

Form:	School ID:	School Name:	Class:	Date:	Assessor:
MAC6			1 5		
Child ID:		Age: years	<input type="checkbox"/> Male <input type="checkbox"/> Female	Parent's Name:	
Child First Name:			Child Surname:		

Task: Pencil Tapping with Delay and Shading

Materials:

- Two pencils: one for the assessor, one pencil for the pupil
- Sheet of shapes for shading
- Timer

Assessor Instructions:

1. Read the text in bold.
2. Provide feedback during the practice. After that, do not offer feedback.
3. Do not make eye contact again until after the last item.
4. Tap slowly and discretely.
5. Count slowly or use a timer. Record the total number minutes and seconds to administer.
6. Begin the wait time after the child has tapped.
7. Record the child's response (one or two).
8. Do not score (0 = incorrect; 1 = correct) until after you have dismissed the child.
9. Random taps should be noted.

Practice:

Have the child sit next to your for the practice.

Now, for this game, 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.

Sasa, kwa huu mchezo, nikigonga kalamu yangu ya makaa mara moja wewe utagonga na yako mara mbili. Na ikiwa nitagonga na kalamu yangu ya makaa mara mbili, wewe utagonga mara moja. Sawa? Tujaribu.

Practice A. Tap one time → child should tap two times.

Practice B. Tap two times → child should tap one time.

Practice C. Tap three times → child should not tap.

Feedback for Practice A:

If correct: **Very good, you did it just right. Let's try again.**

Vizuri sana, umefanya ile sawa kabisa, tujaribu tena.

If incorrect: **Almost, but that's not quite right. When I tap ____ time(s), you should tap ____ time(s). Try again. I tap ____, so you tap ____.**

Karibu na sawa, lakini umjejaribu. Nikigonga mara ____ m (bili)/moja wewe unatakiwa ugonga mara _____. Jaribu tena. Nagonga _____ na wewe _____.

Feedback for Practice B & Practice C:

If correct: **Good. Vizuri.**

If incorrect: **Like this. Kama hivi.**

Then take the child's hand and tap his/her pencil the correct number of times.

NOTE: Practice at least **two times** before starting. Do not practice more than **six times**.

Once you feel that the child has successfully learned the rules say, **Okay, now we're 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. While you wait for the taps, I want you to shade all of these shapes on this paper. You should shade constantly. You will sit in front of me.**

Sawa, sasa tutaendelea kufanya mara nyingi. Kumbuka, nikigonga mara moja wewe utagonga mara mbili, na nikigonga mara mbili utagonga mara moja.

Notes:

- During the assessment the child should not be able to see you.
- Do not correct, praise, or engage the child after the practice.
- If possible have the child face the window or the door. The child MUST NOT face you.
- Follow the order below and record the child's response after each trial. Do not score as 0 or 1 until the child is dismissed. (0 = incorrect; 1 = correct)
- Always record the child's actual response even if the child seems to accidentally tap too many times.
- If the child taps during the wait time, note that in the "Random Taps" section.

Item	Wait	Assessor	Child	Score (0-1)		Item	Wait	Assessor	Child	Score (0-1)	
1	10	2		<input type="checkbox"/> 0	<input type="checkbox"/> 1	6	30	3		<input type="checkbox"/> 0	<input type="checkbox"/> 1
2	30	1		<input type="checkbox"/> 0	<input type="checkbox"/> 1	7	10	1		<input type="checkbox"/> 0	<input type="checkbox"/> 1
3	20	3		<input type="checkbox"/> 0	<input type="checkbox"/> 1	8	30	2		<input type="checkbox"/> 0	<input type="checkbox"/> 1
4	30	2		<input type="checkbox"/> 0	<input type="checkbox"/> 1	9	20	3		<input type="checkbox"/> 0	<input type="checkbox"/> 1
5	20	1		<input type="checkbox"/> 0	<input type="checkbox"/> 1	10	10	1		<input type="checkbox"/> 0	<input type="checkbox"/> 1

Score _____ /10

Item	Wait	Assessor	Child	Score (0-1)		Item	Wait	Assessor	Child	Score (0-1)	
11	20	3		<input type="checkbox"/> 0	<input type="checkbox"/> 1	16	30	2		<input type="checkbox"/> 0	<input type="checkbox"/> 1
12	30	1		<input type="checkbox"/> 0	<input type="checkbox"/> 1	17	20	1		<input type="checkbox"/> 0	<input type="checkbox"/> 1
13	10	2		<input type="checkbox"/> 0	<input type="checkbox"/> 1	18	10	3		<input type="checkbox"/> 0	<input type="checkbox"/> 1
14	20	2		<input type="checkbox"/> 0	<input type="checkbox"/> 1	19	30	1		<input type="checkbox"/> 0	<input type="checkbox"/> 1
15	30	1		<input type="checkbox"/> 0	<input type="checkbox"/> 1	20	20	2		<input type="checkbox"/> 0	<input type="checkbox"/> 1

Score _____ /20

Start Time	End Time	Total Minutes & Seconds

Total Score _____ /20

Random Taps (check a box if the child inserts random taps during the wait time)

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Total Random Taps _____

FINAL SCORE:

Score out of 20 – Total Random Taps = _____ Final Score

_____ - _____ = _____