THE NATIONAL
CHILDREN'S
STUDY

HEALTH GROWTH ENVIRONMENT

Brief Infant Toddler Social Emotional Assessment (BITSEA™) SAQ

Event Category:	Time-Based
Event:	12M, 30M
Administration:	N/A
Instrument Target:	Child
Instrument Respondent:	Primary Caregiver
Domain:	Neuro-Psychosocial
Document Category:	Scored Assessment
Method:	Self-Administered
Mode (for this instrument*):	In-Person, PAPI
OMB Approved Modes:	In-Person, PAPI; Phone, PAPI
Estimated Administration Time:	9 minutes
Multiple Child/Sibling Consideration:	Per Child
Special Considerations:	N/A
Version:	2.0
MDES Release:	4.0

*This instrument is OMB-approved for multi-mode administration but this version of the instrument is designed for administration in this/these mode(s) only.

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GENERAL PROGRAMMER INSTRUCTIONS:

WHEN PROGRAMMING INSTRUMENTS, VALIDATE FIELD LENGTHS AND TYPES AGAINST THE MDES TO ENSURE DATA COLLECTION RESPONSES DO NOT EXCEED THOSE OF THE MDES. SOME GENERAL ITEM LIMITS USED ARE AS FOLLOWS:

DATA ELEMENT FIELDS	MAXIMUM CHARACTERS PERMITTED	DATA TYPE	PROGRAMMER INSTRUCTIONS
ADDRESS AND EMAIL FIELDS	100	CHARACTER	
UNIT AND PHONE FIELDS	10	CHARACTER	
_OTH AND COMMENT FIELDS	255	CHARACTER	• Limit text to 255 characters
FIRST NAME AND LAST NAME	30	CHARACTER	• Limit text to 30 characters
ALL ID FIELDS	36	CHARACTER	
ZIP CODE	5	NUMERIC	
ZIP CODE LAST FOUR	4	NUMERIC	
CITY	50	CHARACTER	
DOB AND ALL OTHER DATE FIELDS (E.G., DT, DATE, ETC.)	10	NUMERIC CHARACTER	• DISPLAY AS MM/DD/YYYY • STORE AS YYYY-MM-DD • HARD EDITS: MM MUST EQUAL 01 TO 12 DD MUST EQUAL 01 TO 31 YYYY MUST BE BETWEEN 1900 AND CURRENT YEAR.
TIME VARIABLES	TWO-DIGIT HOUR AND TWO-DIGIT MINUTE, AM/PM DESIGNATION	NUMERIC	• HARD EDITS: HOURS MUST BE BETWEEN 00 AND 12; MINUTES MUST BE BETWEEN 00 AND 59

Instrument Guidelines for Participant and Respondent IDs:

PRENATALLY, THE **P_ID** IN THE MDES HEADER IS THAT OF THE PARTICIPANT (E.G. THE NON-PREGNANT WOMAN, PREGNANT WOMAN, OR THE FATHER).

POSTNATALLY, A RESPONDENT ID WILL BE USED IN ADDITION TO THE PARTICIPANT ID BECAUSE SOMEBODY OTHER THAN THE PARTICIPANT MAY BE COMPLETING THE INTERVIEW. FOR EXAMPLE, THE PARTICIPANT MAY BE THE CHILD

AND THE RESPONDENT MAY BE THE MOTHER, FATHER, OR ANOTHER CAREGIVER. THEREFORE, MDES VERSION 2.2 AND ALL FUTURE VERSIONS CONTAIN A **R_P_ID** (RESPONDENT PARTICIPANT ID) HEADER FIELD FOR EACH POST-BIRTH INSTRUMENT. THIS WILL ALLOW ROCs TO INDICATE WHETHER THE RESPONDENT IS SOMEBODY OTHER THAN THE PARTICIPANT ABOUT WHOM THE QUESTIONS ARE BEING ASKED.

A REMINDER:
ALL RESPONDENTS MUST BE CONSENTED AND HAVE RECORDS IN THE PERSON, PARTICIPANT, PARTICIPANT_CONSENT AND LINK_PERSON_PARTICIPANT TABLES, WHICH CAN BE PRELOADED INTO EACH INSTRUMENT. ADDITIONALLY, IN POST-BIRTH QUESTIONNAIRES WHERE THERE IS THE ABILITY TO LOOP THROUGH A SET OF QUESTIONS FOR MULTIPLE CHILDREN, IT IS IMPORTANT TO CAPTURE AND STORE THE CORRECT CHILD **P_ID** ALONG WITH THE LOOP INFORMATION. IN THE MDES VARIABLE LABEL/DEFINITION COLUMN, THIS IS INDICATED AS FOLLOWS: **EXTERNAL IDENTIFIER: PARTICIPANT ID FOR CHILD DETAIL.**

BITSEA SAQ SPECIFICATIONS

BSS10000. Child's name: _____

BSS12000/(BITSEA_DATE_COMP). Date of test |___|___| / |___|___| / |___|___|___|___|

BSS13000/(BITSEA_PREMATURE). Was your child born prematurely?

Label	Code	Go To
Yes	1	
No	2	**BSS13100**

BSS13010/(BITSEA_EXPECTED_DOB). If yes, what was the expected date of birth |___|___| / |___|___| / |___|___|___|___|

BSS13100. Many statements describe normal feelings and behaviors, but some describe feelings and behaviors that may be problems. Please do your best to respond to every item. **Please circle the ONE response that best describes your child's behavior in the LAST MONTH.**

BSS14000/(BITSEA_SUCCEED). Shows pleasure when he or she succeeds (for example, claps for self).

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS15000/(BITSEA_HURT_OFTEN). Gets hurt so often that you can't take your eyes off him or her.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS16000/(BITSEA_TENSE). Seems nervous, tense, or fearful.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS17000/(BITSEA_RESTLESS). Is restless and can't sit still.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS18000/(BITSEA_FLW_RULES). Follows rules.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS19000/(BITSEA_WAKES_NIGHT). Wakes up at night and needs help to fall asleep again.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS20000/(BITSEA_TANTRUM). Cries or has a tantrum until he or she is exhausted.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS21000/(BITSEA_AFRAID). Is afraid of certain places, animals or things.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS22000/(BITSEA_LESS_FUN). Has less fun than other children.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS23000/(BITSEA_LOOKS_UPSET). Looks for you (or other parent) when upset.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS24000/(BITSEA_CRIES_LEAVE). Cries or hangs onto you when you try to leave.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS25000/(BITSEA_SERIOUS). Worries a lot or is very serious.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS26000/(BITSEA_LOOKS_NAME). Looks right at you when you say his or her name.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS27000/(BITSEA_NO_REACT). Does not react when hurt.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	

Label	Code	Go To
Very true/Often	2	

BSS28000/(BITSEA_AFFECTIONATE). Is affectionate with loved ones.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS29000/(BITSEA_NO_TOUCH). Won't touch some objects because of how they feel.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS30000/(BITSEA_SLP_TROUBLE). Has trouble falling asleep or staying asleep.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS31000/(BITSEA_RUNAWAY). Runs away in public places.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

OMB Specification

BSS32000/(BITSEA_PLAY_OTHERS). Plays well with other children (not including brother/sister).

PARTICIPANT INSTRUCTIONS
• Circle Not Applicable if there is no contact with other children

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	
Not Applicable	-7	

BSS33000/(BITSEA_PAY_ATTN). Can pay attention for a long time (other than when watching TV).

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS34000/(BITSEA_ADJCHANGE). Has trouble adjusting to changes.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS35000/(BITSEA_HURT_HELP). Tries to help when someone is hurt (for example, gives a toy).

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS36000/(BITSEA_OFTEN_UPSET). Often gets very upset.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS37000/(BITSEA_GAGS_FOOD). Gags or chokes on food.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS38000/(BITSEA_IMITATE). Imitates playful sounds when you ask him or her to.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS39000/(BITSEA_REFUSE_EAT). Refuses to eat.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

OMB Specification

BSS40000/(BITSEA_HITS_OTHERS). Hits, shoves, kicks, or bites children (not including brother/sister).

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	
Not Applicable	-7	

SOURCE
Brief Infant Toddler Social Emotional Assessment (BITSEA™), Margaret J. Briggs-Gowan and Alice S. Carter, Pearson Education, Inc.

BSS41000/(BITSEA_DESTRUCTIVE). Is destructive. Breaks or ruins things on purpose.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

SOURCE
Brief Infant Toddler Social Emotional Assessment (BITSEA™), Margaret J. Briggs-Gowan and Alice S. Carter, Pearson Education, Inc.

BSS42000/(BITSEA_POINT_FAR). Points to show you something far away.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

SOURCE
Brief Infant Toddler Social Emotional Assessment (BITSEA™), Margaret J. Briggs-Gowan and Alice S. Carter, Pearson Education, Inc.

BSS43000/(BITSEA_HIT_PARENT). Hits, bites or kicks you (or other parent).

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

SOURCE
Brief Infant Toddler Social Emotional Assessment (BITSEA™), Margaret J. Briggs-

BSS44000/(BITSEA_HUG_DOLL). Hugs or feeds dolls or stuffed animals.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS45000/(BITSEA_UNHAPPY). Seems very unhappy, sad, depressed, or withdrawn.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS46000/(BITSEA_HURT_PARENT). Purposely tries to hurt you (or other parent).

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS47000/(BITSEA_FREEZE_UPSET). When upset, get very still, freezes, or doesn't move.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS47100. The following statements describe feelings and behaviors that can be problems for young children. Some of the descriptions may be a bit hard to understand, especially if you have not seen the behavior in your child. Please do your best to respond to all statements. **Please circle the ONE response that best describes your child's behavior in the LAST MONTH.**

BSS48000/(BITSEA_SPECIAL_ORDER). Puts things in a special order over and over and gets upset if he or she is interrupted.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS49000/(BITSEA_REPEAT_ACTION). Repeats the same action or phrase over and over without enjoyment.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS50000/(BITSEA_REPEAT_MOVEMENT). Repeats a particular movement over and over (like rocking, spinning).

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS51000/(BITSEA_UNAWARE). Spaces out. Is totally unaware of what's happening around him or her.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS52000/(BITSEA_NO_EYE). Does not make eye contact.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS53000/(BITSEA_NO_PHYSICAL). Avoids physical contact.

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS54000/(BITSEA_HURTS_SELF). Hurts self on purpose (for example, bangs his or her head).

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS55000/(BITSEA_NOT_EDIBLE). Eats or drinks things that are not edible (like paper or paint).

Label	Code	Go To
Not true/Rarely	0	
Somewhat true/Sometimes	1	
Very true/Often	2	

BSS56000/(BITSEA_WORRY_BEHAVE). How worried are you about your child's behavior, emotions, or relationships?

Label	Code	Go To
Not at all worried	1	
A little worried	2	
Worried	3	
Very worried	4	

BSS57000/(BITSEA_WORRY_LANG). How worried are you about your child's language development?

Label	Code	Go To
Not at all worried	1	
A little worried	2	
Worried	3	
Very worried	4	

FOR OFFICE USE ONLY:

FOU01000/(P_ID). Child's Participant ID:

FOU02000/(R_P_ID). Parent/Caregiver ID: