



15171



South Carolina PLAY
Project to Learn about ADHD in Youth

ID Number

Three sets of empty boxes for ID number

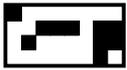
OMB No: 0920-0747; Exp Date: 7/31/2010

Vanderbilt Rating Scale

Each rating should be considered in the context of what is appropriate for the age of your child and should reflect your child's behavior in the last 6 months. Please, (1) fill in only one bubble (answer) per question, (2) use a black or blue pen to complete the forms, and (3) do not write or place any stray marks on the forms except where specified. Thank you.

Behavior:	Never	Occasionally	Often	Very Often
1. Does not pay attention to details or makes careless mistakes; for example, homework	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
2. Has difficulty attending to what needs to be done	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
3. Does not seem to listen when spoken to directly	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4. Does not follow through when given directions and fails to finish things	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
5. Has difficulty organizing tasks and activities	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
6. Avoids, dislikes, or does not want to start tasks that require ongoing mental effort	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
7. Loses things needed for tasks or activities (i.e., assignments, pencils, or books)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
8. Is easily distracted by noises or other things	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
9. Is forgetful in daily activities	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
10. Fidgets with hands or feet or squirms in seat	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
11. Leaves seat when he/she is supposed to stay in his/her seat	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
12. Runs about or climbs too much when he/she is supposed to stay seated	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
13. Has difficulty playing or starting quiet games	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
14. Is "on the go" or often acts as if "driven by a motor"	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
15. Talks too much	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
16. Blurts out answers before questions have been completed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
17. Has difficulty waiting his/her turn	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Public reporting burden of this collection of information is estimated to average 10 minutes per response, including the time for reviewing instructions, searching existing data sources, gathering and maintaining the data needed, and completing and reviewing the collection of information. An agency may not conduct or sponsor, and a person is not required to respond to a collection of information unless it displays a currently valid OMB control number. Send comments regarding this burden estimate or any other aspect of this information, including suggestions for reducing this burden to CDC/ATSDR Information Clearance Officer, 1600 Clifton Road NE, MS D-24, Atlanta, Georgia 30333: ATTN: PRA (OMB No: 0920-0747).



Behavior:	Never	Occasionally	Often	Very Often
18. Interrupts or bothers others when they are talking or playing games	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
19. Argues with adults	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
20. Loses temper	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
21. Actively disobeys or refuses to follow an adult's requests or rules	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
22. Bothers people on purpose	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
23. Blames others for his/her mistakes or misbehaviors	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
24. Is touchy or easily annoyed by others	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
25. Is angry or bitter	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
26. Is hateful and wants to get even	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
27. Bullies, threatens, or scares others	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
28. Starts physical fights	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
29. Lies to get out of trouble or to avoid jobs (i.e., "cons" others)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
30. Skips school without permission	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
31. Is physically unkind to people	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
32. Has stolen things that have value	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
33. Destroys others' property on purpose	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
34. Is physically mean to animals	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
35. Has set fires on purpose to cause damage	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
36. Has broken into someone else's home, business or car	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
37. Has stayed out at night without permission	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
38. Has run away from home overnight	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
39. Is fearful, anxious, or worried	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
40. Is afraid to try new things for fear of making mistakes	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
41. Feels useless or inferior	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
42. Blames self for problems, feels at fault	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>



Behavior:	Never	Occasionally	Often	Very Often
43. Feels lonely, unwanted, or unloved; complains that "no one loves him/her"	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
44. Is sad, unhappy, or depressed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
45. Feels different and easily embarrassed	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

Performance:	Problematic		Average		Above Average
1a. Rate how your child is doing in school overall.	<input type="radio"/>				
b. How is your child doing in reading?	<input type="radio"/>				
c. How is your child doing in math?	<input type="radio"/>				
d. How is your child doing in writing?	<input type="radio"/>				
2. How does your child get along with you?	<input type="radio"/>				
3. How does your child get along with brothers and sisters?	<input type="radio"/>				
4. How does your child get along with others his/her own age?	<input type="radio"/>				
5. How does your child do in activities such as games or team play?	<input type="radio"/>				

FOR STUDY USE ONLY

ID Number

Date Interviewed

Month

Day

Year

Interviewed By