



MacArthur-Bates Communicative Development Inventories

Child's name: _____ Gender: _____

Birthdate: _____ Today's date: _____



MacArthur-Bates CDI Words and Sentences

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Part I: Words Children Use

A. Vocabulary Checklist

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

1. Sound Effects and Animal Sounds (12)

baa baa	<input type="radio"/>	grrr	<input type="radio"/>	ouch	<input type="radio"/>	vroom	<input type="radio"/>
choo choo	<input type="radio"/>	meow	<input type="radio"/>	quack quack	<input type="radio"/>	woof woof	<input type="radio"/>
cockadoodledoo	<input type="radio"/>	moo	<input type="radio"/>	uh oh	<input type="radio"/>	yum yum	<input type="radio"/>

2. Animals (Real or Toy) (43)

alligator	<input type="radio"/>	cow	<input type="radio"/>	horse	<input type="radio"/>	puppy	<input type="radio"/>
animal	<input type="radio"/>	deer	<input type="radio"/>	kitty	<input type="radio"/>	rooster	<input type="radio"/>
ant	<input type="radio"/>	dog	<input type="radio"/>	lamb	<input type="radio"/>	sheep	<input type="radio"/>
bear	<input type="radio"/>	donkey	<input type="radio"/>	lion	<input type="radio"/>	squirrel	<input type="radio"/>
bee	<input type="radio"/>	duck	<input type="radio"/>	monkey	<input type="radio"/>	teddybear	<input type="radio"/>
bird	<input type="radio"/>	elephant	<input type="radio"/>	moose	<input type="radio"/>	tiger	<input type="radio"/>
bug	<input type="radio"/>	fish	<input type="radio"/>	mouse	<input type="radio"/>	turkey	<input type="radio"/>
bunny	<input type="radio"/>	frog	<input type="radio"/>	owl	<input type="radio"/>	turtle	<input type="radio"/>
butterfly	<input type="radio"/>	giraffe	<input type="radio"/>	penguin	<input type="radio"/>	wolf	<input type="radio"/>
cat	<input type="radio"/>	goose	<input type="radio"/>	pig	<input type="radio"/>	zebra	<input type="radio"/>
chicken	<input type="radio"/>	hen	<input type="radio"/>	pony	<input type="radio"/>		

3. Vehicles (Real or Toy) (14)

airplane	<input type="radio"/>	car	<input type="radio"/>	sled	<input type="radio"/>	tricycle	<input type="radio"/>
bicycle	<input type="radio"/>	firetruck	<input type="radio"/>	stroller	<input type="radio"/>	truck	<input type="radio"/>
boat	<input type="radio"/>	helicopter	<input type="radio"/>	tractor	<input type="radio"/>		
bus	<input type="radio"/>	motorcycle	<input type="radio"/>	train	<input type="radio"/>		

4. Toys (18)

ball	<input type="radio"/>	bubbles	<input type="radio"/>	glue	<input type="radio"/>	puzzle	<input type="radio"/>
balloon	<input type="radio"/>	chalk	<input type="radio"/>	pen	<input type="radio"/>	story	<input type="radio"/>
bat	<input type="radio"/>	crayon	<input type="radio"/>	pencil	<input type="radio"/>	toy	<input type="radio"/>
block	<input type="radio"/>	doll	<input type="radio"/>	play dough	<input type="radio"/>		
book	<input type="radio"/>	game	<input type="radio"/>	present	<input type="radio"/>		

5. Food and Drink (68)

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

8. Small Household Items (50)

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

9. Furniture and Rooms (33)

basement	<input type="radio"/>	crib	<input type="radio"/>	play pen	<input type="radio"/>	stairs	<input type="radio"/>
bathroom	<input type="radio"/>	door	<input type="radio"/>	porch	<input type="radio"/>	stove	<input type="radio"/>
bathtub	<input type="radio"/>	drawer	<input type="radio"/>	potty	<input type="radio"/>	table	<input type="radio"/>
bed	<input type="radio"/>	dryer	<input type="radio"/>	refrigerator	<input type="radio"/>	TV	<input type="radio"/>
bedroom	<input type="radio"/>	garage	<input type="radio"/>	rocking chair	<input type="radio"/>	washing machine	<input type="radio"/>
bench	<input type="radio"/>	high chair	<input type="radio"/>	room	<input type="radio"/>	window	<input type="radio"/>
chair	<input type="radio"/>	kitchen	<input type="radio"/>	shower	<input type="radio"/>		
closet	<input type="radio"/>	living room	<input type="radio"/>	sink	<input type="radio"/>		
couch	<input type="radio"/>	oven	<input type="radio"/>	sofa	<input type="radio"/>		

14. Action Words (103)

bite	<input type="radio"/>	catch	<input type="radio"/>	cry	<input type="radio"/>	dump	<input type="radio"/>
blow	<input type="radio"/>	chase	<input type="radio"/>	cut	<input type="radio"/>	eat	<input type="radio"/>
break	<input type="radio"/>	clap	<input type="radio"/>	dance	<input type="radio"/>	fall	<input type="radio"/>
bring	<input type="radio"/>	clean	<input type="radio"/>	draw	<input type="radio"/>	feed	<input type="radio"/>
build	<input type="radio"/>	climb	<input type="radio"/>	drink	<input type="radio"/>	find	<input type="radio"/>
bump	<input type="radio"/>	close	<input type="radio"/>	drive	<input type="radio"/>	finish	<input type="radio"/>
buy	<input type="radio"/>	cook	<input type="radio"/>	drop	<input type="radio"/>	fit	<input type="radio"/>
carry	<input type="radio"/>	cover	<input type="radio"/>	dry	<input type="radio"/>	fix	<input type="radio"/>

(continued)

get	<input type="radio"/>	listen	<input type="radio"/>	see	<input type="radio"/>	take	<input type="radio"/>
give	<input type="radio"/>	look	<input type="radio"/>	shake	<input type="radio"/>	talk	<input type="radio"/>
go	<input type="radio"/>	love	<input type="radio"/>	share	<input type="radio"/>	taste	<input type="radio"/>
hate	<input type="radio"/>	make	<input type="radio"/>	show	<input type="radio"/>	tear	<input type="radio"/>
have	<input type="radio"/>	open	<input type="radio"/>	sing	<input type="radio"/>	think	<input type="radio"/>
hear	<input type="radio"/>	paint	<input type="radio"/>	sit	<input type="radio"/>	throw	<input type="radio"/>
help	<input type="radio"/>	pick	<input type="radio"/>	skate	<input type="radio"/>	tickle	<input type="radio"/>
hide	<input type="radio"/>	play	<input type="radio"/>	sleep	<input type="radio"/>	touch	<input type="radio"/>
hit	<input type="radio"/>	pour	<input type="radio"/>	slide	<input type="radio"/>	wait	<input type="radio"/>
hold	<input type="radio"/>	pretend	<input type="radio"/>	smile	<input type="radio"/>	wake	<input type="radio"/>
hug	<input type="radio"/>	pull	<input type="radio"/>	spill	<input type="radio"/>	walk	<input type="radio"/>
hurry	<input type="radio"/>	push	<input type="radio"/>	splash	<input type="radio"/>	wash	<input type="radio"/>
jump	<input type="radio"/>	put	<input type="radio"/>	stand	<input type="radio"/>	watch	<input type="radio"/>
kick	<input type="radio"/>	read	<input type="radio"/>	stay	<input type="radio"/>	wipe	<input type="radio"/>
kiss	<input type="radio"/>	ride	<input type="radio"/>	stop	<input type="radio"/>	wish	<input type="radio"/>
knock	<input type="radio"/>	rip	<input type="radio"/>	sweep	<input type="radio"/>	work	<input type="radio"/>
lick	<input type="radio"/>	run	<input type="radio"/>	swim	<input type="radio"/>	write	<input type="radio"/>
like	<input type="radio"/>	say	<input type="radio"/>	swing	<input type="radio"/>		

15. Descriptive Words (63)

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

17. Pronouns (25)

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