

Attachment 28

Vocabulary Comprehension

Name of test: Vocabulary Comprehension
Estimated time burden: 7 minutes
Estimated number of items: 25

Materials:

Laptop computer
Monitor and mouse
Speakers

Description: This measure of receptive vocabulary is administered in a computer-adaptive format. The respondent is presented with a recorded voice saying a word and four pictures on the computer screen; the participant is instructed to click on the picture that most closely shows the meaning of the word. The test should take 5-7 minutes; which words are presented will depend on the participant's performance.

Administration Instructions: The opening instructions are read to the participants.

Make sure the speakers are turned on for later instructions and presentation of the words.

Before beginning, the examiner should indicate the education level of the participant on the opening screen.

Practice Items Ages 3-7:

As an introduction, the examiner should say:

“Let’s look at some pictures. You’ll hear a word and see four pictures on the screen. Click the picture that means the same as the word that was said. Some words will be easy and some will be

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harder. If you are not sure of an answer, just make your best guess. If you need to hear a word again, click on the button that has a picture of an *EAR*, also called the *PLAY AGAIN* button (point to the EAR on the child's screen). After you click on a picture, you will hear a new word and see more pictures.”

“If you are not sure of an answer, just make your best guess. If you make a mistake and want to change your last answer, click on the *HAND*, also called the *GO BACK* button (point to this button on the child's screen). The pictures you just saw will reappear and you will hear the word again. Click on your choice, and then more words and pictures will appear.”

“Tell me when you are ready to start.”

If a participant has difficulty using the mouse, he/she may point and the examiner may operate the mouse. The examiner should say something like the following to the participant: **“You can point to your choice and then I will use the mouse to click on it for you.”**

The examiner should click on the **START** button on the examiner's screen.

Practice item 1:

The computer says: **“Let's try one for practice: Banana. Click on the picture of Banana.”**

If correct, the computer says: **“That's right!”** The computer will automatically go to the next practice item.

If incorrect, the Banana picture will light up and the computer will say: **“This is a banana. Let's try again.”**

The examiner should allow the child up to three chances to answer this practice item correctly. After three unsuccessful attempts by the participant, the examiner should click on the picture of the banana on the child's screen and say: “This is a banana.” The computer will automatically go to the next practice item.

Practice item 2:

The computer says: **“Let's try another word: Spoon. Click on the picture of Spoon.”**

If correct, the computer says: “That's right!”

If incorrect, the Spoon picture will light up and the computer will say: “This is a spoon. Let’s try again.” The examiner should allow the participant up to three chances to correctly answer this practice item. After three unsuccessful attempts by the participant, the examiner should click on the picture of the spoon and say: “This is a spoon.”

Before going on, the examiner should review the task with the child, saying:

“Remember, you will hear a voice say a word and then you will see four pictures. One of the pictures will show what the word means. Click on that picture and you will hear a new word and see four more pictures. Again, click on the picture that shows what the word means. If you don’t know, make your best guess. Any questions?” The examiner should answer the questions.

Test items Ages 3-7:

The examiner says: “Now, let’s try some more. Tell me when you are ready.” Examiner should click on the **START** button on the examiner’s screen.

The recording will say the words introduced with the following instructions: **“Click on the picture of....”** The items will continue in this format until the test is completed.

Practice Items Ages 8-85:

As an introduction, the examiner should say:

“You are going to be asked the meaning of some words. For each item, you will hear a word and see four pictures on the screen. Click on the picture that you think best matches the meaning of the word that was said. If you are not sure, make your best guess. If you need to hear the word again, click on the button that has a picture of an EAR, also called the PLAY AGAIN button. After you make your choice and click on a picture, the computer will automatically go to the next word and pictures. You will keep hearing words and clicking on pictures until you are done. “

“If you want to change your choice, click on the button with the *HAND* that says *GO BACK* and change your choice. Each time you make a choice, the computer automatically gives you a new word and a new set of pictures.”

“Remember, if you are not sure of an answer, make your best guess. Tell me when you are ready to start.”

If a participant has difficulty using the mouse, he/she may point and the examiner may operate the mouse. The examiner should say something like the following to the participant: “**You can point to your choice and then I will use the mouse to click on it for you.**”

The examiner should click on the **START** button on the examiner's screen.

Practice item 1:

The computer says: “**Let’s try one for practice: Banana. Click on the picture of Banana.**”

If correct, the computer says: “**That’s right!**” The computer will automatically go to the next practice item.

If incorrect, the Banana picture lights up and the computer says: “**This is a banana. Let’s try again.**” The examiner should allow the participant up to three chances to correctly answer this practice item. After three unsuccessful attempts by the participant, the examiner should click on the picture of the banana and say: “**This is a banana.**” The computer will automatically go to the next practice item.

Practice item 2:

The computer says: “**Let’s try another word: Spoon. Click on the picture of Spoon.**”

If correct, the computer says: “**That’s right!**”

If incorrect, the Spoon picture lights up and the computer says: “**This is a spoon. Let’s try again.**” The examiner should allow the participant up to three chances to correctly answer this practice item. After three unsuccessful attempts by the participant, the examiner should click on the picture of the spoon and say: “**This is a spoon.**”

Before going on, the examiner should review the task with the participant, saying:

“Remember, you will hear a word and then you will see four pictures. One of the pictures will show what the word means. Click on that picture; then you will hear another word and see four more pictures. Again, click on the picture that shows what the word means. If you don’t know an answer, make your best guess. Any questions?” The examiner should answer the questions.

Test items Ages 8-85:

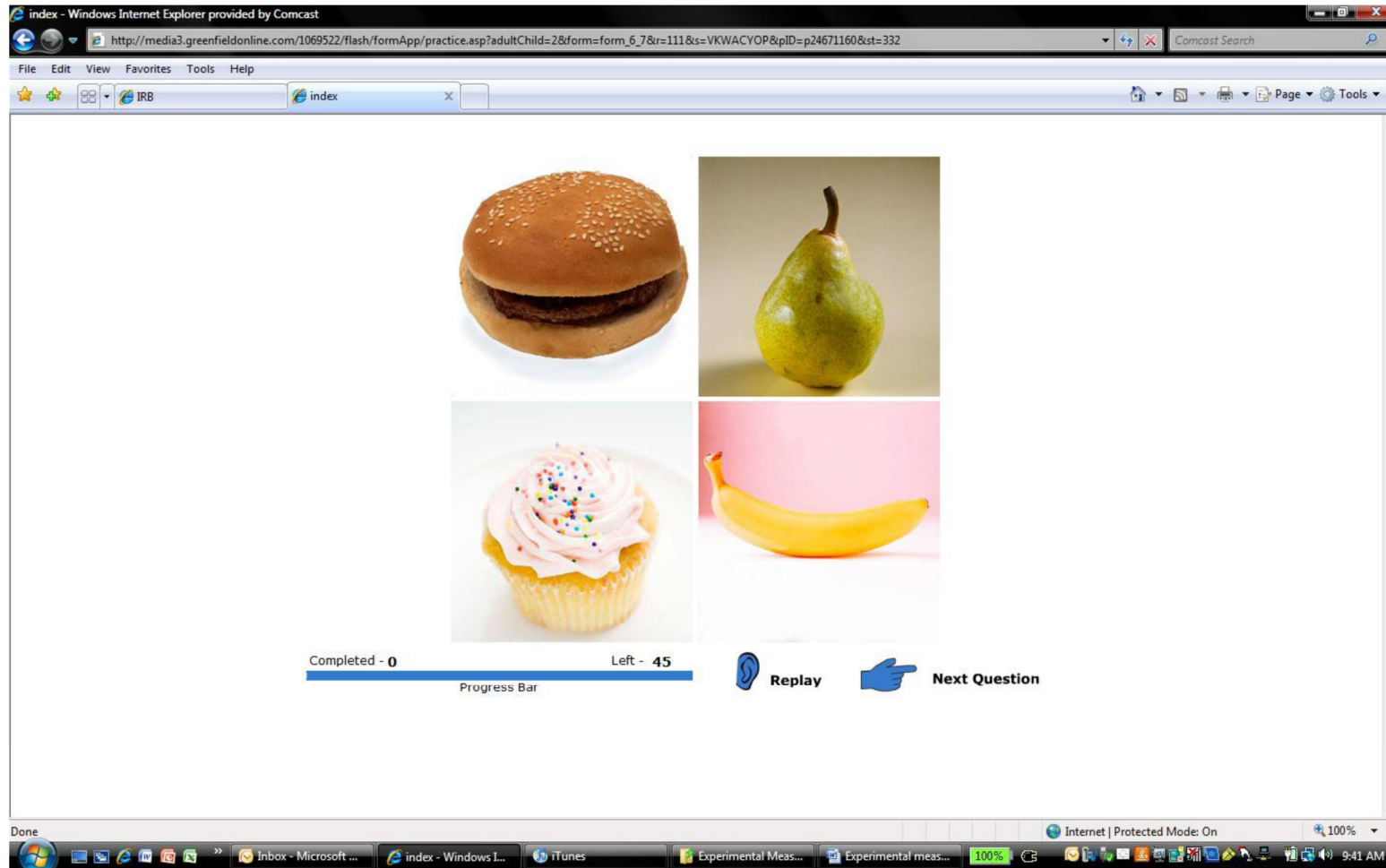
The examiner says:

“Now, we’re going to do some more. Some of the words will be easier and some will be more difficult. Just try your best on each question. When you’re ready, click the continue button to start.”

Once the participant says he/she is ready, the examiner should click on the **START** button on the examiner’s screen.

Words and sets of pictures will be presented until the test is completed. Each time, the recording will say: “[**Word**].” If necessary, prompt the participants that they will hear only the word presented each time and no introductory phrase, such as “**click on the....**”

Sample screenshots:




index - Windows Internet Explorer provided by Comcast

http://media3.greenfieldonline.com/1069522/flash/formApp/practice.asp?adultChild=2&form=form_6_7&r=111&s=VKWACYOP&pID=p24671160&st=332

File Edit View Favorites Tools Help

IRB index



Completed - 1 Left - 44

Progress Bar

Replay Next Question

Done

Inbox - Microsoft ... index - Windows L... iTunes Experimental Meas... Experimental meas... 100% Internet | Protected Mode: On 9:42 AM

Items (to be administered in both English and Spanish):

baby	leaf	nap	lotion	launch
money	fly	under	tortoise	spattered
flower	guitar	trophy	envelope	ferocious
hat	bus	triangle	luggage	journal
foot	orange	bucket	royal	tutor
fish	sick	blanket	wand	crate
train	ride	queen	cut	shatter
bed	party	angry	gold	fancy
apple	airplane	brush	cactus	herd
cow	star	shovel	pyramid	camouflaged
candy	balloon	log	hilarious	arctic
egg	tent	diamond	net	dissolved
animal	fun	yogurt	lighthouse	beside
house	rocket	rose	metal	exhibit
door	wet	open	cliff	elastic
book	water	pan	shore	stubborn
child	crayon	jewelry	sculpture	acrobat
paper	run	railroad	carry	zodiac
table	trash	roof	buy	scholar
car	stick	broom	plastic	cattle
play	coat	jar	boil	cable
tree	ocean	instrument	calm	stampede
eat	back (of)	tricycle	carriage	equation
doctor	belt	porch	palace	unstable
chair	big	yard	giggle	festive
dress	crib	castle	antenna	fellowship
fireman	tractor	melted	windmill	engraved
snake	zoo	stage	cottage	blueprint
mask	riding	hive	boulder	lounging

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molten	prohibit	disarray	labyrinth	frothy
drought	gavel	attire	lethargic	orifice
bouquet	absorb	transparent	wallowing	turbulent
souvenir	decrepit	tarnished	rural	fiery
braid	excavate	quartet	horizontal	abode
voyage	knickknack	cubicle	cleave	encumber
transport	fragment	tote	oxidized	hodgepodge
citrus	hangar	desolate	odometer	perusal
pamphlet	debris	descend	peak	trinket
startled	mine	summit	ledger	idle
utensil	pillars	mend	jovial	embellish
tusk	tethered	confine	panorama	wilt
snarl	boulevard	masonry	morsel	flaccid
weld	knead	quarrel	thicket	luster
discouraged	residential	brawny	melancholy	revel
monument	satchel	irate	silhouette	comrade
intersection	acoustic	compress	quibble	scorched
corroded	offspring	celestial	ravine	glower
creek	cove	frigid	congestion	beacon
quills	hedge	minute	sentry	indisposed
orchard	tattered	haul	receptacle	amiable
instruct	marsh	distinguished	refuse	helix
construct	indicate	flamboyant	sumptuous	foal
ripple	depot	shimmer	adhere	concave
barricade	fabricate	tranquil	ensemble	deluge
trench	vortex	submerged	trend	gregarious
consume	dune	incinerate	plumage	inclement
lobby	ladle	bestow	manger	opulent
port	judiciary	noxious	bureau	cherubic
broth	glum	vineyard	plethora	pachyderm
perch	slit	barren	striated	knoll
swift	cascade	pageantry	arid	hovel
figurine	flimsy	shabby	burly	erode
diagram	transact	refurbish	sapling	cosmopolitan

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coalesce
precipice
memento
monarch
obstreperous
jowl
tarpaulin
hurl
ellipse
wary
scintillating
surly
slat
verdant
quagmire
chaff
matron
buffoon

feral
sustenance
domicile
quadruped
parry
affable
anomalous
bolster
sinuous
resplendent
delineation
edifice
concomitant
ruminant
mirth
shorn
recess
reap

malefactor
hydroponics
zenith
alms
iridescent
balustrade
atoll
gibe
islet
paucity
progeny
prone
detritus
didactic
lassitude
tractable
potable
repast

fissure
effervescent
infuse
truculent
truncate
abrade
bucolic
baubles
pennant
jocular
onerous
trivet
redoubtable
munificence
egress
diadem
torpor
ebullience

spry
throng
disconsolate
histrionic
desiccated
buffet
disparate
pecuniary
firmament
cataract
fulminate
fecund
hirsute
natty
prodigious