

Cognitive Development Screening Tool

Quickstart Guide

More information

The Widgit website, www.widgit.com/products/language-assessment has information on the rest of the other screening tools in the suite links to more resources for supporting early language development.

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Support: www.widgit.com/support

Overview

The Screening Tool is designed to be used by professionals and parents who are concerned with a child's early learning development. The tool assesses cognitive development. This assessment can be useful whilst waiting for a formal assessment from a an educational psychologist or a trained Speech and Language Professional.

The assessment is designed for pre-school children and school aged children, up to the age of 5. However, it will also be a useful for young people with special needs, learning difficulties and those with a delayed or disordered language profile.

The assessment is divided into 6 levels, approximating to 6 month stages, starting at 2 years through to 5 years old. A detailed description of the levels and the questions within each level are in the full manual.

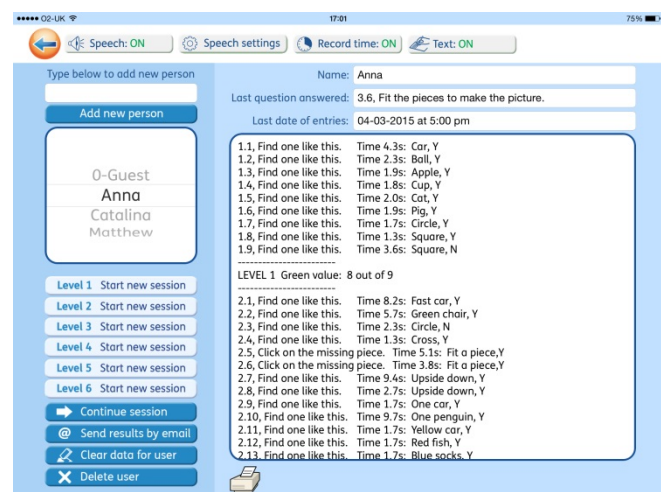
The set-up screen

Managing Users

Selecting or enrolling

The set-up screen allows the adult to select a pre-registered user from the list box on the left, or to add a new one. To enrol a new student, type the name into the box and touch **Add new person**.

The current status of the selected user is shown on the right hand side of the screen.



Default user

There is a default user called '0-Guest' to allow evaluation of the questions. It performs as any other user, except that it cannot be deleted. You can, however delete the results for '0-Guest'.

Clear user data

Use the **Clear data for user** button to clear the data for the current person. This will leave that person on the list so they can re-do the test at any time. Make sure that you email the results before deleting the data if you want to keep a record.

Removing a student from the list

Use the **Delete user** button to remove the selected person and all their results will also be removed from the system.

Setting the program options

Speech

In general it may be ideal for the adult to speak the question, giving appropriate intonation. However, there is an option to allow the device speech. This is enabled by toggling the button **Speech: ON** or **Speech: OFF** at the top of the set-up screen.

When this is set to **Speech: ON** a speak button will be displayed next to the question on each assessment screen. The question will be spoken when this button is touched. The default setting is **Speech: OFF**.

Speech settings

The Speech Settings allow you to set the speed of speech.

Record time

When **Record time** is shown as **ON** the time taken to answer each question is stored with the results and displayed in the results panel.

Text

Each question is normally displayed on the screen for the adult to read aloud. This test is not designed to test the young person's language understanding and many of the questions involve matching to a given image and so the tasks may need little introduction.

Where the user is able to read, the adult may wish to hide the screen text. To do this the text will need to be set to **Text: OFF** (The default is **Text: ON**).

NOTE: It is important in this case for the adult to have the list of questions available in the Record Sheet, in the Manual or use the iPad speech.

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Where to start

You will have the option to start the test at any of the levels, or if the user has already completed some of the test, to continue from the last question answered. To do this, press **Continue session**.

Scoring

Each response is scored as **Y** (Yes), **N** (No) or **U** (if the question was unanswered). If a question is repeated, two results will be shown. The scores are shown in the results panel on the set-up screen. These can be printed if you have a connection to an air-printer.

In case you would like to make a more detailed report there is a PDF Report form available from the information screen. You can print this and write in your own results and comments.

Results

Results for the completed questions are displayed on the panel on the right.

For each question answered the display shows:

- the question number
- the text of the question
- the time taken to respond (if Record time is ON)
- the selection made
- Y/N/U to indicate if it was the correct result or not, or unanswered.

A summary of the results is given at the end of each completed Level.

You can clear the data for that user in order to repeat the test. If you do not clear the results, the new responses will be added to the end of the current data.

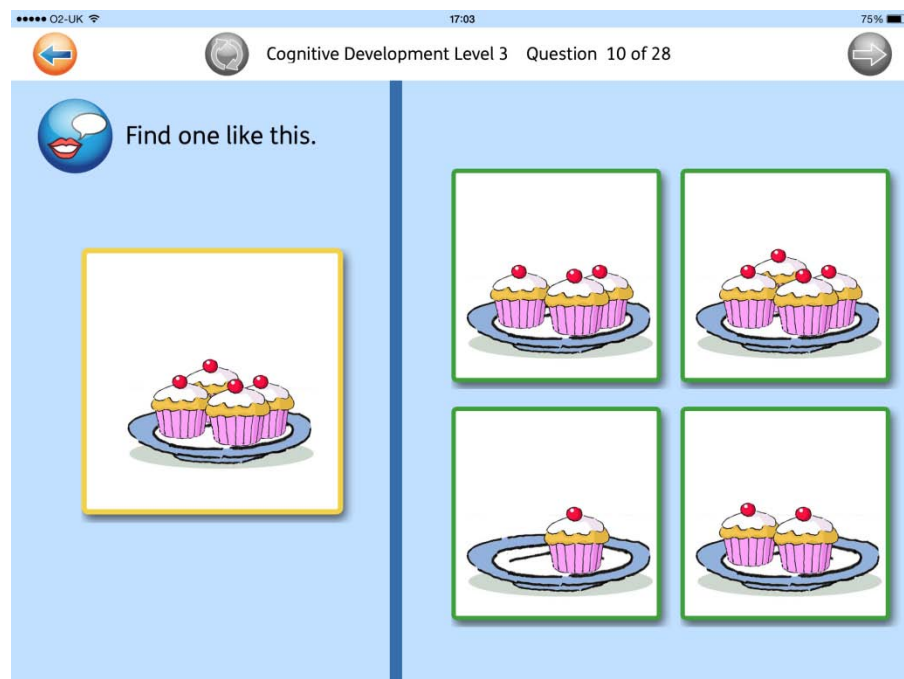
Emailing the results

The results can be saved for the future by emailing them. Press the **Send results by email** button. This will then open your email client, with a new email containing the results in the body of the mail. They are also attached as a text file. The text file will be named with the students name and the current date (not necessarily the date the questions were answered. This is stored in the file itself). It contains the results as a tab separated text file that can be imported into a spreadsheet. This will allow you to keep records of a student's progress over time.

Question	Time	Answer
1.1, Find one like this.	2.1s	Car, Y
1.2, Find one like this.	1.3s	Car, N
1.3, Find one like this.	1.5s	Apple, Y
1.4, Find one like this.	2.3s	Cup, Y
1.5, Find one like this.	1.6s	Cat, Y
1.6, Find one like this.	1.4s	Sheep, N
1.7, Find one like this.	1.0s	Circle, Y
1.8, Find one like this.	0.9s	Triangle, N
1.9, Find one like this.	1.0s	Triangle, Y

LEVEL 1 Green value: 6 out of 9

Question screens



Buttons



Return to the Set-up screen



Repeat the question

The score for the original screen is saved to the data list, and the question restarted with new randomised positions for the graphics.

This option is intended for situations where the user has made an inadvertent mistake, such as touching too quickly, rather than seeking an improved score.



Go to the next question

The progress through the level is visible by this button, so that moving on is under the adult's control rather than with a swipe, which the user could easily activate.



Speak

It is recommended that the adult asks the question, using appropriate intonation. This button, when enabled, will speak the question using the device speech as a back-up. By default this is set to OFF, but can be enabled on the set-up screen.

Answering the questions

Assessment screens

The assessment question is shown on each screen. If speech is ON, the **Speech** button will also be displayed. The user will listen to the question and then select an answer.

Feedback

Visual feedback is given when a selection is made. Verbal praise for completing the question may be given, but the adult should not indicate whether the answer was correct or not.

Selection errors

If the user makes a selection error, such as pressing inadvertently, there is the option to repeat the question with new randomised positions for the graphics. The data-file will record all attempts at the question, but the percentage result will be based only on the last of the attempts.

Progression

Progress to the next question is by pressing the **Next** button when it is displayed blue (after a short 'ping'). A swipe action is not used, in order that progress is under the adult's control. This allows time for discussion if required.

A question may be skipped by pressing the greyed **Next** button **for one second**. When the button is released the new activity is shown.

Selection inputs

Some questions ask the user to put an object onto a target. In these questions the action can be a drag, a click on the object and then on the target, or where appropriate, simply a click on the target. The program will automatically accept any of these inputs.

Two sets of this type of question require a more complicated action, choosing one item and then choosing the target. **The first activity in each puzzle set 3-4 , 4-4 and 5-5, is not scored**, to allow the adult to demonstrate what to do. It could be repeated to allow the user to practice the action before attempting the scored example.

Memory questions

In some questions the young person must look at an image and remember it. The 'Turn' button is then pressed by the adult or young person to progress.

Level end

At the end of each level there is the option to progress to the next level or to return to the set-up screen.

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