

TB5 ELOM 4&5

Field	Question	Answer	
mode <i>(required)</i>	Type of interview	1	ELP
		2	Home
ID			
Group relevant when: \${mode} = 1			
id_ea_short <i>(required)</i>	Enumeration Area		
note_id_ea_short <i>(required)</i>	[id_ea_short] is not a valid EA ID. Please go back and enter the correct ID. <i>Question relevant when: \${preload_id_ea} = ""</i>		
id_ecd <i>(required)</i>	ELP	id_ecd	name
id_child_elp <i>(required)</i>	Child	id_child	child_label
		-1	Not in list
reason_list <i>(required)</i>	If the child you are about to assess is not in the list on the previous screen, it either is not among the children who were randomly selected during the sampling process, or the sampling form has not been submitted, or you have not updated the ELOM 4&5 form after you submitted the sampling form. Please ensure that you have followed the instructions for submitting the sampling form and updating the ELOM 4&5 form. Onlt if you cannot update the form because you do not have an internet connection you are allowed to proceed after you have entered the reason why you cannot select a name from the list on the previous screen. <i>Question relevant when: \${id_child_elp} = -1</i>		
note_id	Please confirm that you are assessing the right child. Swipe back if the information below does not match the child you are about to assess. If the information does not match but you are sure that it is the same child and some of the information below was just incorrectly captured during the sampling process, you can swipe forward. [preload_ecd_name] Phone: [preload_phone] Contact First Name: [preload_name_first] Contact Last Name: [preload_name_last] View Google Map Child Name: [preload_child_name] Gender: [preload_child_sex_label] Date of Birth: [preload_child_dob_label]		
reason_duplicate <i>(required)</i>	There is already a complete assessment for this child. Please double-check that this is the correct child. If you are confident that this is the correct child and the child has not been assessed yet, please capture why you think there is already an assessment before you continue. <i>Question relevant when: \${preload_status_code} = 1</i>		
reason_replacement <i>(required)</i>	This child is meant to be a replacement if one of the two originally selected children can no longer be assessed. If this is mistake, please do not assess this child but the one that had originally been selected. If this is not a mistake, please provide the reason for the replacement before you continue. <i>Question relevant when: \${preload_child_rank} > 2</i>		
ID			
Group relevant when: \${mode} = 2			
id_ea_short_hh <i>(required)</i>	Enumeration Area		
note_id_ea_short_hh <i>(required)</i>	[id_ea_short_hh] is not a valid EA ID. Please go back and enter the correct ID. <i>Question relevant when: \${preload_id_ea_hh} = ""</i>		
id_hh_short <i>(required)</i>	Household <i>Question relevant when: 0</i>		
id_hh <i>(required)</i>	Household	id_hh	hh_label
note_id_hh_short <i>(required)</i>	[id_hh_short] is not a valid Household ID. Please go back and enter the correct ID. <i>Question relevant when: pulldata('tb5_children_hh', 'id_child', 'id_hh', \${id_hh}) = ""</i>		
id_child_hh_select <i>(required)</i>	Child <i>Question relevant when: pulldata('tb5_children_hh', 'count_children', 'id_hh', \${id_hh}) > 1</i>	id_child	child_label
note_id_hh	Please confirm that you are assessing the right child. Swipe back if the information below does not match the child you are about to assess. If the information does not match but you are sure that it is the same child and some of the information below was just incorrectly captured during the sampling process, you can swipe forward. Enumeration Area: [id_ea_short_hh] Address: [preload_address_hh] Contact Name: [preload_name_hh] Phone: [preload_phone_hh]		

Field	Question	Answer		
	<div>Child Name: [preload_child_name_hh]</div> <div>Gender: [preload_child_sex_label_hh]</div> <div>Date of Birth: [preload_child_dob_hh]</div> <div>View Google Map</div>			
reason_duplicate_hh <i>(required)</i>	<div>There is already a complete assessment for this child. Please double-check that this is the correct child. If you are confident that this is the correct child and the child has not been assessed yet, please capture why you think there is already an assessment before you continue.</div> <div><i>Question relevant when: \${preload_status_code_hh} = 1</i></div>			
Child				
Child > g_child_0				
note_child_1	Please enter the child's details.			
child_name_first <i>(required)</i>	First Name			
child_name_last <i>(required)</i>	Last Name			
child_sex <i>(required)</i>	Sex	1	Female	
		0	Male	
child_dob <i>(required)</i>	<div>Date of Birth</div> <div><i>Response constrained to: . <= today()</i></div>			
confirm_child_sex <i>(required)</i>	<div>During the sampling process [child_name_first]'s gender was captured as [p_child_sex_label] but now you captured it as [child_sex_label]. If you are absolutely sure that you did not make a mistake on the previous page select "Yes". If you made a mistake please go back and correct it.</div> <div><i>Please note that the child's name was captured as [preload_child_name] during the sampling process. If you think that you might have selected the wrong child at the beginning of the form go back to the start.</i></div> <div><i>Question relevant when: \${child_sex_label} != \${p_child_sex_label} and \${fid_child_elp} != -1</i></div> <div><i>Response constrained to: . = 1</i></div>	1	Yes	
		0	No	
confirm_child_dob <i>(required)</i>	<div>During the sampling process [child_name_first]'s date of birth was captured as [p_child_dob_label] but now you captured it as [child_dob_label]. If you are absolutely sure that you did not make a mistake on the previous page select "Yes". If you made a mistake please go back and correct it.</div> <div><i>Please note that the child's name was captured as [preload_child_name] during the sampling process. If you think that you might have selected the wrong child at the beginning of the form go back to the start.</i></div> <div><i>Question relevant when: 0</i></div> <div><i>Response constrained to: . = 1</i></div>	1	Yes	
		0	No	
reason_age <i>(required)</i>	<div>[child_name_first] is not within the correct age range to be assessed using this tool. Please go back and double check that you have entered the date of birth correctly. If the child's age is more than 2 weeks on either side of the cutoff, the child cannot be assessed using this tool. If you want to proceed regardless of the age mismatch please provide a reason for doing so below.</div> <div><i>Question relevant when: \${child_age} < 49 or \${child_age} >= 59.50</i></div>			
attends <i>(required)</i>	<div>Does [child_name_first] attend a creche, ECD centre, preschool, nursery school, kindergarten, playgroup, mobile ECD service or primary school?</div> <div><i>Question relevant when: \${mode} = 2</i></div>	1	Yes	
		0	No	
		-1	Don't know	
		-2	Refuses to give an answer	
Child > g_child_1				
<i>Group relevant when: \${attends} =1</i>				
years <i>(required)</i>	For how many years has [child_name_first] been in the programme?	1	1st year in the programme	
		2	2nd year in programme	
		3	3rd year in programme	
		4	4th year in programme	
		-1	Don't know	
attendance <i>(required)</i>	<div>How many days a week does [child_name_first] typically attend the ECD programme?</div> <div><i>Response constrained to: .>=1 and .<=7 or . = -1</i></div>			
language_child <i>(required)</i>	What languages does [child_name_first] usually speak at home?	1	English	
		2	Afrikaans	
		3	isiZulu	
		4	isiXhosa	
		5	Sesotho	
		6	Setswana	
		7	isiNdebele	
		8	Sesotho se Leboa (Sepedi)	
		9	siSwati	
		10	Xitsonga	
		11	Tshivenda	

Field	Question	Answer	
		0	Other
Child > g_child_2			
language_assessment <i>(required)</i>	In what language are you conducting the assessment?	1	English
		2	Afrikaans
		3	isiZulu
		4	isiXhosa
		5	Sesotho
		6	Setswana
		7	isiNdebele
		8	Sesotho se Leboa (Sepedi)
		9	siSwati
		10	Xitsonga
		11	Tshivenda
		0	Other
note_child_2	Are you sure you want to proceed with this assessment language because it is not [child_name_first]'s home language? Please go back to the previous page and make sure you have selected the languages correctly OR go to the next page to give a reason why the assessment language is different from [child_name_first]'s home language(s). <i>Question relevant when: not(selected(\${language_child} , \${language_assessment}))</i>		
language_home_vs_assess <i>(required)</i>	Please give a reason why the language of assessment is different from [child_name_first]'s home language <i>Question relevant when: not(selected(\${language_child} , \${language_assessment}))</i>		
Consent			
consent <i>(required)</i>	Did the parents of the child consent to the child being assessed?	1	Yes
		0	No
note_consent	Without the parents' consent you are not allowed to assess this child. Please swipe to the end of the form, submit the form, and replace this child with an eligible one. <i>Question relevant when: \${consent} = 0</i>		
Assent			
<i>Group relevant when: \${consent} = 1</i>			
note_assent_1	<u>General instructions</u> It is essential that you make every effort to make the assessment child friendly. Before you begin the assessment, while you are fetching and settling the child in, try to establish a rapport with them. Introduce yourself. Explain that you will be playing some games together. When you sit down, explain that you will show the child some materials and pictures and ask them to do some things. Tell them not to worry if they can't do some things, just to try. Ask the child if they would like to play the games with you? If they say no, then take them back to their class. If they say yes, tell the child that if they want to take a break, or stop at any time, they should just tell you. Make sure to use the child's first name throughout the assessment. Show the tablet to the child, ask whether they have seen one and tell the child you will be using it throughout your time together. Sit beside the child for all items.		
assent <i>(required)</i>	Does the child assent to playing the games with you?	1	Yes
		0	No
note_assent_2	Without the child's assent you are not allowed to assess this child. Please swipe to the end of the form, submit the form, and replace this child with an eligible one. <i>Question relevant when: \${assent} = 0</i>		
language_dummy	Language version used <i>Question relevant when: 0</i>	1	English
		2	English
		3	English
		4	English
		5	English
		6	English
		7	English
		8	English
		9	English
		10	English
		11	English
		0	English
g_main			
<i>Group relevant when: \${assent} = 1</i>			
g_main > Instructions			

Field	Question	Answer
note_main_1	Materials – text written in blue are the materials the assessor needs for that item.	
note_main_2	What assessor says – text written in black and bold is what the assessor must say out loud to the child.	
note_main_3	What assessor does – text written in italics is the action the assessor does for that item.	
note_main_4	Hint – text written in green are reminders or alerts for the assessor to review.	
note_main_5	STOP RULE: If the child does not succeed on a specific item, the system will automatically progress to the next item.	
note_main_6	Should you wish to change the language of this interview, please tap the 3 dots on the top right of your screen and select 'Change Language'.	
g_main > Assessment		
comment_start	Are there any additional comments or observations you have about the child before you start the assessment? <i>Optional</i>	
g_main > Assessment > g_1		
g_main > Assessment > g_1 > Item 1		
g_main > Assessment > g_1 > Item 1 > Round 1		
n1	Materials: - None, but the child should be barefoot. <i>Question relevant when: 0</i>	
n2	Materials: - None, but the child should be barefoot. <i>Walk with the child to the centre of the room out of reach of furniture and walls. Stand alongside the child. Stand on one foot lifting your other leg off the floor by bending your leg at the knee and with the sole of the foot facing back.</i>	
n3	We are going to play a game. See what I am doing? I am standing on one foot. I want you to stand on one foot. Show me how long you can do it. Start now.	
i1_result_1_capture <i>(required)</i>	The child must stand in one spot for the appropriate length of time. If the child starts to hop around the room to maintain balance, they are credited only for the amount of time they stood prior to the hopping.	
n4	Use this stopwatch to record the time. Press PLAY to START and press PAUSE to STOP.	
i1_confirm_1 <i>(required)</i>	Did the child attempt to stand on one leg?	<div>1 Yes</div> <div>0 No</div>
g_main > Assessment > g_1 > Item 1 > Round 2 <i>Group relevant when: \${i1_result_1} < 10 and \${i1_confirm_1} =1</i>		
n5	Let's see you stand on the same foot again. Try it.	
n6	<i>If the child starts to stand on his/her other foot, tell him/her to use the same foot as before. Point to the foot used in trial one if necessary.</i>	
i1_result_2_capture <i>(required)</i>	The child must stand in one spot for the appropriate length of time. If the child starts to hop around the room to maintain balance, they are credited only for the amount of time they stood prior to the hopping.	
n7	Use this stopwatch to record the time. Press PLAY to START and press PAUSE to STOP.	
i1_confirm_2 <i>(required)</i>	Did the child attempt to stand on one leg? <i>Question relevant when: \${i1_result_1} < 10 and \${i1_confirm_1} =1</i>	<div>1 Yes</div> <div>0 No</div>
n8	Item 1 Result: [result_1] Score: 2.91 Return: false <i>Question relevant when: 0</i>	
g_main > Assessment > g_1 > Item 2		
g_main > Assessment > g_1 > Item 2 > g_1_2_1		
n9	Materials: - Two pieces of tape stuck to the floor 2.75m apart - A bean bag	
n10	Point to the piece of tape (help position the child with toes just behind the tape). Walk to the other piece of tape.	
n10a	There are 3 trials. Score from the first trial.	
n11	This game is fun. You stand right here with your toes on this side of the line and I will stand on the other side of the line.	
g_main > Assessment > g_1 > Item 2 > Trial 1		
g_main > Assessment > g_1 > Item 2 > Trial 1 > g_1_2_2_1		
n12	I am going to throw the bean bag to you. See if you can catch it with both hands and throw it back to me. Ready? Here it comes.	
n13	Throw the bean bag underhand gently towards the child's midline, and between the knee and shoulder in height. If your throw does not meet these conditions, do not count it, throw again.	

Field		Question	Answer		
	i2_result_1 <i>(required)</i>	<div>Trial 1: What did the child do?</div> <div>Catches against the body count for scoring.</div>		1	Catches bean bag with both hands
				2	Catches bean bag with one hand
				3	Fails to catch bean bag
				-1	Refuses / does nothing
g_main > Assessment > g_1 > Item 2 > Trial 1 > g_1_2_2_2					
	note_g_1_2_2_2_1	<div>Good for you! Now throw it back to me.</div> <div>Question relevant when: \${i2_result_1} = 1</div>			
	note_g_1_2_2_2_2	<div>Encourage the child to use both hands next time.</div> <div>Question relevant when: \${i2_result_1} = 2</div>			
	note_g_1_2_2_2_3	<div>Oops, get it and throw it back. Try it again and see if you can catch it this time.</div> <div>Question relevant when: \${i2_result_1} = 3</div>			
	note_g_1_2_2_2_4	<div>If the child ignores the bean bag or makes no effort to get it, pick it up and go back to your end of the tape.</div>			
g_main > Assessment > g_1 > Item 2 > Trial 2					
g_main > Assessment > g_1 > Item 2 > Trial 2 > g_1_2_3_1					
	note_g_1_2_3_1	<div>Throw the bean bag underhand gently towards the child's midline, and between the knee and shoulder in height. If your throw does not meet these conditions, do not count it, throw again.</div>			
	i2_result_2 <i>(required)</i>	<div>Trial 2: What did the child do?</div> <div>Catches against the body count for scoring.</div>		1	Catches bean bag with both hands
				2	Catches bean bag with one hand
				3	Fails to catch bean bag
				-1	Refuses / does nothing
g_main > Assessment > g_1 > Item 2 > Trial 2 > g_1_2_3_2					
	note_g_1_2_3_2_1	<div>Good for you! Now throw it back to me.</div> <div>Question relevant when: \${i2_result_2} = 1</div>			
	note_g_1_2_3_2_2	<div>Encourage the child to use both hands next time.</div> <div>Question relevant when: \${i2_result_2} = 2</div>			
	note_g_1_2_3_2_3	<div>Oops, get it and throw it back. Try it again and see if you can catch it this time.</div> <div>Question relevant when: \${i2_result_2} = 3</div>			
	note_g_1_2_3_2_4	<div>If the child ignores the bean bag or makes no effort to get it, pick it up and go back to your end of the tape.</div>			
g_main > Assessment > g_1 > Item 2 > Trial 3					
g_main > Assessment > g_1 > Item 2 > Trial 3 > g_1_2_4_1					
	note_g_1_2_4_1_1	<div>Throw the bean bag underhand gently towards the child's midline, and between the knee and shoulder in height. If your throw does not meet these conditions, do not count it, throw again.</div>			
	i2_result_3 <i>(required)</i>	<div>Trial 3: What did the child do?</div> <div>Catches against the body count for scoring.</div>		1	Catches bean bag with both hands
				2	Catches bean bag with one hand
				3	Fails to catch bean bag
				-1	Refuses / does nothing
	i2_confirm <i>(required)</i>	<div>The child caught the bean bag [calc_2_score] times. Is that correct?</div>		1	Yes
				0	No
	i2_score <i>(required)</i>	<div>How many times did the child catch the bean bag?</div> <div>Question relevant when: \${i2_confirm} = 0</div> <div>Response constrained to: . <= 3</div>		0	0
				1	1
				2	2
				3	3
				-1	Refuses / does nothing
	note_1_2_1	<div>Item 2</div> <div>Result: [result_2]</div> <div>Score: 0</div> <div>Return: false</div> <div>Question relevant when: 0</div>			
g_main > Assessment > g_1 > Item 3					
g_main > Assessment > g_1 > Item 3 > g_1_3_1					
	note_g_3_1_1	<div>Materials:</div> <div>- Two pieces of tape stuck to the floor 2.75m apart</div>			

Field	Question		Answer		
		- A bean bag			
	note_g_3_1_2	Now let's see how well you catch it with one hand. Which hand do you want to try and catch it with?			
	note_g_3_1_3	Be sure the child indicates a preferred hand.			
	note_g_3_1_4	Put your other hand behind your back and try to catch the bean bag with one hand.			
	note_g_3_1_5	Notice which hand the child attempts to catch with first to make sure that they use the other hand for the following item. There are 3 trials. Score from the first trial.			
g_main > Assessment > g_1 > Item 3 > Trial 1					
g_main > Assessment > g_1 > Item 3 > Trial 1 > g_1_3_2_1					
	generated_note_name_224	Throw the bean bag underhand gently towards the child's midline, and between the knee and shoulder in height. If your throw does not meet these conditions, do not count it, throw again.			
	i3_result_1 (required)	Trial 1: What did the child do?		1	Catches bean bag with correct hand
				2	Catches bean bag with incorrect hand
				3	Catches bean bag with both hands
				4	Fails to catch bean bag
				-1	Refuses / does nothing
g_main > Assessment > g_1 > Item 3 > Trial 1 > g_1_3_2_2					
	note_g_1_3_2_2_1	Good for you! Now throw it back to me. Question relevant when: $\{i3_result_1\} = 1$			
	note_g_1_3_2_2_2	Remind the child to catch it with their other hand. Question relevant when: $\{i3_result_1\} = 2$			
	note_g_1_3_2_2_3	Remind the child to catch it with one hand. Question relevant when: $\{i3_result_1\} = 3$			
	note_g_1_3_2_2_4	Oops, get it and throw it back. Try it again and see if you can catch it this time. Question relevant when: $\{i3_result_1\} = 4$			
	note_g_1_3_2_2_5	If the child ignores the bean bag or makes no effort to get it, pick it up and go back to your end of the tape.			
g_main > Assessment > g_1 > Item 3 > Trial 2					
g_main > Assessment > g_1 > Item 3 > Trial 2 > g_1_3_3_1					
	note_g_1_3_2_1	Put the same hand behind your back as you did before.			
	note_g_1_3_2_2	Throw the bean bag underhand gently towards the child's midline, and between the knee and shoulder in height. If your throw does not meet these conditions, do not count it, throw again.			
	i3_result_2 (required)	Trial 2: What did the child do?		1	Catches bean bag with correct hand
				2	Catches bean bag with incorrect hand
				3	Catches bean bag with both hands
				4	Fails to catch bean bag
				-1	Refuses / does nothing
g_main > Assessment > g_1 > Item 3 > Trial 2 > g_1_3_3_2					
	note_g_1_3_3_2_1	Good for you! Now throw it back to me. Question relevant when: $\{i3_result_2\} = 1$			
	note_g_1_3_3_2_2	Remind the child to catch it with their other hand. Question relevant when: $\{i3_result_2\} = 2$			
	note_g_1_3_3_2_3	Remind the child to catch it with one hand. Question relevant when: $\{i3_result_2\} = 3$			
	note_g_1_3_3_2_4	Oops, get it and throw it back. Try it again and see if you can catch it this time. Question relevant when: $\{i3_result_2\} = 4$			
	note_g_1_3_3_2_5	If the child ignores the bean bag or makes no effort to get it, pick it up and go back to your end of the tape.			
g_main > Assessment > g_1 > Item 3 > Trial 3					
g_main > Assessment > g_1 > Item 3 > Trial 3 > g_1_3_4_1					
	note_g_1_3_4_1_1	Put the same hand behind your back as you did before.			
	note_g_1_3_4_1_2	Throw the bean bag underhand gently towards the child's midline, and between the knee and shoulder in height. If your throw does not meet these conditions, do not count it, throw again.			
	i3_result_3 (required)	Trial 3: What did the child do?		1	Catches bean bag with correct hand

Field	Question	Answer		
			2	Catches bean bag with incorrect hand
			3	Catches bean bag with both hands
			4	Fails to catch bean bag
			-1	Refuses / does nothing
	i3_confirm <i>(required)</i>	The child caught the bean bag with the correct hand [calc_3_score] times. Is that correct?	1	Yes
			0	No
	i3_score <i>(required)</i>	How many times did the child catch the bean bag with the correct hand? <i>Question relevant when: \${i3_confirm} = 0</i> <i>Response constrained to: . <= 3</i>	0	0
			1	1
			2	2
			3	3
			-1	Refuses / does nothing
	note_return_3	Item 3 Result: [result_3] Score: 0 Return: false <i>Question relevant when: 0</i>		
g_main > Assessment > g_1 > Item 4				
g_main > Assessment > g_1 > Item 4 > g_1_4_1				
	note_g_1_4_1_1	Materials: - Two pieces of tape stuck to the floor 2.75m apart - A bean bag		
	note_g_1_4_1_2	Point to the child's preferred hand.		
	note_g_1_4_1_3	Now put that hand behind your back and see how well you can catch it with the other hand.		
	note_g_1_4_1_4	There are 3 trials. Score from the first trial.		
g_main > Assessment > g_1 > Item 4 > Trial 1				
g_main > Assessment > g_1 > Item 4 > Trial 1 > g_1_4_2_1				
	generated_note_name_278	Throw the bean bag underhand gently towards the child's midline, and between the knee and shoulder in height. If your throw does not meet these conditions, do not count it, throw again.		
	i4_result_1 <i>(required)</i>	Trial 1: What did the child do?	1	Catches bean bag with correct hand
			2	Catches bean bag with incorrect hand
			3	Catches bean bag with both hands
			4	Fails to catch bean bag
			-1	Refuses / does nothing
g_main > Assessment > g_1 > Item 4 > Trial 1 > g_1_4_2_2				
	note_g_1_4_2_2_1	Good for you! Now throw it back to me. <i>Question relevant when: \${i4_result_1} = 1</i>		
	note_g_1_4_2_2_2	Remind the child to catch it with their other hand. <i>Question relevant when: \${i4_result_1} = 2</i>		
	note_g_1_4_2_2_3	Remind the child to catch it with one hand. <i>Question relevant when: \${i4_result_1} = 3</i>		
	note_g_1_4_2_2_4	Oops, get it and throw it back. Try it again and see if you can catch it this time. <i>Question relevant when: \${i4_result_1} = 4</i>		
	note_g_1_4_2_2_5	If the child ignores the bean bag or makes no effort to get it, pick it up and go back to your end of the tape.		
g_main > Assessment > g_1 > Item 4 > Trial 2				
g_main > Assessment > g_1 > Item 4 > Trial 2 > g_1_4_3_1				
	note_g_4_3_1_1	Put the same hand behind your back as you did before.		
	note_g_4_3_1_2	Throw the bean bag underhand gently towards the child's midline, and between the knee and shoulder in height. If your throw does not meet these conditions, do not count it, throw again.		
	i4_result_2 <i>(required)</i>	Trial 2: What did the child do?	1	Catches bean bag with correct hand
			2	Catches bean bag with incorrect hand

Field		Question	Answer	
			3	Catches bean bag with both hands
			4	Fails to catch bean bag
			-1	Refuses / does nothing
g_main > Assessment > g_1 > Item 4 > Trial 2 > g_1_4_3_2				
	note_1_4_3_2_1	Good for you! Now throw it back to me. <i>Question relevant when: \${i4_result_2} = 1</i>		
	note_1_4_3_2_2	<i>Remind the child to catch it with their other hand.</i> <i>Question relevant when: \${i4_result_2} = 2</i>		
	note_1_4_3_2_3	<i>Remind the child to catch it with one hand.</i> <i>Question relevant when: \${i4_result_2} = 3</i>		
	note_1_4_3_2_4	Oops, get it and throw it back. Try it again and see if you can catch it this time. <i>Question relevant when: \${i4_result_2} = 4</i>		
	note_1_4_3_2_5	<i>If the child ignores the bean bag or makes no effort to get it, pick it up and go back to your end of the tape.</i>		
g_main > Assessment > g_1 > Item 4 > Trial 3				
g_main > Assessment > g_1 > Item 4 > Trial 3 > g_1_4_4_1				
	note_g_1_4_4_1_1	Put the same hand behind your back as you did before.		
	note_g_1_4_4_1_2	<i>Throw the bean bag underhand gently towards the child's midline, and between the knee and shoulder in height. If your throw does not meet these conditions, do not count it, throw again.</i>		
	i4_result_3 <i>(required)</i>	Trial 3: What did the child do?	1	Catches bean bag with correct hand
			2	Catches bean bag with incorrect hand
			3	Catches bean bag with both hands
			4	Fails to catch bean bag
			-1	Refuses / does nothing
	i4_confirm <i>(required)</i>	The child caught the bean bag with the correct hand [calc_4_score] times. Is that correct?	1	Yes
			0	No
	i4_score <i>(required)</i>	How many times did the child catch the bean bag with the correct hand? <i>Question relevant when: \${i4_confirm} = 0</i> <i>Response constrained to: . <= 3</i>	0	0
			1	1
			2	2
			3	3
			-1	Refuses / does nothing
	note_return_4_1	<i>End this item by moving closer to the child and asking the child to catch the beanbag one last time with both hands. This is not scored. The idea is to make the child end this task with a positive feeling.</i> <i>Question relevant when: \${result_4} = 0</i>		
	note_return_4_2	Item 4 Result: [result_4] Score: 0 Return: false <i>Question relevant when: 0</i>		
	note_domain_1	Domain 1: [domain_1] Score 1: 2.91 Score 2: 0 Score 3: 0 Score 4: 0 <i>Question relevant when: 0</i>		
	exit_1 <i>(required)</i>	Would you like to continue with the child assessment? <i>Select "Yes" to continue.</i>	1	Yes
			0	No
g_main > Assessment > g_2 <i>Group relevant when: \${exit_1} != 0</i>				
g_main > Assessment > g_2 > Item 5				
g_main > Assessment > g_2 > Item 5 > g_2_5_1				
	note_g_2_5_1_1	Materials: - Eight sucker sticks - Picture card with a square		
	note_g_2_5_1_2	Watch what I make with these sticks.		

Field		Question	Answer	
	note_g_2_5_1_3	Make a straight cross using two sticks.		
	note_g_2_5_1_4	Give the child two sticks.		
	note_g_2_5_1_5	Can you make one like mine?		
	note_g_2_5_1_6	If the child does not understand, demonstrate again.		
	i5_result_1 (required)	Does the child correctly copy the cross?	1	Yes
			0	No
			-1	No response/ refusal
g_main > Assessment > g_2 > Item 5 > g_2_5_2				
	note_g_2_5_2_1	Show the picture of the square, then give the child four sticks.		
	note_g_2_5_2_2	Look at this picture. Can you make a shape like this one in the picture?		
	i5_result_2 (required)	Does the child correctly copy the square?	1	Yes
			0	No
			-1	No response/ refusal
	note_g_2_5_1	Item 5 Result: 0 Score: 0 Return: false Question relevant when: 0		
g_main > Assessment > g_2 > Item 6				
g_main > Assessment > g_2 > Item 6 > g_2_6_1				
	note_g_2_6_1_1	Materials: - Thick pencil - A4 sheet of paper - Picture card with a triangle		
	note_g_2_6_1_2	Put the picture of the triangle on the tent facing the child. Give the child a pencil and the blank sheet of paper.		
	note_g_2_6_1_3	Let's do some drawing! Someone drew this picture. Can you try to draw the same picture on your piece of paper? Just try your best.		
	note_g_2_6_1_4	Children will have one chance to draw. Second trials are not permitted.		
	i6_result_1 (required)	Does the child attempt to draw something?	1	Yes
		The picture drawn by the child does not have to be a triangle. Any attempt of a drawing counts as a "Yes".	-1	Refuses / does nothing
g_main > Assessment > g_2 > Item 6 > g_2_6_2				
Group relevant when: \${i6_result_1} = 1				
	note_g_2_6_2_1	Please compare the child's drawing to the pictures below. Question relevant when: 0		
	i6_result_2 (required)	Are there three clearly defined sides?	1	Yes
			0	No
	i6_result_3 (required)	Is one corner higher than the others?	1	Yes
			0	No
	note_return_6	Item 6 Result: [result_6] Score: 0 Return: false Question relevant when: 0		
g_main > Assessment > g_2 > Item 7				
g_main > Assessment > g_2 > Item 7 > g_2_7_1				
	note_g_2_7_1	Materials: - Thick pencil - A4 sheet of paper Question relevant when: 0		
	note_g_2_7_2	Materials: - Thick pencil		

Field		Question	Answer		
		<p>- A4 sheet of paper</p> <p>Give the child a pencil and the blank sheet of paper.</p>			
	note_g_2_7_3	I have another drawing game for you. On this page (<i>indicate the entire page</i>) I would like you to draw a picture of YOURSELF standing up. Can you please draw that for me? I will tell you when to stop.			
	i7_result_1_capture <i>(required)</i>	<p>Children will have one chance to draw. Second trials are not permitted.</p> <p>STOP RULE: Limit this item to 4 minutes from when the child begins drawing. If the child does not draw for a minute after your suggestion, stop.</p>			
	note_i7_result_1_capture_1	Use this stopwatch to record the time. Press <i>PLAY</i> to <i>START</i> and press <i>PAUSE</i> to <i>STOP</i> .			
	note_i7_result_1_capture_2	Please put your pencil down, we're going to move on to our next activity now.			
	i7_result_2 <i>(required)</i>	<p>Did the child attempt to draw something?</p> <p><i>The picture drawn by the child does not have to be a person. Any attempt of a drawing counts as a "Yes".</i></p>		1	Yes
				-1	Refuses / does nothing
	i7_result_3 <i>(required)</i>	<p>Does the drawing have the following features?</p> <p>Select all that apply.</p> <p>Question relevant when: $\{i7_result_2\} = 1$</p> <p>Response constrained to: $not(selected(., 6) \text{ and } not(selected(., 5))) \text{ and } not(selected(.,0) \text{ and } (selected(.,8) \text{ or } selected(.,7) \text{ or } selected(.,6) \text{ or } selected(.,5) \text{ or } selected(.,4) \text{ or } selected(.,3) \text{ or } selected(.,2) \text{ or } selected(.,1)))$</p>		1	A head
				2	A two domainal trunk/body (Not a stick figure)
				3	Arms (Can be sticks)
				4	Legs (Can be sticks. The legs must be vertical to obtain a score.)
				5	One facial feature (Must have both ears or both eyes to count as one; hair is not a facial feature)
				6	An additional facial feature
				7	Hands (Does not have to include fingers, round)
				8	Feet (Can have shoes)
				0	None of these
	note_return_7	<p>Item 7</p> <p>Result: 0</p> <p>Score: 0</p> <p>Return: false</p> <p>Question relevant when: 0</p>			
g_main > Assessment > g_2 > Item 8					
g_main > Assessment > g_2 > Item 8 > g_2_8_1					
	note_g_2_8_1_1	<p>Materials:</p> <p>- 10 beads of the same colour</p> <p>- A shoe lace with a knot tied at 30cm to prevent beads coming off</p> <p>Give the child ten beads and the shoelace with the plastic point up. Time the child.</p>			
	note_g_2_8_1_2	Please string all of the beads onto this shoelace as fast as you can.			
	i8_result_1_capture <i>(required)</i>	<p>Use the counter to track the number of beads the child strings onto the shoelace in 40 seconds.</p> <p>STOP RULE: Stop the child after 40 seconds.</p>			
	note_i8_result_1_capture	Use this stopwatch to record the time. Press <i>PLAY</i> to <i>START</i> and press <i>PAUSE</i> to <i>STOP</i> .			
	note_i8_result_1_time <i>(required)</i>	<p>There are only 10 beads but you've said the child was able to string [i8_result_1_counter] beads. Please go back and change the counter to 10 or less.</p> <p>Question relevant when: $\{i8_result_1_counter\} > 10$</p>			
	i8_confirm <i>(required)</i>	You've indicated the child was able to string [i8_result_1_counter] beads onto the string. Is this correct?		1	Yes
				0	No
	i8_score <i>(required)</i>	<p>How many beads was the child able to string onto the shoelace within 40 seconds?</p> <p>The maximum number of beads for this task is 10</p> <p>Question relevant when: $\{i8_confirm\} = 0 \text{ or } \{i8_result_1_counter\} > 10$</p>		0	0 beads
				1	1 bead
				2	2 beads
				3	3 beads
				4	4 beads
				5	5 beads
				6	6 beads
				7	7 beads
				8	8 beads

Field		Question	Answer	
			9	9 beads
			10	10 beads
	i8_result_2 <i>(required)</i>	The child did not string any beads onto the shoelace. Did they try at all? <i>Question relevant when: (\${i8_result_1_counter} = 0 and \${i8_confirm} =1) or \${i8_score} = 0</i>	1	Yes
			0	No
	note_return_8	Item 8 Test: [i8_result_1_capture] Result: [result_8] Score: 0 Return: false <i>Question relevant when: 0</i>		
	note_lang_2	Domain 2: [domain_2] Score 5: 0 Score 6: 0 Score 7: 0 Score 8: 0 <i>Question relevant when: 0</i>		
	exit_2 <i>(required)</i>	Would you like to continue with the child assessment? <i>Select "Yes" to continue.</i>	1	Yes
			0	No
g_main > Assessment > g_3 <i>Group relevant when: \${exit_1} !=0 and \${exit_2} != 0</i>				
g_main > Assessment > g_3 > Item 9				
g_main > Assessment > g_3 > Item 9 > g_3_9_1				
	note_g_3_9_1_1	Materials: 20 small items - 9 marbles - 6 lolly sticks - 5 buttons of same colour		
	note_g_3_9_1_2	Arrange the 20 objects randomly in front of the child in the lid of the test kit so that they don't fall off the table. Show child that there are marbles, sticks and buttons.		
	note_g_3_9_1_3	Let's play with these things. See, there are marbles, sticks and buttons. OK?		
	note_g_3_9_1_4	Practice: Point to the marbles.		
	note_g_3_9_1_5	See, these are marbles. I am going to pick up one. Now can you pick up one marble and put it into the box?		
	i9_result_1 <i>(required)</i>	Does the child correctly identify 1 marble?	1	Yes
			0	No
			-1	No response/ refusal
g_main > Assessment > g_3 > Item 9 > g_3_9_2 <i>Group relevant when: \${i9_result_1} = 1</i>				
	note_g_3_9_2_1	Test starts here.		
	note_g_3_9_2_2	Now we are going to play some more. There are a lot of buttons here. Please put 3 buttons into the box. You can count aloud if you want to.		
	note_g_3_9_2_3	Be patient while child arranges the objects.		
	i9_result_2 <i>(required)</i>	Does the child correctly identify 3 buttons?	1	Yes
			0	No
			-1	No response/ refusal
g_main > Assessment > g_3 > Item 9 > g_3_9_3 <i>Group relevant when: \${i9_result_2} = 1</i>				
	note_g_3_9_3_1	Re-arrange the 20 items randomly.		
	note_g_3_9_3_2	Thanks. Now can you please put 8 marbles into the box. You can count aloud if you want to.		
	note_g_3_9_3_3	Be patient while child arranges the objects.		
	i9_result_3 <i>(required)</i>	Does the child correctly identify 8 marbles?	1	Yes
			0	No
			-1	No response/ refusal
g_main > Assessment > g_3 > Item 9 > g_3_9_4 <i>Group relevant when: \${i9_result_3} = 1</i>				
	note_g_3_9_4_1	Re-arrange the 20 items randomly.		
	note_g_3_9_4_2	Thanks. For this game you can use any of the things on the table - marbles, sticks and buttons. Now can you please put 15 things in the the box? You can count aloud if you want to.		
	note_g_3_9_4_3	Be patient while child arranges the objects.		

Field		Question	Answer	
	i9_result_4 (required)	Does the child correctly identify 15 items?	1	Yes
			0	No
			-1	No response/ refusal
	note_return_9_1	Item 9 Result: 0 Score: 0 Return: false <i>Question relevant when: 0</i>		
g_main > Assessment > g_3 > Item 10				
g_main > Assessment > g_3 > Item 10 > g_3_10_1				
	note_g_3_10_1_1	Materials: - Two picture cards (cats and sweets) - Tent		
	note_g_3_10_1_2	Training item (do not score): Place the picture of the cats on the tent facing the child.		
	note_g_3_10_1_3	How many cats can you see in the picture?		
	i10_result_1_response (required)	Did the child give a response?	1	Yes
			0	No
	i10_result_1 (required)	What is the child's response? <i>Question relevant when: \${i10_result_1_response} = 1</i> <i>Response constrained to: . >= 0</i>		
g_main > Assessment > g_3 > Item 10 > g_3_10_2 <i>Group relevant when: \${i10_result_1} = 5</i>				
	note_3_10_2_1	Place the picture of the sweets on the tent facing the child.		
	note_3_10_2_2	See the sweets in the picture. How many sweets would you have if you had four sweets and a friend gives you two more?		
	i10_result_2_response (required)	Did the child give a response?	1	Yes
			0	No
	i10_result_2 (required)	What is the child's response? <i>Question relevant when: \${i10_result_2_response} = 1</i> <i>Response constrained to: . >= 0</i>		
g_main > Assessment > g_3 > Item 10 > g_3_10_3 <i>Group relevant when: \${i10_result_1} = 5</i>				
	note_g_3_10_3_1	Turn back to put the picture of the cats again in front of the child.		
	note_g_3_10_3_2	See the cats in the picture. How many cats would you have left if you had five but two walked away?		
	i10_result_3_response (required)	Did the child give a response?	1	Yes
			0	No
	i10_result_3 (required)	What is the child's response? <i>Question relevant when: \${i10_result_3_response} = 1</i> <i>Response constrained to: . >= 0</i>		
	note_return_10	Item 10 Result: 0 Score: 0 Return: false <i>Question relevant when: 0</i>		
g_main > Assessment > g_3 > Item 11				
g_main > Assessment > g_3 > Item 11 > g_3_11_1				
	note_g_3_11_1_1	Materials: Star and circle picture cards - 2 red stars - 1 yellow star - 2 yellow circles		

Field	Question		Answer		
		- 1 red circle			
	note_g_3_11_1_2	Place the cards in this order in front of the child.			
	note_g_3_11_1_3	We're going to play a game where we put pictures together that are alike in some way. Look at the pictures on these cards. Try to put them into two groups with others that are like them. You must use all the pictures.			
	note_g_3_11_1_4	Put two sheets of white paper on the table in front of the child. If the child makes a group but does not use all the cards, point to each sheet and encourage them to use them all.			
	note_g_3_11_1_5	You can put one group on this piece of paper and the other group on this piece.			
	i11_result_1 (required)	Does the child sort cards by the first criterion (shape or colour)?	1	Yes	
		Be patient and wait as the child tries to examine how to arrange the cards.	0	No	
			-1	No response/ refusal	
g_main > Assessment > g_3 > Item 11 > g_3_11_2					
Group relevant when: \${i11_result_1} >= 0					
	note_g_3_11_2_1	Now look at the cards and try to find a different way to put pictures that are the same in some way together.			
	note_g_3_11_2_2	Point to the two sheets of paper.			
	note_g_3_11_2_3	You can put one group here and the other group here.			
	i11_result_2 (required)	Does the child sort cards by the second criterion (shape or colour)?	1	Yes	
		Be patient and wait as the child tries to examine how to arrange the cards.	0	No	
			-1	No response/ refusal	
	note_return_11	Item 11 Result: 0 Score: 0 Return: false Question relevant when: 0			
g_main > Assessment > g_3 > Item 12					
g_main > Assessment > g_3 > Item 12 > g_3_12_1					
	note_g_3_12_1_1	Materials: - Spatial vocabulary picture card of a table with a familiar object above it, under it, in front of it, and next to it - Tent			
	note_g_3_12_1_2	Put the picture on the tent facing the child.			
	note_g_3_12_1_3	Now I am going to ask you some questions about this picture.			
	i12_result_1 (required)	Point to something <u>above</u> the table. What does the child do?	1	Points at the tiger picture	
			2	Points at book	
			3	Points at ball	
			4	Points at shoes	
			5	Points at table	
			6	Points at something else	
			-1	Refuses / does nothing	
	i12_result_2 (required)	Point to something <u>under</u> the table. What does the child do?	1	Points at the tiger picture	
			2	Points at book	
			3	Points at ball	
			4	Points at shoes	
			5	Points at table	
			6	Points at something else	
			-1	Refuses / does nothing	
	i12_result_3 (required)	Point to something <u>in front of</u> the table. What does the child do?	1	Points at the tiger picture	
			2	Points at book	
			3	Points at ball	
			4	Points at shoes	
			5	Points at table	
			6	Points at something else	
			-1	Refuses / does nothing	
	i12_result_4 (required)	Point to something <u>next to</u> the table. What does the child do?	1	Points at the tiger picture	
			2	Points at book	
			3	Points at ball	

Field	Question	Answer			
		4	Points at shoes		
		5	Points at table		
		6	Points at something else		
		-1	Refuses / does nothing		
	note_return_12	Item 12 Result: 0 Score: 0 Return: false <i>Question relevant when: 0</i>			
g_main > Assessment > g_3 > Item 13					
g_main > Assessment > g_3 > Item 13 > g_3_13_1					
	note_g_3_13_1_1	Materials: - Present the picture cards in this order: dogs, elephants, sticks, and trees picture cards. - Tent			
	note_g_3_13_1_2	Put the pictures on the tent facing the child and show them one by one.			
	note_g_3_13_1_3	Now I am going to show you some pictures and ask you some questions.			
	note_g_3_13_1_4	Show picture of three dogs.			
	note_g_3_13_1_5	Put your finger on the biggest dog.			
	i13_result_1 <i>(required)</i>	1	Yes		
		0	No		
		-1	No response/ refusal		
g_main > Assessment > g_3 > Item 13 > g_3_13_2					
	note_g_3_13_2_1	Show picture of three elephants.			
	note_g_3_13_2_2	Put your finger on the smallest elephant.			
	i13_result_2 <i>(required)</i>	1	Yes		
		0	No		
		-1	No response/ refusal		
g_main > Assessment > g_3 > Item 13 > g_3_13_3					
	note_g_3_13_3_1	Show picture of three sticks.			
	note_g_3_13_3_2	Put your finger on the longest stick.			
	i13_result_3 <i>(required)</i>	1	Yes		
		0	No		
		-1	No response/ refusal		
g_main > Assessment > g_3 > Item 13 > g_3_13_4					
	note_g_3_13_4_1	Show picture of three trees.			
	note_g_3_13_4_2	Put your finger on the shortest tree.			
	i13_result_4 <i>(required)</i>	1	Yes		
		0	No		
		-1	No response/ refusal		
	note_retun_13	Item 13 Result: 0 Score: 0 Return: false <i>Question relevant when: 0</i>			
	note_lang_3	Domain 3: [domain_3] Score 9: 0 Score 10: 0 Score 11: 0 Score 12: 0 Score 13: 0 <i>Question relevant when: 0</i>			
	exit_3 <i>(required)</i>	1	Yes		
		0	No		
<i>Select "Yes" to continue.</i>					

Field	Question	Answer				
	Question relevant when: \${exit_2} = 1					
g_main > Assessment > g_4 Group relevant when: \${exit_1} != 0 and \${exit_2} != 0 and \${exit_3} != 0						
g_main > Assessment > g_4 > Item 14						
note_g_4_14_1	<p>Materials:</p> <p>- Cards with pictures of dogs and cars (also called the DCCS cards)</p> <p>- 2 sorting trays each with a target card fixed to the back with a piece of prestick/putty</p> <p>Sit next to the child for this item.</p>					
g_main > Assessment > g_4 > Item 14 > Colour Game						
note_g_4_14_1_1	<p>Set up of Materials:</p> <p>- Two trays placed side by side in front of the child; make sure the child can reach them.</p> <p>- 16 colour DCCS cards consisting of:</p> <p>Two target cards:</p> <p>- 1 red dog stuck on the right hand tray so the picture faces the child</p> <p>- 1 blue car stuck on the left hand tray so the picture faces the child</p> <p>Two demonstration cards:</p> <p>- 1 blue dog card (1 for assessor demonstration)</p> <p>- 1 red card (1 for child's trial run)</p> <p>- 12 cards (6 red cards, 6 blue dogs) to be used in the colour and shape assessment.</p> <p>- Present in the correct order from 1 to 6 (numbers on the back) for each game.</p>					
g_main > Assessment > g_4 > Item 14 > Colour Game > Demonstration						
note_g_4_14_1_1_1	Sit beside the child so that you are able to view the trays.					
note_g_4_14_1_1_2	Here is a blue car and here is a red dog. Now we're going to play a card game. This is the colour game.					
note_g_4_14_1_1_3	Point to the tray on the left (blue) and in the right (red).					
note_g_4_14_1_1_4	In the colour game, all the blue ones go here and all the red ones go there.					
note_g_4_14_1_1_5	<p>Choose a blue card and place it FACE DOWN in the tray on the left.</p> <p>DO NOT MENTION THE CAR OR THE DOG. JUST THE COLOUR!</p>					
note_g_4_14_1_1_6	See, here is a blue one. So it goes here, but if it is red it goes here.					
note_g_4_14_1_1_7	Practice: Show the child a red card.					
note_g_4_14_1_1_8	Now here is a red one. Where does this one go?					
i14_1_demo (required)	Does the child take the card and put it in the tray correctly?	<table><tr><td>1</td><td>Yes</td></tr><tr><td>0</td><td>No</td></tr></table>	1	Yes	0	No
1	Yes					
0	No					
note_i14_1_demo_1	<p>Very good. You know how to play the colour game!</p> <p>Question relevant when: \${i14_1_demo} = 1</p>					
note_i14_1_demo_2	<p>No, this one is red, so it has to go over here in the colour game.</p> <p>Can you help me put it down?</p> <p>Ensure that the card is placed FACE DOWN in the tray on the right.</p> <p>Question relevant when: \${i14_1_demo} = 0</p>					
g_main > Assessment > g_4 > Item 14 > Colour Game > Assessment						
g_main > Assessment > g_4 > Item 14 > Colour Game > Assessment > g_4_14_1_2_1						
note_g_4_14_1_2_1_1	<p>There are 6 trials. If child refuses to participate you have to select "Refuses / does nothing" for all 6 trials.</p> <p>Whether or not the child sorts a card correctly, do not praise.</p> <p>Do not mention that it is a dog or a car. Just the colour!</p>					

Field		Question	Answer		
	note_g_4_14_1_2_1_2	Now it is your turn. Remember if it is blue it goes here, but if it is red, it goes there.			
	g_main > Assessment > g_4 > Item 14 > Colour Game > Assessment > Trial (1)				(Repeated group)
	g_main > Assessment > g_4 > Item 14 > Colour Game > Assessment > Trial (1) > 1				
	note_g_4_14_1_2_2_1_1	Here is a blue one. Where does it go? Please place it face down in the tray. <i>Trial 1: Show blue dog.</i> <i>Question relevant when: index() = 1</i>			
	note_g_4_14_1_2_2_1_2	This is the colour game. Here is a blue one. Where does it go? Please place it face down in the tray. <i>Trial 1: Show blue dog.</i> <i>Question relevant when: index() = 4</i>			
	note_g_4_14_1_2_2_1_3	This is the colour game. Here is a blue one. Where does it go? <i>Trial 1: Show blue dog.</i> <i>Question relevant when: index() = 6</i>			
	note_g_4_14_1_2_2_1_4	This is the colour game. Here is a red one. Where does it go? <i>Trial 1: Show red car.</i> <i>Question relevant when: index() = 2 or index() = 3 or index() = 5</i>			
	i14_1_results <i>(required)</i>	What does the child do?	1	Puts card in the CORRECT tray	
			0	Puts card in the WRONG tray	
			-1	Refuses / does nothing	
	g_main > Assessment > g_4 > Item 14 > Colour Game > Assessment > Trial (2)				(Repeated group)
	g_main > Assessment > g_4 > Item 14 > Colour Game > Assessment > Trial (2) > 2				
	note_g_4_14_1_2_2_1_1	Here is a blue one. Where does it go? Please place it face down in the tray. <i>Trial 2: Show blue dog.</i> <i>Question relevant when: index() = 1</i>			
	note_g_4_14_1_2_2_1_2	This is the colour game. Here is a blue one. Where does it go? Please place it face down in the tray. <i>Trial 2: Show blue dog.</i> <i>Question relevant when: index() = 4</i>			
	note_g_4_14_1_2_2_1_3	This is the colour game. Here is a blue one. Where does it go? <i>Trial 2: Show blue dog.</i> <i>Question relevant when: index() = 6</i>			
	note_g_4_14_1_2_2_1_4	This is the colour game. Here is a red one. Where does it go? <i>Trial 2: Show red car.</i> <i>Question relevant when: index() = 2 or index() = 3 or index() = 5</i>			
	i14_1_results <i>(required)</i>	What does the child do?	1	Puts card in the CORRECT tray	
			0	Puts card in the WRONG tray	
			-1	Refuses / does nothing	
	g_main > Assessment > g_4 > Item 14 > Colour Game > Assessment > Trial (3)				(Repeated group)
	g_main > Assessment > g_4 > Item 14 > Colour Game > Assessment > Trial (3) > 3				
	note_g_4_14_1_2_2_1_1	Here is a blue one. Where does it go? Please place it face down in the tray. <i>Trial 3: Show blue dog.</i> <i>Question relevant when: index() = 1</i>			
	note_g_4_14_1_2_2_1_2	This is the colour game. Here is a blue one. Where does it go? Please place it face down in the tray. <i>Trial 3: Show blue dog.</i> <i>Question relevant when: index() = 4</i>			
	note_g_4_14_1_2_2_1_3	This is the colour game. Here is a blue one. Where does it go? <i>Trial 3: Show blue dog.</i> <i>Question relevant when: index() = 6</i>			
	note_g_4_14_1_2_2_1_4	This is the colour game. Here is a red one. Where does it go? <i>Trial 3: Show red car.</i> <i>Question relevant when: index() = 2 or index() = 3 or index() = 5</i>			
	i14_1_results <i>(required)</i>	What does the child do?	1	Puts card in the CORRECT tray	
			0	Puts card in the WRONG tray	
			-1	Refuses / does nothing	
	g_main > Assessment > g_4 > Item 14 > Colour Game > Assessment > Trial (4)				(Repeated group)
	g_main > Assessment > g_4 > Item 14 > Colour Game > Assessment > Trial (4) > 4				
	note_g_4_14_1_2_2_1_1	Here is a blue one. Where does it go? Please place it face down in the tray. <i>Trial 4: Show blue dog.</i> <i>Question relevant when: index() = 1</i>			
	note_g_4_14_1_2_2_1_2	This is the colour game. Here is a blue one. Where does it go? Please place it face down in the tray. <i>Trial 4: Show blue dog.</i> <i>Question relevant when: index() = 4</i>			
	note_g_4_14_1_2_2_1_3	This is the colour game. Here is a blue one. Where does it go? <i>Trial 4: Show blue dog.</i>			

Field		Question	Answer	
		<i>Question relevant when: index() = 6</i>		
	note_g_4_14_1_2_2_1_4	This is the colour game. Here is a red one. Where does it go? <i>Trial 4: Show red car.</i> <i>Question relevant when: index() = 2 or index() = 3 or index() = 5</i>		
	i14_1_results <i>(required)</i>	What does the child do?	1	Puts card in the CORRECT tray
			0	Puts card in the WRONG tray
			-1	Refuses / does nothing
g_main > Assessment > g_4 > Item 14 > Colour Game > Assessment > Trial (5)			(Repeated group)	
g_main > Assessment > g_4 > Item 14 > Colour Game > Assessment > Trial (5) > 5				
	note_g_4_14_1_2_2_1_1	Here is a blue one. Where does it go? Please place it face down in the tray. <i>Trial 5: Show blue dog.</i> <i>Question relevant when: index() = 1</i>		
	note_g_4_14_1_2_2_1_2	This is the colour game. Here is a blue one. Where does it go? Please place it face down in the tray. <i>Trial 5: Show blue dog.</i> <i>Question relevant when: index() = 4</i>		
	note_g_4_14_1_2_2_1_3	This is the colour game. Here is a blue one. Where does it go? <i>Trial 5: Show blue dog.</i> <i>Question relevant when: index() = 6</i>		
	note_g_4_14_1_2_2_1_4	This is the colour game. Here is a red one. Where does it go? <i>Trial 5: Show red car.</i> <i>Question relevant when: index() = 2 or index() = 3 or index() = 5</i>		
	i14_1_results <i>(required)</i>	What does the child do?	1	Puts card in the CORRECT tray
			0	Puts card in the WRONG tray
			-1	Refuses / does nothing
g_main > Assessment > g_4 > Item 14 > Colour Game > Assessment > Trial (6)			(Repeated group)	
g_main > Assessment > g_4 > Item 14 > Colour Game > Assessment > Trial (6) > 6				
	note_g_4_14_1_2_2_1_1	Here is a blue one. Where does it go? Please place it face down in the tray. <i>Trial 6: Show blue dog.</i> <i>Question relevant when: index() = 1</i>		
	note_g_4_14_1_2_2_1_2	This is the colour game. Here is a blue one. Where does it go? Please place it face down in the tray. <i>Trial 6: Show blue dog.</i> <i>Question relevant when: index() = 4</i>		
	note_g_4_14_1_2_2_1_3	This is the colour game. Here is a blue one. Where does it go? <i>Trial 6: Show blue dog.</i> <i>Question relevant when: index() = 6</i>		
	note_g_4_14_1_2_2_1_4	This is the colour game. Here is a red one. Where does it go? <i>Trial 6: Show red car.</i> <i>Question relevant when: index() = 2 or index() = 3 or index() = 5</i>		
	i14_1_results <i>(required)</i>	What does the child do?	1	Puts card in the CORRECT tray
			0	Puts card in the WRONG tray
			-1	Refuses / does nothing
g_main > Assessment > g_4 > Item 14 > Shape Game <i>Group relevant when: \${i14_1_result} = 1</i>				
	note_g_4_14_2	Set up: Same set up as for colour game. Use your second set of cards for this game. Assessor asks the child to sort next set of 6 cards by shape and place them FACE DOWN in the correct trays.		
g_main > Assessment > g_4 > Item 14 > Shape Game > Assessment				
g_main > Assessment > g_4 > Item 14 > Shape Game > Assessment > g_4_14_2_2_1				
	note_g_4_14_2_1	<i>Leave the cards used in the colour game in the trays.</i> <i>There is no demonstration.</i> <i>There are 6 trials. If child refuses to participate you have to select "Refuses / does nothing" for all 6 trials.</i> <i>Whether or not the child sorts a card correctly, do not praise.</i> DO NOT MENTION THE COLOUR OF THE CARD! DO NOT REMIND THE CHILD IN THIS GAME.		
	note_g_4_14_2_2	We're not going to play the colour game anymore. We're going to play the shape game. In the shape game, all the dogs go here and all the cars go there. Remember, if it's a dog, put it here, but if it's a car put it there. Point to the tray on the left (blue car) and on the right (red dog).		

Field		Question	Answer		
		g_main > Assessment > g_4 > Item 14 > Shape Game > Assessment > Trial (1)	(Repeated group)		
		g_main > Assessment > g_4 > Item 14 > Shape Game > Assessment > Trial (1) > 1			
		note_g_4_14_2_2_2_1_1	Here is a car. Where does it go? Please place it face down in the tray. <i>Trial 1: Show red car.</i> <i>Question relevant when: index() = 1</i>		
		note_g_4_14_2_2_2_1_2	Let's do another one. Here is a dog. Where does it go? <i>Trial 1: Show blue dog.</i> <i>Question relevant when: index() = 2</i>		
		note_g_4_14_2_2_2_1_3	Here is a dog. Where does it go? <i>Trial 1: Show blue dog.</i> <i>Question relevant when: index() = 3</i>		
		note_g_4_14_2_2_2_1_4	Let's do another one. Here is a car. Where does it go? <i>Trial 1: Show red car.</i> <i>Question relevant when: index() = 4</i>		
		note_g_4_14_2_2_2_1_5	Here is a car. Where does it go? <i>Trial 1: Show red car.</i> <i>Question relevant when: index() = 5</i>		
		note_g_4_14_2_2_2_1_6	Let's do one more. Here is a dog. Where does it go? <i>Trial 1: Show blue dog.</i> <i>Question relevant when: index() = 6</i>		
		i14_2_results <i>(required)</i>	What does the child do?	1	Puts card in the CORRECT tray
				0	Puts card in the WRONG tray
				-1	Refuses / does nothing
		g_main > Assessment > g_4 > Item 14 > Shape Game > Assessment > Trial (2)	(Repeated group)		
		g_main > Assessment > g_4 > Item 14 > Shape Game > Assessment > Trial (2) > 2			
		note_g_4_14_2_2_2_1_1	Here is a car. Where does it go? Please place it face down in the tray. <i>Trial 2: Show red car.</i> <i>Question relevant when: index() = 1</i>		
		note_g_4_14_2_2_2_1_2	Let's do another one. Here is a dog. Where does it go? <i>Trial 2: Show blue dog.</i> <i>Question relevant when: index() = 2</i>		
		note_g_4_14_2_2_2_1_3	Here is a dog. Where does it go? <i>Trial 2: Show blue dog.</i> <i>Question relevant when: index() = 3</i>		
		note_g_4_14_2_2_2_1_4	Let's do another one. Here is a car. Where does it go? <i>Trial 2: Show red car.</i> <i>Question relevant when: index() = 4</i>		
		note_g_4_14_2_2_2_1_5	Here is a car. Where does it go? <i>Trial 2: Show red car.</i> <i>Question relevant when: index() = 5</i>		
		note_g_4_14_2_2_2_1_6	Let's do one more. Here is a dog. Where does it go? <i>Trial 2: Show blue dog.</i> <i>Question relevant when: index() = 6</i>		
		i14_2_results <i>(required)</i>	What does the child do?	1	Puts card in the CORRECT tray
				0	Puts card in the WRONG tray
				-1	Refuses / does nothing
		g_main > Assessment > g_4 > Item 14 > Shape Game > Assessment > Trial (3)	(Repeated group)		
		g_main > Assessment > g_4 > Item 14 > Shape Game > Assessment > Trial (3) > 3			
		note_g_4_14_2_2_2_1_1	Here is a car. Where does it go? Please place it face down in the tray. <i>Trial 3: Show red car.</i> <i>Question relevant when: index() = 1</i>		
		note_g_4_14_2_2_2_1_2	Let's do another one. Here is a dog. Where does it go? <i>Trial 3: Show blue dog.</i> <i>Question relevant when: index() = 2</i>		
		note_g_4_14_2_2_2_1_3	Here is a dog. Where does it go? <i>Trial 3: Show blue dog.</i> <i>Question relevant when: index() = 3</i>		
		note_g_4_14_2_2_2_1_4	Let's do another one. Here is a car. Where does it go? <i>Trial 3: Show red car.</i> <i>Question relevant when: index() = 4</i>		
		note_g_4_14_2_2_2_1_5	Here is a car. Where does it go? <i>Trial 3: Show red car.</i> <i>Question relevant when: index() = 5</i>		
		note_g_4_14_2_2_2_1_6	Let's do one more. Here is a dog. Where does it go? <i>Trial 3: Show blue dog.</i>		

Field		Question	Answer		
		Question relevant when: index() = 6			
	i14_2_results (required)	What does the child do?	1	Puts card in the CORRECT tray	
			0	Puts card in the WRONG tray	
			-1	Refuses / does nothing	
g_main > Assessment > g_4 > Item 14 > Shape Game > Assessment > Trial (4)			(Repeated group)		
g_main > Assessment > g_4 > Item 14 > Shape Game > Assessment > Trial (4) > 4					
	note_g_4_14_2_2_2_1_1	Here is a car. Where does it go? Please place it face down in the tray. Trial 4: Show red car. Question relevant when: index() = 1			
	note_g_4_14_2_2_2_1_2	Let's do another one. Here is a dog. Where does it go? Trial 4: Show blue dog. Question relevant when: index() = 2			
	note_g_4_14_2_2_2_1_3	Here is a dog. Where does it go? Trial 4: Show blue dog. Question relevant when: index() = 3			
	note_g_4_14_2_2_2_1_4	Let's do another one. Here is a car. Where does it go? Trial 4: Show red car. Question relevant when: index() = 4			
	note_g_4_14_2_2_2_1_5	Here is a car. Where does it go? Trial 4: Show red car. Question relevant when: index() = 5			
	note_g_4_14_2_2_2_1_6	Let's do one more. Here is a dog. Where does it go? Trial 4: Show blue dog. Question relevant when: index() = 6			
	i14_2_results (required)	What does the child do?	1	Puts card in the CORRECT tray	
			0	Puts card in the WRONG tray	
			-1	Refuses / does nothing	
g_main > Assessment > g_4 > Item 14 > Shape Game > Assessment > Trial (5)			(Repeated group)		
g_main > Assessment > g_4 > Item 14 > Shape Game > Assessment > Trial (5) > 5					
	note_g_4_14_2_2_2_1_1	Here is a car. Where does it go? Please place it face down in the tray. Trial 5: Show red car. Question relevant when: index() = 1			
	note_g_4_14_2_2_2_1_2	Let's do another one. Here is a dog. Where does it go? Trial 5: Show blue dog. Question relevant when: index() = 2			
	note_g_4_14_2_2_2_1_3	Here is a dog. Where does it go? Trial 5: Show blue dog. Question relevant when: index() = 3			
	note_g_4_14_2_2_2_1_4	Let's do another one. Here is a car. Where does it go? Trial 5: Show red car. Question relevant when: index() = 4			
	note_g_4_14_2_2_2_1_5	Here is a car. Where does it go? Trial 5: Show red car. Question relevant when: index() = 5			
	note_g_4_14_2_2_2_1_6	Let's do one more. Here is a dog. Where does it go? Trial 5: Show blue dog. Question relevant when: index() = 6			
	i14_2_results (required)	What does the child do?	1	Puts card in the CORRECT tray	
			0	Puts card in the WRONG tray	
			-1	Refuses / does nothing	
g_main > Assessment > g_4 > Item 14 > Shape Game > Assessment > Trial (6)			(Repeated group)		
g_main > Assessment > g_4 > Item 14 > Shape Game > Assessment > Trial (6) > 6					
	note_g_4_14_2_2_2_1_1	Here is a car. Where does it go? Please place it face down in the tray. Trial 6: Show red car. Question relevant when: index() = 1			
	note_g_4_14_2_2_2_1_2	Let's do another one. Here is a dog. Where does it go? Trial 6: Show blue dog. Question relevant when: index() = 2			
	note_g_4_14_2_2_2_1_3	Here is a dog. Where does it go? Trial 6: Show blue dog. Question relevant when: index() = 3			
	note_g_4_14_2_2_2_1_4	Let's do another one. Here is a car. Where does it go? Trial 6: Show red car.			

Field			Question	Answer		
			Question relevant when: index() = 4			
		note_g_4_14_2_2_2_1_5	Here is a car. Where does it go? <i>Trial 6: Show red car.</i> Question relevant when: index() = 5			
		note_g_4_14_2_2_2_1_6	Let's do one more. Here is a dog. Where does it go? <i>Trial 6: Show blue dog.</i> Question relevant when: index() = 6			
		i14_2_results (required)	What does the child do?	1	Puts card in the CORRECT tray	
				0	Puts card in the WRONG tray	
				-1	Refuses / does nothing	
		note_return_14	Item 14 Result: 0 Score: 0 Return: false Question relevant when: 0			
g_main > Assessment > g_4 > Item 15						
g_main > Assessment > g_4 > Item 15 > g_4_15_0						
		note_g_4_15_0_1	Materials: - Big pencil for the child - Little pencil for the assessor			
		note_g_4_15_0_2	Procedure: In this task the assessor taps a certain number of times with the pencil and asks the child to tap a different number of times in response. You will start with practice items. If the child is successful on the practice items, you will proceed to assess the child on 10 trials. 1. Provide feedback during the practice only. After that, do not give feedback. 2. Wait for 5 seconds between each trial: count slowly and silently to five or use a timer. 3. Mark the child's response on the tablet as you wait for the next trial.			
g_main > Assessment > g_4 > Item 15 > Demonstration						
g_main > Assessment > g_4 > Item 15 > Demonstration > Practice A						
g_main > Assessment > g_4 > Item 15 > Demonstration > Practice A > g_4_15_1_1_1						
		note_g_4_15_1_1_1_1	Now we are going to play a game with pencils. You hold your pencil like this and I will hold my pencil like this. When I tap my pencil one time, you tap your pencil two times. And, when I tap my pencil two times, you tap your pencil one time, okay? If I tap more than twice, you do not tap. Let's try.			
		note_g_4_15_1_1_1_2	Assessor taps 1			
		i15_demo_1_1_1 (required)	How often does the child tap?	0	0	
				1	1	
				2	2	
				3	3 or more	
				-1	Refuses to participate	
g_main > Assessment > g_4 > Item 15 > Demonstration > Practice A > g_4_15_1_1_2						
		note_g_4_15_1_1_2_1	Very good, you did it just right. Let's try again <i>Wait for 5 seconds.</i> Question relevant when: \${i15_demo_1_1_1} = 2			
		note_g_4_15_1_1_2_2	Almost, but that's not quite right. When I tap one time, you should tap two times. Try again. I tap one time, so you tap two times. <i>Wait for 5 seconds.</i> Question relevant when: \${i15_demo_1_1_1} != 2			
g_main > Assessment > g_4 > Item 15 > Demonstration > Practice B						
g_main > Assessment > g_4 > Item 15 > Demonstration > Practice B > g_4_15_1_2_1						
		note_g_4_15_1_2_1_1	Assessor taps 2			
		i15_demo_1_2_1 (required)	How often does the child tap?	0	0	
				1	1	
				2	2	
				3	3 or more	
				-1	Refuses to participate	

Field		Question	Answer			
		g_main > Assessment > g_4 > Item 15 > Demonstration > Practice B > g_4_15_1_2_2				
		note_g_4_15_1_2_2_1	Good. Question relevant when: \${i15_demo_1_2_1} = 1			
		note_g_4_15_1_2_2_2	Like this. Question relevant when: \${i15_demo_1_2_1} != 1			
		note_g_4_15_1_2_2_3	Take the child's hand and tap his/her pencil the correct number of times. Question relevant when: \${i15_demo_1_2_1} != 1			
		g_main > Assessment > g_4 > Item 15 > Demonstration > Practice C				
		g_main > Assessment > g_4 > Item 15 > Demonstration > Practice C > g_4_15_1_3_1				
		note_g_4_15_1_3_1_1	Assessor taps 3			
		i15_demo_1_3_1 (required)	How often does the child tap?	0	0	
				1	1	
				2	2	
				3	3 or more	
				-1	Refuses to participate	
		g_main > Assessment > g_4 > Item 15 > Demonstration > Practice C > g_4_15_1_3_2				
		note_g_4_15_1_3_2_1	Good. Question relevant when: \${i15_demo_1_3_1} = 0			
		note_g_4_15_1_3_2_2	No, when I tap three times, you do not tap. Question relevant when: \${i15_demo_1_3_1} != 0			
		note_font	Practise at least two times for each tapping exercise before starting the assessment. Do not practise more than six times.			
		i15_proceed (required)	Did the child understand A (1 tap) and B (2 taps) of the practice trials?	1	Yes	
				0	No	
		g_main > Assessment > g_4 > Item 15 > Round (1) Group relevant when: \${i15_proceed} = 1			(Repeated group)	
		g_main > Assessment > g_4 > Item 15 > Round (1) > g_4_15_7_1 Group relevant when: index() = 1				
		note_g_4_15_7_1_1	It looks like the child understands the game.			
		note_g_4_15_7_1_2	Okay, now we are going to do it a lot of times. Remember, when I tap one time, you tap two times, and when I tap two times, you tap one time. If I tap more than twice, you do not tap.			
		g_main > Assessment > g_4 > Item 15 > Round (1) > 1/10				
		note_g_4_15_7_2_1	Assessor taps 1 Question relevant when: index() = 2 or index() = 5 or index() = 7 or index() = 10			
		note_g_4_15_7_2_2	Assessor taps 2 Question relevant when: index() = 1 or index() = 4 or index() = 8			
		note_g_4_15_7_2_3	Assessor taps 3 Question relevant when: index() = 3 or index() = 6 or index() = 9			
		i15_result (required)	How often does the child tap?	0	0	
				1	1	
				2	2	
				3	3 or more	
				-1	Refuses to participate	
		g_main > Assessment > g_4 > Item 15 > Round (2) Group relevant when: \${i15_proceed} = 1			(Repeated group)	
		g_main > Assessment > g_4 > Item 15 > Round (2) > g_4_15_7_1 Group relevant when: index() = 1				
		note_g_4_15_7_1_1	It looks like the child understands the game.			
		note_g_4_15_7_1_2	Okay, now we are going to do it a lot of times. Remember, when I tap one time, you tap two times, and when I tap two times, you tap one time. If I tap more than twice, you do not tap.			
		g_main > Assessment > g_4 > Item 15 > Round (2) > 2/10				
		note_g_4_15_7_2_1	Assessor taps 1 Question relevant when: index() = 2 or index() = 5 or index() = 7 or index() = 10			
		note_g_4_15_7_2_2	Assessor taps 2 Question relevant when: index() = 1 or index() = 4 or index() = 8			
		note_g_4_15_7_2_3	Assessor taps 3 Question relevant when: index() = 3 or index() = 6 or index() = 9			
		i15_result (required)	How often does the child tap?	0	0	
				1	1	
				2	2	

Field	Question	Answer										
		<table><tr><td>3</td><td>3 or more</td></tr><tr><td>-1</td><td>Refuses to participate</td></tr></table>	3	3 or more	-1	Refuses to participate						
3	3 or more											
-1	Refuses to participate											
g_main > Assessment > g_4 > Item 15 > Round (3) Group relevant when: \${i15_proceed} = 1		(Repeated group)										
g_main > Assessment > g_4 > Item 15 > Round (3) > g_4_15_7_1 Group relevant when: index() = 1												
	note_g_4_15_7_1_1	It looks like the child understands the game.										
	note_g_4_15_7_1_2	Okay, now we are going to do it a lot of times. Remember, when I tap one time, you tap two times, and when I tap two times, you tap one time. If I tap more than twice, you do not tap.										
g_main > Assessment > g_4 > Item 15 > Round (3) > 3/10												
	note_g_4_15_7_2_1	Assessor taps 1 Question relevant when: index() = 2 or index() = 5 or index() = 7 or index() = 10										
	note_g_4_15_7_2_2	Assessor taps 2 Question relevant when: index() = 1 or index() = 4 or index() = 8										
	note_g_4_15_7_2_3	Assessor taps 3 Question relevant when: index() = 3 or index() = 6 or index() = 9										
	i15_result (required)	How often does the child tap? <table><tr><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td></tr><tr><td>2</td><td>2</td></tr><tr><td>3</td><td>3 or more</td></tr><tr><td>-1</td><td>Refuses to participate</td></tr></table>	0	0	1	1	2	2	3	3 or more	-1	Refuses to participate
0	0											
1	1											
2	2											
3	3 or more											
-1	Refuses to participate											
g_main > Assessment > g_4 > Item 15 > Round (4) Group relevant when: \${i15_proceed} = 1		(Repeated group)										
g_main > Assessment > g_4 > Item 15 > Round (4) > g_4_15_7_1 Group relevant when: index() = 1												
	note_g_4_15_7_1_1	It looks like the child understands the game.										
	note_g_4_15_7_1_2	Okay, now we are going to do it a lot of times. Remember, when I tap one time, you tap two times, and when I tap two times, you tap one time. If I tap more than twice, you do not tap.										
g_main > Assessment > g_4 > Item 15 > Round (4) > 4/10												
	note_g_4_15_7_2_1	Assessor taps 1 Question relevant when: index() = 2 or index() = 5 or index() = 7 or index() = 10										
	note_g_4_15_7_2_2	Assessor taps 2 Question relevant when: index() = 1 or index() = 4 or index() = 8										
	note_g_4_15_7_2_3	Assessor taps 3 Question relevant when: index() = 3 or index() = 6 or index() = 9										
	i15_result (required)	How often does the child tap? <table><tr><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td></tr><tr><td>2</td><td>2</td></tr><tr><td>3</td><td>3 or more</td></tr><tr><td>-1</td><td>Refuses to participate</td></tr></table>	0	0	1	1	2	2	3	3 or more	-1	Refuses to participate
0	0											
1	1											
2	2											
3	3 or more											
-1	Refuses to participate											
g_main > Assessment > g_4 > Item 15 > Round (5) Group relevant when: \${i15_proceed} = 1		(Repeated group)										
g_main > Assessment > g_4 > Item 15 > Round (5) > g_4_15_7_1 Group relevant when: index() = 1												
	note_g_4_15_7_1_1	It looks like the child understands the game.										
	note_g_4_15_7_1_2	Okay, now we are going to do it a lot of times. Remember, when I tap one time, you tap two times, and when I tap two times, you tap one time. If I tap more than twice, you do not tap.										
g_main > Assessment > g_4 > Item 15 > Round (5) > 5/10												
	note_g_4_15_7_2_1	Assessor taps 1 Question relevant when: index() = 2 or index() = 5 or index() = 7 or index() = 10										
	note_g_4_15_7_2_2	Assessor taps 2 Question relevant when: index() = 1 or index() = 4 or index() = 8										
	note_g_4_15_7_2_3	Assessor taps 3 Question relevant when: index() = 3 or index() = 6 or index() = 9										
	i15_result (required)	How often does the child tap? <table><tr><td>0</td><td>0</td></tr><tr><td>1</td><td>1</td></tr><tr><td>2</td><td>2</td></tr><tr><td>3</td><td>3 or more</td></tr><tr><td>-1</td><td>Refuses to participate</td></tr></table>	0	0	1	1	2	2	3	3 or more	-1	Refuses to participate
0	0											
1	1											
2	2											
3	3 or more											
-1	Refuses to participate											
g_main > Assessment > g_4 > Item 15 > Round (6)		(Repeated group)										

Field	Question		Answer	
	g_main > Assessment > g_4 > Item 15 > Round (6) > g_4_15_7_1 Group relevant when: index() = 1			
	note_g_4_15_7_1_1	It looks like the child understands the game.		
	note_g_4_15_7_1_2	Okay, now we are going to do it a lot of times. Remember, when I tap one time, you tap two times, and when I tap two times, you tap one time. If I tap more than twice, you do not tap.		
	g_main > Assessment > g_4 > Item 15 > Round (6) > 6/10			
	note_g_4_15_7_2_1	Assessor taps 1 Question relevant when: index() = 2 or index() = 5 or index() = 7 or index() = 10		
	note_g_4_15_7_2_2	Assessor taps 2 Question relevant when: index() = 1 or index() = 4 or index() = 8		
	note_g_4_15_7_2_3	Assessor taps 3 Question relevant when: index() = 3 or index() = 6 or index() = 9		
	i15_result (required)	How often does the child tap?	<div></div>	<div>00</div> <div>11</div> <div>22</div> <div>33 or more</div> <div>-1Refuses to participate</div>
	g_main > Assessment > g_4 > Item 15 > Round (7) Group relevant when: \${i15_proceed} = 1		(Repeated group)	
	g_main > Assessment > g_4 > Item 15 > Round (7) > g_4_15_7_1 Group relevant when: index() = 1			
	note_g_4_15_7_1_1	It looks like the child understands the game.		
	note_g_4_15_7_1_2	Okay, now we are going to do it a lot of times. Remember, when I tap one time, you tap two times, and when I tap two times, you tap one time. If I tap more than twice, you do not tap.		
	g_main > Assessment > g_4 > Item 15 > Round (7) > 7/10			
	note_g_4_15_7_2_1	Assessor taps 1 Question relevant when: index() = 2 or index() = 5 or index() = 7 or index() = 10		
	note_g_4_15_7_2_2	Assessor taps 2 Question relevant when: index() = 1 or index() = 4 or index() = 8		
	note_g_4_15_7_2_3	Assessor taps 3 Question relevant when: index() = 3 or index() = 6 or index() = 9		
	i15_result (required)	How often does the child tap?	<div></div>	<div>00</div> <div>11</div> <div>22</div> <div>33 or more</div> <div>-1Refuses to participate</div>
	g_main > Assessment > g_4 > Item 15 > Round (8) Group relevant when: \${i15_proceed} = 1		(Repeated group)	
	g_main > Assessment > g_4 > Item 15 > Round (8) > g_4_15_7_1 Group relevant when: index() = 1			
	note_g_4_15_7_1_1	It looks like the child understands the game.		
	note_g_4_15_7_1_2	Okay, now we are going to do it a lot of times. Remember, when I tap one time, you tap two times, and when I tap two times, you tap one time. If I tap more than twice, you do not tap.		
	g_main > Assessment > g_4 > Item 15 > Round (8) > 8/10			
	note_g_4_15_7_2_1	Assessor taps 1 Question relevant when: index() = 2 or index() = 5 or index() = 7 or index() = 10		
	note_g_4_15_7_2_2	Assessor taps 2 Question relevant when: index() = 1 or index() = 4 or index() = 8		
	note_g_4_15_7_2_3	Assessor taps 3 Question relevant when: index() = 3 or index() = 6 or index() = 9		
	i15_result (required)	How often does the child tap?	<div></div>	<div>00</div> <div>11</div> <div>22</div> <div>33 or more</div> <div>-1Refuses to participate</div>
	g_main > Assessment > g_4 > Item 15 > Round (9) Group relevant when: \${i15_proceed} = 1		(Repeated group)	
	g_main > Assessment > g_4 > Item 15 > Round (9) > g_4_15_7_1 Group relevant when: index() = 1			
	note_g_4_15_7_1_1	It looks like the child understands the game.		

Field		Question	Answer	
	note_g_4_15_7_1_2	Okay, now we are going to do it a lot of times. Remember, when I tap one time, you tap two times, and when I tap two times, you tap one time. If I tap more than twice, you do not tap.		
g_main > Assessment > g_4 > Item 15 > Round (9) > 9/10				
	note_g_4_15_7_2_1	Assessor taps 1 Question relevant when: index() = 2 or index() = 5 or index() = 7 or index() = 10		
	note_g_4_15_7_2_2	Assessor taps 2 Question relevant when: index() = 1 or index() = 4 or index() = 8		
	note_g_4_15_7_2_3	Assessor taps 3 Question relevant when: index() = 3 or index() = 6 or index() = 9		
	i15_result (required)	How often does the child tap?	0	0
			1	1
			2	2
			3	3 or more
			-1	Refuses to participate
g_main > Assessment > g_4 > Item 15 > Round (10) Group relevant when: \${i15_proceed} = 1			(Repeated group)	
g_main > Assessment > g_4 > Item 15 > Round (10) > g_4_15_7_1 Group relevant when: index() = 1				
	note_g_4_15_7_1_1	It looks like the child understands the game.		
	note_g_4_15_7_1_2	Okay, now we are going to do it a lot of times. Remember, when I tap one time, you tap two times, and when I tap two times, you tap one time. If I tap more than twice, you do not tap.		
g_main > Assessment > g_4 > Item 15 > Round (10) > 10/10				
	note_g_4_15_7_2_1	Assessor taps 1 Question relevant when: index() = 2 or index() = 5 or index() = 7 or index() = 10		
	note_g_4_15_7_2_2	Assessor taps 2 Question relevant when: index() = 1 or index() = 4 or index() = 8		
	note_g_4_15_7_2_3	Assessor taps 3 Question relevant when: index() = 3 or index() = 6 or index() = 9		
	i15_result (required)	How often does the child tap?	0	0
			1	1
			2	2
			3	3 or more
			-1	Refuses to participate
	note_return_15	Item 15 Result: 0 Score: 0 Return: false Question relevant when: 0		
g_main > Assessment > g_4 > Item 16				
g_main > Assessment > g_4 > Item 16 > g_4_16_1				
	note_g_4_16_1_1	Materials: None		
	note_g_4_16_1_2	This is another game. I am going to say some numbers. Listen carefully, and when I am finished, you say them in the same order as I said them. For example, if I say 1, 2, you say 1, 2.		
	note_g_4_16_1_3	Wait for me to say all the numbers before you repeat them. Listen carefully. Let's try a couple for practice.		
	note_g_4_16_1_4	Pause for one second in between each number in the sequence. For example « 5 » [pause] « 2 ». Practice 1. Say: 5...2 If the child makes an error on the practice, supply the correct answer.		
	i16_demo_1 (required)	Does the child repeat all digits correctly? STOP RULE: If the child cannot do the practice items after two chances, the system will proceed to the next item.	1	Yes
			0	No
			-1	No response/ refusal
g_main > Assessment > g_4 > Item 16 > g_4_16_2				
	note_g_4_16_2	Pause for one second in between each number in the sequence. For example « 6 » [pause] « 1 » [pause] « 3 ». Practice 2. Say: 6...1...3 If the child makes an error on the practice, supply the correct answer.		
	i16_demo_2 (required)	Does the child repeat all digits correctly?	1	Yes
			0	No

Field	Question	Answer	
	STOP RULE: If the child cannot do the practice items after two chances, the system will proceed to the next item.	-1	No response/ refusal
note_g_4_16_2_1	Proceed to the next item. <i>Question relevant when: \${i16_demo_1} != 1 and \${i16_demo_2} != 1</i>		
g_main > Assessment > g_4 > Item 16 > g_4_16_3 <i>Group relevant when: \${i16_demo_1} = 1 or \${i16_demo_2} = 1</i>			
g_main > Assessment > g_4 > Item 16 > g_4_16_3 > g_4_16_3_1			
note_g_4_16_3_1_1	<i>Trial 1. Say: Okay, now let's do some more. Just listen carefully, and do your best. 1...6</i>		
i16_result_1 <i>(required)</i>	Does the child repeat all digits correctly?	1	Yes
		0	No
		-1	No response/ refusal
g_main > Assessment > g_4 > Item 16 > g_4_16_3 > g_4_16_3_2			
note_g_4_16_3_2_1	<i>Trial 2. Say: 5...2...9</i>		
i16_result_2 <i>(required)</i>	Does the child repeat all digits correctly?	1	Yes
		0	No
		-1	No response/ refusal
g_main > Assessment > g_4 > Item 16 > g_4_16_3 > g_4_16_3_3			
note_g_4_16_3_3_1	<i>Trial 3. Say: 8...3...1...4</i>		
i16_result_3 <i>(required)</i>	Does the child repeat all digits correctly?	1	Yes
		0	No
		-1	No response/ refusal
g_main > Assessment > g_4 > Item 16 > g_4_16_3 > g_4_16_3_4			
note_g_4_16_3_4	<i>Trial 4. Say: 1...2...4...7...3</i>		
i16_result_4 <i>(required)</i>	Does the child repeat all digits correctly?	1	Yes
		0	No
		-1	No response/ refusal
note_return_16	Item 16 Result: 0 Score: 0 Return: false <i>Question relevant when: 0</i>		
g_main > Assessment > g_4 > Item 17			
g_main > Assessment > g_4 > Item 17 > g_4_17_0			
note_g_4_17_0_1	Materials: - Seven picture cards and pieces to be used to construct a copy of each picture card		
note_g_4_17_0_2	<i>Follow these same instructions for every card:</i> <i>Place the card on table in front of the child – say: Look at this picture. What is it? If the child does not know what the picture shows, say: It is a (.....)</i> <i>Place the pieces in a stack/pile face up on the table in front of the child. Start timing the child on the stopwatch as soon as you have given the instruction.</i>		
note_g_4_17_0_3	Now: Put these pieces together to look like the picture.		
note_g_4_17_0_4	<i>Present each card in the order below</i> STOP RULE: If the child cannot successfully complete two puzzles, the system will proceed to the next item.		
g_main > Assessment > g_4 > Item 17 > g_4_17_1			
i17_timer_1 <i>(required)</i>	1: DONKEY 2 pieces Place the card on table in front of the child - say: Look at this picture. What is it? <i>If the child does not know what the picture shows, say: It is a DONKEY.</i> <i>Place the pieces in a stack/pile face up on the table in front of the child. Start timing the child on the stopwatch as soon as you have given the instruction.</i> Now: Put these pieces together to look like the picture. STOP RULE: 60 seconds.		
i17_result_1 <i>(required)</i>	Did the child complete the puzzle within 60 seconds?	1	Yes

Field	Question	Answer		
		0	No	
		-1	No response/ refusal	
g_main > Assessment > g_4 > Item 17 > g_4_17_2				
	<div>i17_timer_2 <i>(required)</i></div> <div>2: CHILD 3 pieces</div> <div>Place the card on table in front of the child - say: Look at this picture. What is it? <i>If the child does not know what the picture shows, say: It is a CHILD.</i></div> <div>Place the pieces in a stack/pile face up on the table in front of the child. Start timing the child on the stopwatch as soon as you have given the instruction.</div> <div>Now: Put these pieces together to look like the picture.</div> <div>STOP RULE: 60 seconds.</div>			
	i17_result_2 <i>(required)</i>	1	Yes	
		0	No	
		-1	No response/ refusal	
g_main > Assessment > g_4 > Item 17 > g_4_17_3 Group relevant when: \${i17_result_1} = 1 or \${i17_result_2} = 1				
	<div>i17_timer_3 <i>(required)</i></div> <div>3: ELEPHANT 3 pieces</div> <div>Place the card on table in front of the child - say: Look at this picture. What is it? <i>If the child does not know what the picture shows, say: It is a ELEPHANT.</i></div> <div>Place the pieces in a stack/pile face up on the table in front of the child. Start timing the child on the stopwatch as soon as you have given the instruction.</div> <div>Now: Put these pieces together to look like the picture.</div> <div>STOP RULE: 90 seconds.</div>			
	i17_result_3 <i>(required)</i>	1	Yes	
		0	No	
		-1	No response/ refusal	
g_main > Assessment > g_4 > Item 17 > g_4_17_4 Group relevant when: \${i17_result_2} = 1 or \${i17_result_3} = 1				
	<div>i17_timer_4 <i>(required)</i></div> <div>4: DONKEY 4 pieces</div> <div>Place the card on table in front of the child - say: Look at this picture. What is it? <i>If the child does not know what the picture shows, say: It is a DONKEY.</i></div> <div>Place the pieces in a stack/pile face up on the table in front of the child. Start timing the child on the stopwatch as soon as you have given the instruction.</div> <div>Now: Put these pieces together to look like the picture.</div> <div>STOP RULE: 90 seconds.</div>			
	i17_result_4 <i>(required)</i>	1	Yes	
		0	No	
		-1	No response/ refusal	
g_main > Assessment > g_4 > Item 17 > g_4_17_5 Group relevant when: \${i17_result_3} = 1 or \${i17_result_4} = 1				
	<div>i17_timer_5 <i>(required)</i></div> <div>5: COW 5 pieces</div> <div>Place the card on table in front of the child - say: Look at this picture. What is it? <i>If the child does not know what the picture shows, say: It is a COW.</i></div> <div>Place the pieces in a stack/pile face up on the table in front of the child. Start timing the child on the stopwatch as soon as you have given the instruction.</div>			

Field	Question		Answer	
		<p>Now: Put these pieces together to look like the picture.</p> <p>STOP RULE: 120 seconds.</p>		
	i17_result_5 <i>(required)</i>	Did the child complete the puzzle within 120 seconds?	1	Yes
			0	No
			-1	No response/ refusal
g_main > Assessment > g_4 > Item 17 > g_4_17_6 Group relevant when: \${i17_result_4} = 1 or \${i17_result_5} = 1				
	i17_timer_6 <i>(required)</i>	<p>6: RABBIT 5 pieces</p> <p>Place the card on table in front of the child - say: Look at this picture. What is it? <i>If the child does not know what the picture shows, say: It is a RABBIT.</i></p> <p><i>Place the pieces in a stack/pile face up on the table in front of the child. Start timing the child on the stopwatch as soon as you have given the instruction.</i></p> <p>Now: Put these pieces together to look like the picture.</p> <p>STOP RULE: 120 seconds.</p>		
	i17_result_6 <i>(required)</i>	Did the child complete the puzzle within 120 seconds?	1	Yes
			0	No
			-1	No response/ refusal
g_main > Assessment > g_4 > Item 17 > g_4_17_7 Group relevant when: \${i17_result_5} = 1 or \${i17_result_6} = 1				
	i17_timer_7 <i>(required)</i>	<p>7: FISH 6 pieces</p> <p>Place the card on table in front of the child - say: Look at this picture. What is it? <i>If the child does not know what the picture shows, say: It is a FISH.</i></p> <p><i>Place the pieces in a stack/pile face up on the table in front of the child. Start timing the child on the stopwatch as soon as you have given the instruction.</i></p> <p>Now: Put these pieces together to look like the picture.</p> <p>STOP RULE: 120 seconds.</p>		
	i17_result_7 <i>(required)</i>	Did the child complete the puzzle within 120 seconds?	1	Yes
			0	No
			-1	No response/ refusal
	note_return_17	Item 17 Result: 0 Score: 0 Return: false <i>Question relevant when: 0</i>		
	note_lang_4	Domain 4: 0 Score 14: 0 Score 15: 0 Score 16: 0 Score 17: 0 <i>Question relevant when: 0</i>		
	exit_4 <i>(required)</i>	Would you like to continue with the child assessment? <i>Select "Yes" to continue.</i>	1	Yes
			0	No
g_main > Assessment > g_5 Group relevant when: \${exit_1} != 0 and \${exit_2} != 0 and \${exit_3} != 0 and \${exit_4} != 0				
g_main > Assessment > g_5 > Item 18				
g_main > Assessment > g_5 > Item 18 > g_5_18_1				
	note_g_5_18_1_1	<p>Materials:</p> <p>- Picture card of a girl crying</p>		

Field		Question	Answer		
	note_g_5_18_1_2	<div>Display the picture card on the tent.</div>			
	note_g_5_18_1_3	Let's look at this picture. Pretend this girl is your friend. How do you think she is feeling right now?			
	i18_result_1 <i>(required)</i>	<div>What is the child's response?</div> <div>Appropriate answers: Upset, in pain, sad, scared, tired or other culturally acceptable answer.</div>	1	Appropriate response	
			0	Inappropriate response	
			-1	No response/ refusal	
g_main > Assessment > g_5 > Item 18 > g_5_18_2					
Group relevant when: \${i18_result_1} = 1					
	note_g_5_18_2_1	What would you do to help her feel better?			
	i18_result_2 <i>(required)</i>	<div>What is the child's response?</div> <div>Appropriate answers: asks how she is doing, hug her, tell her she will be OK, find out if she needs medicine, play with her, hold her hand, get an adult to help her, have a sleep or other local culturally acceptable answer. Prompt ONCE for an alternative response.</div>	1	Appropriate response	
			0	Inappropriate response	
			-1	No response/ refusal	
g_main > Assessment > g_5 > Item 18 > g_5_18_3					
Group relevant when: \${i18_result_2} = 1					
	note_g_5_18_3_1	Is there anything else you would do?			
	i18_result_3 <i>(required)</i>	<div>What is the child's response?</div> <div>Appropriate answers: asks how she is doing, hug her, tell her she will be OK, find out if she needs medicine, play with her, hold her hand, get an adult to help her, have a sleep or other local culturally acceptable answer. Prompt ONCE for an alternative response. Pause for 10 seconds then move to next item.</div>	1	Appropriate response	
			0	Inappropriate response	
			-1	No response/ refusal	
	note_return_18	<div>Item 18</div> <div>Result: 0</div> <div>Score: 0</div> <div>Return: false</div> <div>Question relevant when: 0</div>			
g_main > Assessment > g_5 > Item 19					
g_main > Assessment > g_5 > Item 19 > g_5_19_1					
	note_g_5_19_1_1	Materials: None			
	note_g_5_19_1_2	Now I have some questions about feelings. Think for a moment and tell me what makes you feel sad or want to cry?			
	i19_result_1 <i>(required)</i>	What is the child's response?	1	Appropriate response	
			0	Inappropriate response	
			-1	No response/ refusal	
g_main > Assessment > g_5 > Item 19 > g_5_19_2					
	note_g_5_19_2_1	What do you do to feel better when you are feeling sad?			
	i19_result_2 <i>(required)</i>	<div>What is the child's response?</div> <div>Appropriate answers for regulating emotions: talking/being with friend/adult, playing with something, seeking an adult to help, think of something that makes me smile, punches something like a bag or cushion (not a person), take a deep breath etc.</div>	1	Appropriate response	
			0	Inappropriate response	
			-1	No response/ refusal	
g_main > Assessment > g_5 > Item 19 > g_5_19_3					
Group relevant when: \${i19_result_2} = 1					
	note_g_5_19_3_1	What else do you do to feel better when you are feeling sad?			
	i19_result_3 <i>(required)</i>	<div>What is the child's response?</div> <div>Appropriate answers for regulating emotions: talking/being with friend/adult, playing with something, seeking an adult to help, think of something that makes me smile, punches something like a bag or cushion (not a person), take a deep breath etc. Pause for 10 seconds then move to next item.</div>	1	Appropriate response	
			0	Inappropriate response	
			-1	No response/ refusal	
g_main > Assessment > g_5 > Item 19 > g_5_19_4					
	g_5_19_4_1	Now tell me what kinds of things make you feel happy?			
	i19_result_4 <i>(required)</i>	What is the child's response?	1	Appropriate response	
			0	Inappropriate response	
			-1	No response/ refusal	
	note_return_19	<div>Item 19</div> <div>Result: 0</div> <div>Score: 0</div> <div>Return: false</div> <div>Question relevant when: 0</div>			
g_main > Assessment > g_5 > Item 20					

Field	Question		Answer		
	g_main > Assessment > g_5 > Item 20 > g_5_20_1				
	note_g_5_20_1_1	Materials: None			
	note_g_5_20_1_2	Can you tell me all the things you do when you get up in the morning?			
		Can you think of anything else?			
	note_g_5_20_1_3	STOP RULE: If the child does not reply after 10 seconds move to the next item.			
	i20_result_1 (required)	How did the child respond?	-1	No response/ refusal	
			0	Child mumbled a few words that were incomplete and difficult to understand.	
			1	Child spoke one sentence.	
			2	Child spoke more than one sentence.	
			3	Child spoke many sentences.	
	g_main > Assessment > g_5 > Item 20 > g_5_20_2 Group relevant when: \${i20_result_1} > 0				
	i20_result_2 (required)	Did the child speak clearly?	1	Child spoke clearly.	
			0	Child was occasionally hard to understand.	
	i20_result_3 (required)	Did the child make grammatical mistakes?	1	No mistakes	
			2	Few mistakes	
			0	Many mistakes	
	note_return_20	Item 20 Result: 0 Score: 0 Return: false Question relevant when: 0			
	g_main > Assessment > g_5 > Item 21				
	g_main > Assessment > g_5 > Item 21 > g_5_21_1				
	note_5_21_1_1	Materials: None			
	note_5_21_1_2	Now, I want to you think about where you live. Can you tell me all the things that you can see inside and outside your house and I will count them?			
	note_5_21_1_3	When the child reaches 10 items move on to the next item.			
		STOP RULE: If the child cannot think of more things, wait 10 seconds then move on to the next item.			
	i21_result_1 (required)	How many items did the child name?	10	10	
			9	9	
			8	8	
			7	7	
			6	6	
			5	5	
			4	4	
			3	3	
			2	2	
			1	1	
			-1	No response/ refusal	
	g_main > Assessment > g_5 > Item 21 > g_5_21_2 Group relevant when: \${i21_result_1} = 2 or \${i21_result_1} = 3				
	note_g_5_21_2_1	Prompt the child: Can you think of any more?			
		When the child reaches [calc_i21_items] items move on to the next item. If the child cannot think of more things, wait 10 seconds then move on to the next item.			
	i21_result_2 (required)	How many additional items did the child name?	10	10	
			9	9	
			8	8	
			7	7	
			6	6	
			5	5	
			4	4	
			3	3	

Field		Question	Answer	
			2	2
			1	1
			-1	No response/ refusal
	note_return_21	Item 21 Result: [result_21] Score: 0 Return: false <i>Question relevant when: 0</i>		
g_main > Assessment > g_5 > Item 22				
	note_g_5_22_1	Now we’re almost finished. Only two more games to play.		
	note_g_5_22_2	Materials: None <i>Explain the task then read out the story slowly, clearly and fluently.</i> Now I am going to tell you an interesting story. After I have told you the story I will ask you some questions. Listen carefully, okay? The Mouse and the Cat. Once upon a time there was a fat cat. He always wore a red hat. Once when he was sleeping, a small mouse came silently and stole the hat. The cat woke up to see his hat gone, got very angry and started chasing the mouse because the mouse had taken his hat. After a while, the mouse was trapped under a table and could not find any way to escape. So the mouse said to the cat, “Please don’t eat me, cat. If you save my life I will give back your hat.” So, after getting back his hat the cat said, “Please don’t touch my hat again” and he went back to sleep in a happy mood. Now I am going to ask you some questions about the story.		
g_main > Assessment > g_5 > Item 22 > 1/5				
g_main > Assessment > g_5 > Item 22 > 1/5 > g_5_22_1_1				
	note_g_5_22_1_1_1	Ask slowly and clearly: Who stole the cat's hat?		
	i22_result_1_1 <i>(required)</i>	Did the child answer correctly ("The mouse")?	1	Yes
			0	No
			-1	No response/ refusal
g_main > Assessment > g_5 > Item 22 > 1/5 > g_5_22_1_2 <i>Group relevant when: \${i22_result_1_1} != 1</i>				
	note_g_5_22_1_2_1	Ask again slowly and clearly: Who stole the cat's hat?		
	i22_result_1_2 <i>(required)</i>	Did the child answer correctly ("The mouse")?	1	Yes
			0	No
			-1	No response/ refusal
g_main > Assessment > g_5 > Item 22 > 2/5				
g_main > Assessment > g_5 > Item 22 > 2/5 > g_5_22_2_1				
	note_g_5_22_2_1_1	Ask slowly and clearly: Can you tell me the colour of the hat?		
	i22_result_2_1 <i>(required)</i>	Did the child answer correctly ("Red")?	1	Yes
			0	No
			-1	No response/ refusal
g_main > Assessment > g_5 > Item 22 > 2/5 > g_5_22_2_2 <i>Group relevant when: \${i22_result_2_1} != 1</i>				
	note_g_5_22_2_2_1	Ask again slowly and clearly: Can you tell me the colour of the hat?		
	i22_result_2_2 <i>(required)</i>	Did the child answer correctly ("Red")?	1	Yes
			0	No
			-1	No response/ refusal
g_main > Assessment > g_5 > Item 22 > 3/5				
g_main > Assessment > g_5 > Item 22 > 3/5 > g_5_22_3_1				
	note_g_5_22_3_1_1	Ask slowly and clearly: Why did the cat chase the mouse?		
	i22_result_3_1 <i>(required)</i>	Did the child answer correctly ("Because the mouse took/stole his hat")?	1	Yes
			0	No
			-1	No response/ refusal
g_main > Assessment > g_5 > Item 22 > 3/5 > g_5_22_3_2 <i>Group relevant when: \${i22_result_3_1} != 1</i>				

Field		Question	Answer	
	note_g_22_3_2_1	Ask again slowly and clearly: Why did the cat chase the mouse?		
	i22_result_3_2 <i>(required)</i>	Did the child answer correctly ("Because the mouse took/stole his hat")?	1	Yes
			0	No
			-1	No response/ refusal
g_main > Assessment > g_5 > Item 22 > 4/5				
g_main > Assessment > g_5 > Item 22 > 4/5 > g_5_22_4_1				
	note_g_5_22_4_1_1	Ask slowly and clearly: Where did the mouse get trapped?		
	i22_result_4_1 <i>(required)</i>	Did the child answer correctly ("Under the table")?	1	Yes
			0	No
			-1	No response/ refusal
g_main > Assessment > g_5 > Item 22 > 4/5 > g_5_22_4_2				
Group relevant when: \${i22_result_4_1} != 1				
	note_g_5_22_4_2_1	Ask again slowly and clearly: Where did the mouse get trapped?		
	i22_result_4_2 <i>(required)</i>	Did the child answer correctly ("Under the table")?	1	Yes
			0	No
			-1	No response/ refusal
g_main > Assessment > g_5 > Item 22 > 5/5				
g_main > Assessment > g_5 > Item 22 > 5/5 > g_5_22_5_1				
	note_g_22_5_1_1	Ask slowly and clearly: Why did the cat decide not to eat the mouse?		
	i22_result_5_1 <i>(required)</i>	Did the child answer correctly ("Because the mouse gave back the hat")?	1	Yes
			0	No
			-1	No response/ refusal
g_main > Assessment > g_5 > Item 22 > 5/5 > g_5_22_5_2				
Group relevant when: \${i22_result_5_1} != 1				
	note_g_5_22_5_2_1	Ask again slowly and clearly: Why did the cat decide not to eat the mouse?		
	i22_result_5_2 <i>(required)</i>	Did the child answer correctly ("Because the mouse gave back the hat")?	1	Yes
			0	No
			-1	No response/ refusal
	note_return_22	Item 22 Result: 0 Score: 0 Return: false Question relevant when: 0		
g_main > Assessment > g_5 > Item 23				
g_main > Assessment > g_5 > Item 23 > Practice trial 1				
	note_5_23_1_1	Materials: None		
	note_5_23_1_2	Let's play another game. This is a matching game. Listen carefully to what I say and look at me. The first word is DUCK. DUCK starts with 'D'.		
	note_5_23_1_3	Say the beginning phoneme and not the word.		
	note_5_23_1_4	I will say three words and you will tell me which one starts with 'D'. - CAT - DUCK - TAXI STOP RULE: If the child does not succeed on the second practice trial the form will skip the rest of the item.		
	i23_demo_1 <i>(required)</i>	What did the child say?	2	CAT
			1	DUCK
			3	TAXI
			4	Something else
			-1	Refuses / says nothing
g_main > Assessment > g_5 > Item 23 > Practice trial 2				
Group relevant when: \${i23_demo_1} != 1				
	note_g_5_23_2_1	DUCK starts with 'D'.		
	note_g_5_23_2_2	I will say three words and you will tell me which one starts with 'D'? - CAT		

Field	Question		Answer	
		- DUCK - TAXI		
	i23_demo_2 <i>(required)</i>	What did the child say?	2	CAT
			1	DUCK
			3	TAXI
			4	Something else
			-1	Refuses / says nothing
	note_g_5_23_3	<i>The child failed to pass the trial so we will skip this item.</i> <i>Question relevant when: \${i23_demo_1} != 1 and \${i23_demo_2} != 1</i>		
g_main > Assessment > g_5 > Item 23 > Assessment 1 <i>Group relevant when: \${i23_demo_1} = 1 or \${i23_demo_2} = 1</i>				
	note_g_5_23_3_1	There are 3 tests.		
	note_g_5_23_3_2	Now let's play some more? I will say three words and you will tell me which one starts with D? - BALL - DOOR - COW <i>Say the beginning phoneme and not the word. Repeat the list of words only ONCE if the child does not succeed on the first attempt.</i>		
	i23_result_1 <i>(required)</i>	What did the child say?	2	BALL
			1	DOOR
			3	COW
			4	Something else
			-1	Refuses / says nothing
g_main > Assessment > g_5 > Item 23 > Assessment 2 <i>Group relevant when: \${i23_demo_1} = 1 or \${i23_demo_2} = 1</i>				
	note_5_23_4_1	Now can you tell me which one starts with 'M'? - MOUSE - TABLE - CAT <i>Say the beginning phoneme and not the word. Repeat the list of words only ONCE if the child does not succeed on the first attempt.</i>		
	i23_result_2 <i>(required)</i>	What did the child say?	1	MOUSE
			2	TABLE
			3	CAT
			4	Something else
			-1	Refuses / says nothing
g_main > Assessment > g_5 > Item 23 > Assessment 3 <i>Group relevant when: \${i23_demo_1} = 1 or \${i23_demo_2} = 1</i>				
	note_g_5_23_5_1	I will say three words and you will tell me which one starts with 'L'? - GOAT - MEAT - LAMP <i>Say the beginning phoneme and not the word. Repeat the list of words only ONCE if the child does not succeed on the first attempt.</i>		
	i23_result_3 <i>(required)</i>	What did the child say?	2	GOAT
			3	MEAT
			1	LAMP

Field				Question				Answer			
									4	Something else	
									-1	Refuses / says nothing	
		note_return_23		Item 23 Result: 0 Score: 0 Return: false <i>Question relevant when: 0</i>							
		note_lang_5		Domain 5: [domain_5] Score 18: 0 Score 19: 0 Score 20: 0 Score 21: 0 Score 22: 0 Score 23: 0 <i>Question relevant when: 0</i>							
g_main > Assessment > Return to incomplete sections <i>Group relevant when: \${return_1} = 1 or \${return_2} = 1 or \${return_3} = 1 or \${return_4} = 1 or \${return_5} = 1 or \${return_6} = 1 or \${return_7} = 1 or \${return_8} = 1 or \${return_9} = 1 or \${return_10} = 1 or \${return_11} = 1 or \${return_12} = 1 or \${return_13} = 1 or \${return_14} = 1 or \${return_15} = 1 or \${return_16} = 1 or \${return_17} = 1 or \${return_18} = 1 or \${return_19} = 1 or \${return_20} = 1 or \${return_21} = 1 or \${return_22} = 1 or \${return_23} = 1</i>											
		note_g_return_0		You indicated in some sections that the child refused to participate in the activity. You have the opportunity now to revisit these sections, if you think that the child might be willing to participate now. Listed below are the incomplete items. Tap on an item to jump to the corresponding item. After completing the item you can return to the end of the form via the navigation menu. If you prefer to continue to the end of the form right away please answer "Yes" to the question at the bottom of this screen.							
		note_g_return_1		Item 1 <i>Question relevant when: \${return_1} = 1</i>							
		note_g_return_2		Item 2 <i>Question relevant when: \${return_2} = 1</i>							
		note_g_return_3		Item 3 <i>Question relevant when: \${return_3} = 1</i>							
		note_g_return_4		Item 4 <i>Question relevant when: \${return_4} = 1</i>							
		note_g_return_5		Item 5 <i>Question relevant when: \${return_5} = 1</i>							
		note_g_return_6		Item 6 <i>Question relevant when: \${return_6} = 1</i>							
		note_g_return_7		Item 7 <i>Question relevant when: \${return_7} = 1</i>							
		note_g_return_8		Item 8 <i>Question relevant when: \${return_8} = 1</i>							
		note_g_return_9		Item 9 <i>Question relevant when: \${return_9} = 1</i>							
		note_g_return_10		Item 10 <i>Question relevant when: \${return_10} = 1</i>							
		note_g_return_11		Item 11 <i>Question relevant when: \${return_11} = 1</i>							
		note_g_return_12		Item 12 <i>Question relevant when: \${return_12} = 1</i>							
		note_g_return_13		Item 13 <i>Question relevant when: \${return_13} = 1</i>							
		note_g_return_14		Item 14 <i>Question relevant when: \${return_14} = 1</i>							
		note_g_return_15		Item 15 <i>Question relevant when: \${return_15} = 1</i>							
		note_g_return_16		Item 16 <i>Question relevant when: \${return_16} = 1</i>							
		note_g_return_17		Item 17 <i>Question relevant when: \${return_17} = 1</i>							
		note_g_return_18		Item 18 <i>Question relevant when: \${return_18} = 1</i>							

Field		Question	Answer		
	note_g_return_19	Item 19 <i>Question relevant when: \${return_19} = 1</i>			
	note_g_return_20	Item 20 <i>Question relevant when: \${return_20} = 1</i>			
	note_g_return_21	Item 21 <i>Question relevant when: \${return_21} = 1</i>			
	note_g_return_22	Item 22 <i>Question relevant when: \${return_22} = 1</i>			
	note_g_return_23	Item 23 <i>Question relevant when: \${return_23} = 1</i>			
	continue_return <i>(required)</i>	Would you like to continue without returning to the incomplete sections? <i>Response constrained to: . = 1</i>	1	Yes	
			0	No	
	note_domain_1_5	Domain 1: [domain_1] Domain 2: [domain_2] Domain 3: [domain_3] Domain 4: 0 Domain 5: [domain_5] <i>Question relevant when: 0</i>			
	comment_exit <i>(required)</i>	Why did you have to exit the assessment? <i>For example: child unwell, unresponsive, crying etc.</i> <i>Question relevant when: \${exit_1} = 0 or \${exit_2} = 0 or \${exit_3} = 0 or \${exit_4} = 0</i>			
g_main > Screening Questions					
g_main > Screening Questions > g_screen_1					
	note_screen_1_1	Please answer these questions carefully. A 'YES' answer to any of the questions is used to remove children with a disability from the analysis in order to provide accurate information on the group being assessed.			
	label_screen	Screening Questions	1	Yes	
			0	No	
	screen_see <i>(required)</i>	Did this child have difficulties seeing (with or without glasses)?	1	Yes	
			0	No	
	screen_hear <i>(required)</i>	Did this child have difficulties hearing (with or without a hearing aid)?	1	Yes	
			0	No	
	screen_understand <i>(required)</i>	Did this child have significant difficulties understanding the instructions for 8 or more ELOM4&5 items?	1	Yes	
			0	No	
	screen_move <i>(required)</i>	Did this child have difficulties walking or moving their arms, or have weakness or stiffness in the arms or legs?	1	Yes	
			0	No	
g_main > Screening Questions > g_screen_2 <i>Group relevant when: \${screened} > 0 and \${mode} = 1</i>					
	note_screen	[child_name_first] has been rated "yes" on at least one of the four WHO disability screen questions. The record will therefore be removed from the analysis. The organisation will be informed of the name of the child. They can then take appropriate steps to determine whether the assessor's observation corresponds with the experience of ECD programme staff and, if so, refer the parent to an appropriate expert for further investigation.			
	comment_screen <i>(required)</i>	Please provide additional information.			
g_main > g_screened <i>Group relevant when: \${screened} = 0</i>					
g_main > g_screened > Overall observation of child					
	note_g_observation	Based on your observation of the child throughout the assessment, please answer the following questions as carefully as possible.			
	label_observation	Observations	0	Almost never	
			1	Sometimes	
			2	Often	
			3	Almost always	
	observation_attentive <i>(required)</i>	Did the child pay attention to the instructions and demonstrations throughout the assessment?	0	Almost never	
			1	Sometimes	
			2	Often	
			3	Almost always	
	observation_concentrated <i>(required)</i>	Did the child stay concentrated and on task during the activities and was not easily distracted?	0	Almost never	
			1	Sometimes	
			2	Often	

Field	Question	Answer
		3 Almost always
observation_diligent <i>(required)</i>	Was the child careful and diligent on tasks? Was child interested in accuracy?	0 Almost never
		1 Sometimes
		2 Often
		3 Almost always
observation_interested <i>(required)</i>	Was the child interested and curious about the tasks throughout the assessment?	0 Almost never
		1 Sometimes
		2 Often
		3 Almost always
g_main > g_screened > Interruptions		
interrupted <i>(required)</i>	Was the ELOM assessment, excluding the height and weight measurement, disrupted at any point?	1 Yes
		0 No
g_main > g_screened > Interruptions > g_interruptions_1 Group relevant when: $\{interrupted\} = 1$		
interruptions <i>(required)</i>	Roughly how many times was the ELOM assessment disrupted?	1 1
		2 2
		3 3 or more
reaction <i>(required)</i>	How did the child generally react to the disruption(s)?	1 The child was mostly unaffected and could quickly re-focus on the assessment without help from the assessor.
		2 The child was somewhat distracted but was able to re-focus on the assessment with some help from the assessor.
		3 The child was very distracted and it took a lot of effort from the assessor to help the child re-focus on the assessment.
		4 The disruption substantially reduced the child's ability to focus on the assessment and they could no longer continue.
affected <i>(required)</i>	Do you think the child was so distracted by the interruptions that their score may have been affected?	1 Yes
		0 No
pictures <i>(required)</i>	Would you like to take a picture of the child's drawings: triangle (Item 6) and self (Item 7)? <i>Only select "Yes" if you think there is something special about these pictures or if you were instructed to take pictures.</i>	1 Yes
		0 No
g_main > g_screened > Pictures Group relevant when: $\{pictures\} = 1$		
g_main > g_screened > Pictures > g_picture_1		
note_g_picture_1	Please take pictures of the child's drawings of a triangle (Item 6) and their drawing of themselves (Item 7) for our records. Do this from behind where the child was seated.	
label_capture_picture	Are you able to take a picture of:	1 Yes
		0 No
capture_picture_triangle <i>(required)</i>	The drawing of the triangle?	1 Yes
		0 No
capture_picture_self <i>(required)</i>	The child's drawing of themselves?	1 Yes
		0 No
g_main > g_screened > Pictures > g_picture_2		
comment_picture_triangle <i>(required)</i>	Why can you not take a picture of the child's drawing of the triangle? Question relevant when: $\{capture_picture_triangle\} = 0$	
comment_picture_self <i>(required)</i>	Why can you not take a picture of the child's drawing of themselves? Question relevant when: $\{capture_picture_self\} = 0$	
picture_triangle <i>(required)</i>	Picture of child's drawing of the triangle Question relevant when: $\{capture_picture_triangle\} = 1$	
picture_self <i>(required)</i>	Picture of child's drawing of themselves Question relevant when: $\{capture_picture_self\} = 1$	

Field	Question		Answer	
g_main > g_sef_home				
Group relevant when: \${mode} = 2				
g_main > g_sef_home > Caregiver details				
	note_caregiver	Please ask the following details from the caregiver		
	caregiver_name <i>(required)</i>	What is the first name of the caregiver?		
	caregiver_surname <i>(required)</i>	What is the surname of the caregiver?		
	caregiver_sex <i>(required)</i>	What is the sex of the caregiver?	1	Female
			0	Male
	caregiver_age <i>(required)</i>	What is the age of the caregiver (in years)? Response constrained to: . >= 10 and .<=90 or . = -1		
	caregiver_timechild <i>(required)</i>	How long has caregiver known this child (in months)? Response constrained to: . >= -1 and . <= \${child_age}		
g_main > g_sef_home > SEF				
g_main > g_sef_home > SEF > Social				
	selfcare_cg <i>(required)</i>	Can this child use the toilet on her / his own?	1	None of the time
			2	A little of the time
			3	Most of the time
			4	All of the time
	social_peers_cg <i>(required)</i>	Does the child play well with other children (can wait for their turn/share)?	1	None of the time
			2	A little of the time
			3	Most of the time
			4	All of the time
			-3	Does not spend time with other children
	social_nonaggressive_cg <i>(required)</i>	Does the child resolve problems with other children without becoming aggressive or fighting?	1	None of the time
			2	A little of the time
			3	Most of the time
			4	All of the time
			-3	Does not spend time with other children
	social_cooperate_cg <i>(required)</i>	Does the child cooperate with other children without being told?	1	None of the time
			2	A little of the time
			3	Most of the time
			4	All of the time
			-3	Does not spend time with other children
	social_assistance_cg <i>(required)</i>	Does the child seek out assistance or support from familiar adults (adults that he or she know well)?	1	None of the time
			2	A little of the time
			3	Most of the time
			4	All of the time
	social_ideas_cg <i>(required)</i>	Does the child seek a familiar adult's ideas or explanations about events or experiences that are interesting to the child?	1	None of the time
			2	A little of the time
			3	Most of the time
			4	All of the time
	social_initiative_cg <i>(required)</i>	Does the child take initiative in creating cooperative activities with a familiar adult?	1	None of the time
			2	A little of the time
			3	Most of the time
			4	All of the time
g_main > g_sef_home > SEF > Emotional				
	emotional_understand_cg <i>(required)</i>	Is it easy to understand what the child is saying?	0	No
			1	Sometimes
			2	Often
	emotional_appropriate_cg <i>(required)</i>	Does the child express needs and feelings appropriately?	0	No
			1	Sometimes
			2	Often
	emotional_independent_cg <i>(required)</i>	Is the child independent, does the child like to do things without help?	0	No
			1	Sometimes
			2	Often
	emotional_adjust_cg <i>(required)</i>	Does the child adjust well to changes in the home routine?	0	No

Field		Question	Answer	
			1	Sometimes
			2	Often
	emotional_confidence_cg <i>(required)</i>	Does the child approach new experiences confidently, without fear?	0	No
			1	Sometimes
			2	Often
	emotional_selfstarter_cg <i>(required)</i>	Is the child a self starter (initiates activities without help)?	0	No
			1	Sometimes
			2	Often
g_main > g_sef_home > SEF > Task focus				
	taskfocus_restless_cg <i>(required)</i>	Is the child restless, cannot sit still for long?	2	No
			1	Sometimes
			0	Often
	taskfocus_distracted_cg <i>(required)</i>	Does the child get distracted easily or find it hard to concentrate?	2	No
			1	Sometimes
			0	Often
	taskfocus_think_cg <i>(required)</i>	Does the child think before they do something?	0	No
			1	Sometimes
			2	Often
	taskfocus_finish_cg <i>(required)</i>	Does the child finish something they start?	0	No
			1	Sometimes
			2	Often
g_main > g_sef_home > SEF > Following instructions				
	follow_told_cg <i>(required)</i>	Does the child do what they are told by adults?	0	No
			1	Sometimes
			2	Often
	follow_instructions_cg <i>(required)</i>	Is the child good at following instructions?	0	No
			1	Sometimes
			2	Often
	follow_rules_cg <i>(required)</i>	Does the child follow the rules at home?	0	No
			1	Sometimes
			2	Often
	follow_sitstill_cg <i>(required)</i>	Does the child sit still when they are told to?	0	No
			1	Sometimes
			2	Often
child_height_measure <i>(required)</i>	Are you measuring this child's height? <i>Question relevant when: \${screened} = 0</i>	1	Yes	
		0	No	
g_main > Height For Age <i>Group relevant when: \${child_height_measure} =1</i>				
g_main > Height For Age > g_height_instructions				
	note_g_height_instructions_1	Measuring a child's height correctly:		
	note_g_height_instructions_2	1. Remove the child's shoes, bulky clothing and hair ornaments. Make sure their hair style does not interfere with the measurement.		
	note_g_height_instructions_3	2. Make sure the child stands with feet flat, together, and against the wall/stadiometer. Make sure legs are straight, arms are at sides, and shoulders are level.		
	note_g_height_instructions_4	3. Make sure the child is looking straight ahead and that the line of sight is parallel with the floor.		
	note_g_height_instructions_5	4. Take the measurement while the child stands with head, shoulders, buttocks, and heels touching the flat surface. Depending on the overall body shape of the child, all points may not touch the wall.		
g_main > Height For Age > g_height_1				
	note_g_height_1_1	Please measure the child's height carefully and record the height in centimeters (cm) to the nearest decimal point. For example, 89.6 cm or 114.7 cm or 112.0 cm. It is easy to make a mistake with this so you will be asked to take this measurement TWICE (Round 1 and Round 2) and to enter both results.		
	note_g_height_1_2	ROUND 1		
	child_height_1 <i>(required)</i>	Accurately record the height in centimetres <i>Response constrained to: regex(.,'\d{1,3}\.\d{0,1}')</i>		
	confirm_height_short_1 <i>(required)</i>	Child is shorter than expected for a child this age. Please confirm that [child_height_1]cm is an accurate measurement. <i>Question relevant when: \${child_height_1} <= \${who_hgt_std_neg3sd}</i> <i>Response constrained to: . = 1</i>	1	Yes, I have measured the child. Child is ...cm tall.
			0	No, this is not the correct measurement

Field	Question	Answer		
	confirm_height_tall_1 <i>(required)</i>		1	Yes, I have measured the child. Child is ...cm tall.
			0	No, this is not the correct measurement
g_main > Height For Age > g_height_2				
	note_g_height_2_1	ROUND 2		
	child_height_2 <i>(required)</i>	Accurately measure and record the height in centimetres for the second time. <i>Response constrained to: regex(., 'ld{1,3}\.ld{0,1}')</i>		
	confirm_height_short_2 <i>(required)</i>		1	Yes, I have measured the child. Child is ...cm tall.
			0	No, this is not the correct measurement
	confirm_height_tall_2 <i>(required)</i>		1	Yes, I have measured the child. Child is ...cm tall.
			0	No, this is not the correct measurement
	height_instrument <i>(required)</i>	Take the picture of the instrument you used to measure height <i>Question relevant when: 0</i>		
g_main > Height For Age > g_height_3 <i>Group relevant when: \${child_height_difference} >0.3</i>				
	note_g_height_3_1	Please do a third measurement of height and record it accurately		
	note_g_height_3_2	Your ROUND 1 and ROUND 2 measurements differ by more than 0.3 cm. You are required to do ROUND 3:		
	note_g_height_3_3	ROUND 3		
	child_height_3 <i>(required)</i>	Accurately measure and record again the height in centimetres <i>(last round)</i> <i>Response constrained to: regex(., 'ld{1,3}\.ld{0,1}')</i>		
	note_g_height_3_1_3		Note screen that is to be removed. Takes the average if less than 0.3cm between and 2 measurements	
			Height 1: [child_height_1] Height 2: [child_height_2] Height 3: [child_height_3] Height diff 1-2: [child_height_difference] <i>Question relevant when: 0</i>	
	child_weight_measure <i>(required)</i>		1	Yes
			0	No
g_main > Weight For Age <i>Group relevant when: \${child_weight_measure} =1</i>				
g_main > Weight For Age > g_weight_instructions				
	note_g_weight_instructions_1	Measuring a child's weight correctly:		
	note_g_weight_instructions_2	1. Remove the child's shoes and bulky clothing.		
	note_g_weight_instructions_3	2. Make sure the child stands with feet flat and together.		
	note_g_weight_instructions_4	3. Make sure the child is looking straight ahead and that the line of sight is parallel with the floor.		
	note_g_weight_instructions_5	4. Take the measurement while the child stands still.		
g_main > Weight For Age > g_weight_1				
	note_weight_1_1	Please measure the child's weight carefully and record the weight in kilograms (kg) to the nearest decimal point. For example, 12.4 kg or 11.7 kg or 11.0 kg It is easy to make a mistake with this so you will be asked to take this measurement TWICE (Round 1 and Round 2) and to enter both results.		
	note_weight_1_2	ROUND 1		
	child_weight_1 <i>(required)</i>	Accurately record the weight in kilograms <i>Response constrained to: regex(., 'ld{1,3}\.ld{0,1}')</i>		
	note_weight_check_1	Please confirm that the child's weight is [child_weight_1]kg. Swipe forward if this is correct, swipe back and make corrections otherwise. <i>Question relevant when: number(\${child_weight_1}) < 10 or number(\${child_weight_1}) > 50</i>		
g_main > Weight For Age > g_weight_2				
	note_g_weight_2_1	ROUND 2		
	child_weight_2 <i>(required)</i>	Accurately measure and record the weight in kilograms for the second time. <i>Response constrained to: regex(., 'ld{1,3}\.ld{0,1}')</i>		
	note_weight_check_2	Please confirm that the child's weight is [child_weight_2]kg. Swipe forward if this is correct, swipe back and make corrections otherwise. <i>Question relevant when: number(\${child_weight_2}) < 10 or number(\${child_weight_2}) > 50</i>		
g_main > Weight For Age > g_weight_3				

Field	Question	Answer
	Group relevant when: \${child_weight_difference} > 0.3	
note_g_weight_3_1	Please do a third measurement of weight and record it accurately	
note_g_weight_3_2	Your ROUND 1 and ROUND 2 measurements differ by more than 0.3 kg. You are required to do ROUND 3:	
note_g_weight_3_3	ROUND 3	
child_weight_3 <i>(required)</i>	Accurately measure and record again the weight in kilograms <i>(last round)</i> Response constrained to: <i>regex(.,\ld{1,3}\.\ld{0,1}')</i>	
note_weight_check_3	Please confirm that the child's weight is [child_weight_3]kg. Swipe forward if this is correct, swipe back and make corrections otherwise. Question relevant when: <i>number(\${child_weight_3}) < 10 or number(\${child_weight_3}) > 50</i>	
Finish		
comment	Comments	
geopoint <i>(required)</i>	GPS GPS coordinates can only be collected when outside.	
label_enumerator <i>(required)</i>	Enumerator	
comment_distance <i>(required)</i>	You are 0m away from where the location is supposed to be. Please ensure that you selected the correct location at the beginning of the form. If you are confident that you are the right place please provide a reason for the distance before submitting the form. Question relevant when: <i>\${distance} > 100</i>	