
awake	<input type="radio"/>	<input type="radio"/>	good	<input type="radio"/>	<input type="radio"/>	pretty	<input type="radio"/>	<input type="radio"/>
bad	<input type="radio"/>	<input type="radio"/>	green	<input type="radio"/>	<input type="radio"/>	quiet	<input type="radio"/>	<input type="radio"/>
better	<input type="radio"/>	<input type="radio"/>	happy	<input type="radio"/>	<input type="radio"/>	red	<input type="radio"/>	<input type="radio"/>
big	<input type="radio"/>	<input type="radio"/>	hard	<input type="radio"/>	<input type="radio"/>	sad	<input type="radio"/>	<input type="radio"/>
black	<input type="radio"/>	<input type="radio"/>	heavy	<input type="radio"/>	<input type="radio"/>	scared	<input type="radio"/>	<input type="radio"/>
blue	<input type="radio"/>	<input type="radio"/>	high	<input type="radio"/>	<input type="radio"/>	sick	<input type="radio"/>	<input type="radio"/>
broken	<input type="radio"/>	<input type="radio"/>	hot	<input type="radio"/>	<input type="radio"/>	sleepy	<input type="radio"/>	<input type="radio"/>
brown	<input type="radio"/>	<input type="radio"/>	hungry	<input type="radio"/>	<input type="radio"/>	slow	<input type="radio"/>	<input type="radio"/>
careful	<input type="radio"/>	<input type="radio"/>	hurt	<input type="radio"/>	<input type="radio"/>	soft	<input type="radio"/>	<input type="radio"/>
clean	<input type="radio"/>	<input type="radio"/>	last	<input type="radio"/>	<input type="radio"/>	sticky	<input type="radio"/>	<input type="radio"/>
cold	<input type="radio"/>	<input type="radio"/>	little	<input type="radio"/>	<input type="radio"/>	stuck	<input type="radio"/>	<input type="radio"/>
cute	<input type="radio"/>	<input type="radio"/>	long	<input type="radio"/>	<input type="radio"/>	thirsty	<input type="radio"/>	<input type="radio"/>
dark	<input type="radio"/>	<input type="radio"/>	loud	<input type="radio"/>	<input type="radio"/>	tiny	<input type="radio"/>	<input type="radio"/>
dirty	<input type="radio"/>	<input type="radio"/>	mad	<input type="radio"/>	<input type="radio"/>	tired	<input type="radio"/>	<input type="radio"/>
dry	<input type="radio"/>	<input type="radio"/>	naughty	<input type="radio"/>	<input type="radio"/>	wet	<input type="radio"/>	<input type="radio"/>
empty	<input type="radio"/>	<input type="radio"/>	new	<input type="radio"/>	<input type="radio"/>	white	<input type="radio"/>	<input type="radio"/>
fast	<input type="radio"/>	<input type="radio"/>	nice	<input type="radio"/>	<input type="radio"/>	windy	<input type="radio"/>	<input type="radio"/>
fine	<input type="radio"/>	<input type="radio"/>	noisy	<input type="radio"/>	<input type="radio"/>	yellow	<input type="radio"/>	<input type="radio"/>
first	<input type="radio"/>	<input type="radio"/>	old	<input type="radio"/>	<input type="radio"/>	yucky	<input type="radio"/>	<input type="radio"/>

16. Words About Time (12)								
	says	signs		says	signs		says	signs
after	<input type="radio"/>	<input type="radio"/>	morning	<input type="radio"/>	<input type="radio"/>	today	<input type="radio"/>	<input type="radio"/>
before	<input type="radio"/>	<input type="radio"/>	night	<input type="radio"/>	<input type="radio"/>	tomorrow	<input type="radio"/>	<input type="radio"/>
day	<input type="radio"/>	<input type="radio"/>	now	<input type="radio"/>	<input type="radio"/>	tonight	<input type="radio"/>	<input type="radio"/>
later	<input type="radio"/>	<input type="radio"/>	time	<input type="radio"/>	<input type="radio"/>	yesterday	<input type="radio"/>	<input type="radio"/>



17. Pronouns (25)								
	says	signs		says	signs		says	signs
he	<input type="radio"/>	<input type="radio"/>	my	<input type="radio"/>	<input type="radio"/>	this	<input type="radio"/>	<input type="radio"/>
her	<input type="radio"/>	<input type="radio"/>	myself	<input type="radio"/>	<input type="radio"/>	those	<input type="radio"/>	<input type="radio"/>
hers	<input type="radio"/>	<input type="radio"/>	our	<input type="radio"/>	<input type="radio"/>	us	<input type="radio"/>	<input type="radio"/>
him	<input type="radio"/>	<input type="radio"/>	she	<input type="radio"/>	<input type="radio"/>	we	<input type="radio"/>	<input type="radio"/>
his	<input type="radio"/>	<input type="radio"/>	that	<input type="radio"/>	<input type="radio"/>	you	<input type="radio"/>	<input type="radio"/>
I	<input type="radio"/>	<input type="radio"/>	their	<input type="radio"/>	<input type="radio"/>	your	<input type="radio"/>	<input type="radio"/>
it	<input type="radio"/>	<input type="radio"/>	them	<input type="radio"/>	<input type="radio"/>	yourself	<input type="radio"/>	<input type="radio"/>
me	<input type="radio"/>	<input type="radio"/>	these	<input type="radio"/>	<input type="radio"/>			
mine	<input type="radio"/>	<input type="radio"/>	they	<input type="radio"/>	<input type="radio"/>			

18. Question Words (7)								
	says	signs		says	signs		says	signs
how	<input type="radio"/>	<input type="radio"/>	where	<input type="radio"/>	<input type="radio"/>	why	<input type="radio"/>	<input type="radio"/>
what	<input type="radio"/>	<input type="radio"/>	which	<input type="radio"/>	<input type="radio"/>			
when	<input type="radio"/>	<input type="radio"/>	who	<input type="radio"/>	<input type="radio"/>			

19. Prepositions and Locations (26)								
	says	signs		says	signs		says	signs
about	<input type="radio"/>	<input type="radio"/>	down	<input type="radio"/>	<input type="radio"/>	on top of	<input type="radio"/>	<input type="radio"/>
above	<input type="radio"/>	<input type="radio"/>	for	<input type="radio"/>	<input type="radio"/>	out	<input type="radio"/>	<input type="radio"/>
around	<input type="radio"/>	<input type="radio"/>	here	<input type="radio"/>	<input type="radio"/>	over	<input type="radio"/>	<input type="radio"/>
at	<input type="radio"/>	<input type="radio"/>	inside/in	<input type="radio"/>	<input type="radio"/>	there	<input type="radio"/>	<input type="radio"/>
away	<input type="radio"/>	<input type="radio"/>	into	<input type="radio"/>	<input type="radio"/>	to	<input type="radio"/>	<input type="radio"/>
back	<input type="radio"/>	<input type="radio"/>	next to	<input type="radio"/>	<input type="radio"/>	under	<input type="radio"/>	<input type="radio"/>
behind	<input type="radio"/>	<input type="radio"/>	of	<input type="radio"/>	<input type="radio"/>	up	<input type="radio"/>	<input type="radio"/>
beside	<input type="radio"/>	<input type="radio"/>	off	<input type="radio"/>	<input type="radio"/>	with	<input type="radio"/>	<input type="radio"/>
by	<input type="radio"/>	<input type="radio"/>	on	<input type="radio"/>	<input type="radio"/>			

20. Quantifiers and Articles (17)								
	says	signs		says	signs		says	signs
a	<input type="radio"/>	<input type="radio"/>	each	<input type="radio"/>	<input type="radio"/>	other	<input type="radio"/>	<input type="radio"/>
all	<input type="radio"/>	<input type="radio"/>	every	<input type="radio"/>	<input type="radio"/>	same	<input type="radio"/>	<input type="radio"/>
a lot	<input type="radio"/>	<input type="radio"/>	more	<input type="radio"/>	<input type="radio"/>	some	<input type="radio"/>	<input type="radio"/>
an	<input type="radio"/>	<input type="radio"/>	much	<input type="radio"/>	<input type="radio"/>	the	<input type="radio"/>	<input type="radio"/>
another	<input type="radio"/>	<input type="radio"/>	not	<input type="radio"/>	<input type="radio"/>	too	<input type="radio"/>	<input type="radio"/>
any	<input type="radio"/>	<input type="radio"/>	none	<input type="radio"/>	<input type="radio"/>			

21. Helping Verbs (21)								
	says	signs		says	signs		says	signs
am	<input type="radio"/>	<input type="radio"/>	does	<input type="radio"/>	<input type="radio"/>	need/need to	<input type="radio"/>	<input type="radio"/>
are	<input type="radio"/>	<input type="radio"/>	don't	<input type="radio"/>	<input type="radio"/>	try/try to	<input type="radio"/>	<input type="radio"/>
be	<input type="radio"/>	<input type="radio"/>	gonna/going to	<input type="radio"/>	<input type="radio"/>	wanna/want to	<input type="radio"/>	<input type="radio"/>
can	<input type="radio"/>	<input type="radio"/>	gotta/got to	<input type="radio"/>	<input type="radio"/>	was	<input type="radio"/>	<input type="radio"/>
could	<input type="radio"/>	<input type="radio"/>	hafta/have to	<input type="radio"/>	<input type="radio"/>	were	<input type="radio"/>	<input type="radio"/>
did/did ya	<input type="radio"/>	<input type="radio"/>	is	<input type="radio"/>	<input type="radio"/>	will	<input type="radio"/>	<input type="radio"/>
do	<input type="radio"/>	<input type="radio"/>	lemme/let me	<input type="radio"/>	<input type="radio"/>	would	<input type="radio"/>	<input type="radio"/>

22. Connecting Words (6)								
	says	signs		says	signs		says	signs
and	<input type="radio"/>	<input type="radio"/>	but	<input type="radio"/>	<input type="radio"/>	so	<input type="radio"/>	<input type="radio"/>
because	<input type="radio"/>	<input type="radio"/>	if	<input type="radio"/>	<input type="radio"/>	then	<input type="radio"/>	<input type="radio"/>

B. How Children Use Words			
	Not Yet	Sometimes	Often
1. Does your child ever talk about past events or people who are not present? For example, a child who saw a parade last week might later say parade, clown, or band.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2. Does your child ever talk about something that's going to happen in the future, for example, saying "choo choo" or "airplane" before you leave the house for a trip or saying "swing" when you are going to the park?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3. Does your child talk about objects that are not present such as asking about a missing or absent toy, referring to a pet out of view, or asking about someone not present?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4. Does your child understand if you ask for something that is not in the room, for example, by going to the bedroom to get a teddy bear when you say "where's the bear?"	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5. Does your child ever pick up or point to an object and name an absent person to whom the object belongs? For example, a child might point to mommy's shoe and say "mommy".	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

## Part II Sentences and Grammar

A. Word Endings/Part I	Not Yet	Sometimes	Often
1. To talk about more than one thing, we add an “s” to many words. Examples include cars (for more than one car), shoes, dogs, and keys. Has your child begun to do this?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2. To talk about ownership, we add an “s”, for example, Daddy’s key, kitty’s dish, and baby’s bottle. Has your child begun to do this?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3. To talk about activities we sometimes add “ing” to verbs. Examples include looking, running, and crying. Has your child begun to do this?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4. To talk about things that happened in the past, we often add “ed” to the verb. Examples include kissed, opened, and pushed. Has your child begun to do this?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

B. Word Forms			
Following are some other words children learn. Please mark any of these words that your child uses.			
Nouns			
children	<input type="radio"/>	men	<input type="radio"/>
teeth	<input type="radio"/>		
feet	<input type="radio"/>	mice	<input type="radio"/>
Verbs			
ate	<input type="radio"/>	fell	<input type="radio"/>
made	<input type="radio"/>		
blew	<input type="radio"/>	flew	<input type="radio"/>
ran	<input type="radio"/>		
bought	<input type="radio"/>	got	<input type="radio"/>
sat	<input type="radio"/>		
broke	<input type="radio"/>	had	<input type="radio"/>
saw	<input type="radio"/>		
came	<input type="radio"/>	heard	<input type="radio"/>
took	<input type="radio"/>		
drank	<input type="radio"/>	held	<input type="radio"/>
went	<input type="radio"/>		
drove	<input type="radio"/>	lost	<input type="radio"/>

<b>C. Word Endings/Part 2</b>			
<b>Young children often place the wrong endings on words. For example, a child might say “Auntie goed home.” Mistakes like this are often a sign of progress in language. In the following lists, please mark all the mistakes of this kind you have heard your child say recently.</b>			
<b>Nouns</b>			
blockses <input type="radio"/>	mans <input type="radio"/>	sockses <input type="radio"/>	
childrens <input type="radio"/>	mens <input type="radio"/>	teeths <input type="radio"/>	
childs <input type="radio"/>	mices <input type="radio"/>	toeses <input type="radio"/>	
feets <input type="radio"/>	mouses <input type="radio"/>	tooths <input type="radio"/>	
foots <input type="radio"/>	shoeses <input type="radio"/>		
<b>Verbs</b>			
ated <input type="radio"/>	drinked <input type="radio"/>	losted <input type="radio"/>	
blewed <input type="radio"/>	eated <input type="radio"/>	maked <input type="radio"/>	
blowed <input type="radio"/>	falled <input type="radio"/>	ranned <input type="radio"/>	
bringed <input type="radio"/>	flied <input type="radio"/>	runned <input type="radio"/>	
buyed <input type="radio"/>	getted <input type="radio"/>	seed <input type="radio"/>	
breaked <input type="radio"/>	goed <input type="radio"/>	satted <input type="radio"/>	
broked <input type="radio"/>	gotted <input type="radio"/>	sitted <input type="radio"/>	
camed <input type="radio"/>	haved <input type="radio"/>	taked <input type="radio"/>	
comed <input type="radio"/>	heared <input type="radio"/>	wented <input type="radio"/>	
doed <input type="radio"/>	holded <input type="radio"/>		
dranked <input type="radio"/>	losed <input type="radio"/>		

**Has your child begun to combine words yet, such as “nother cracker”, or “doggie bite?”**

Not Yet                       Sometimes                       Often

**If you answered ‘not yet’, please stop here. If you answered ‘sometimes’ or ‘often’, please continue.**

**D. Examples: Please list three of the longest sentences you have heard your child say or seen your child sign recently.**

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

<b>E. Complexity</b>	
<b>In each of the following pairs, please mark the one that sounds/looks MOST like the way your child talks/signs right now. If your child is saying/signing sentences more complicated than the two provided, just pick the second one.</b>	
1. Two shoe. <input type="radio"/> Two shoes. <input type="radio"/>	2. Two foot. <input type="radio"/> Two feet. <input type="radio"/>
3. Daddy car. <input type="radio"/> Daddy's car. <input type="radio"/>	<i>(Talking about something happening right now.)</i> 4. Kitty sleep. <input type="radio"/> Kitty sleeping. <input type="radio"/>
<i>(Talking about something happening right now.)</i> 5. I make tower. <input type="radio"/> I making tower. <input type="radio"/>	<i>(Talking about something that already happened)</i> 6. I fall down. <input type="radio"/> I fell down. <input type="radio"/>
7. More cookie! <input type="radio"/> More cookies! <input type="radio"/>	8. These my tooth. <input type="radio"/> These my teeth. <input type="radio"/>
9. Baby blanket. <input type="radio"/> Baby's blanket. <input type="radio"/>	<i>(Talking about something that already happened)</i> 10. Doggie kiss me. <input type="radio"/> Doggie kissed me. <input type="radio"/>
<i>(Talking about something that already happened)</i> 11. Daddy pick me up. <input type="radio"/> Daddy picked me up. <input type="radio"/>	<i>(Talking about something that already happened)</i> 12. Kitty go away. <input type="radio"/> Kitty went away. <input type="radio"/>

13. Doggie table. Doggie on table.	<input type="radio"/> <input type="radio"/>	14. That my truck. That's my truck.	<input type="radio"/> <input type="radio"/>
15. Baby crying. Baby is crying.	<input type="radio"/> <input type="radio"/>	16. You fix it? Can you fix it?	<input type="radio"/> <input type="radio"/>
17. Read me story, Mommy. Read me a story, Mommy.	<input type="radio"/> <input type="radio"/>	18. No wash dolly. Don't wash dolly.	<input type="radio"/> <input type="radio"/>
19. Want more juice. Want juice in there.	<input type="radio"/> <input type="radio"/>	20. There a kitty. There's a kitty.	<input type="radio"/> <input type="radio"/>
21. Go bye-bye. Wanna go bye-bye.	<input type="radio"/> <input type="radio"/>	22. Where mommy go? Where did mommy go?	<input type="radio"/> <input type="radio"/>
23. Coffee hot. That coffee hot.	<input type="radio"/> <input type="radio"/>	24. I no do it. I can't do it.	<input type="radio"/> <input type="radio"/>
25. I like read stories. I like to read stories.	<input type="radio"/> <input type="radio"/>	26. Don't read book. Don't want you read that book	<input type="radio"/> <input type="radio"/>
27. Turn on light. Turn on the light so I can see.	<input type="radio"/> <input type="radio"/>	28. I want that. I want that one you got.	<input type="radio"/> <input type="radio"/>
29. Want cookies. Want cookies and milk.	<input type="radio"/> <input type="radio"/>	30. Cookie mommy. Cookie for mommy.	<input type="radio"/> <input type="radio"/>
31. Baby want eat. Baby want to eat.	<input type="radio"/> <input type="radio"/>	32. Lookit me! Lookit me dancing!	<input type="radio"/> <input type="radio"/>
33. Lookit! Lookit what I got!	<input type="radio"/> <input type="radio"/>	34. Where's my dolly? Where's my dolly name Sam?	<input type="radio"/> <input type="radio"/>
35. We made this. Me and Paul made this.	<input type="radio"/> <input type="radio"/>	36. I sing song. I sing song for you.	<input type="radio"/> <input type="radio"/>
37. Baby crying. Baby crying cuz she's sad.	<input type="radio"/> <input type="radio"/>		