



Tip Sheet for BDI-2 Personal/Social Domain

Adult Interaction

AI 7: The child expresses displeasure or dislike of certain activities or situations. (*Observation or Interview*)

- Child must express displeasure with vocalizations, facial expressions, or physical actions
- Probe the caregiver for different daily routines
- FOUR or more DIFFERENT situations in 24 hours to be *scored a 2*
- If the caregiver says the child **only** becomes upset at bedtime but otherwise 'goes with the flow', this would be *scored a ZERO*.

Scoring: 4 or more different situations = 2; two or three different situations = 1; one or zero situation=0.

AI 8: The child expresses enjoyment of or preference for certain activities or situations. (*Observation or Interview*)

- Child must express enjoyment with vocalizations, facial expressions, or physical actions
- Probe the caregiver for different daily routines
- FOUR or more DIFFERENT situations in 24 hours to be *scored a 2*
- If the child **only** shows enjoyment when presented with food, this would be *scored a ZERO*. If he shows enjoyment when presented with food, when going outside, AND when given cars this would be *scored a ONE*.

Scoring: 4 or more different situations = 2; two or three different situations = 1; one or zero situation=0.

AI 9: Child's response to peekaboo game. (*Structured*)

- An 8 ½ X 11 paper or cardboard should be used, *not a handkerchief*
- No time limit on this item
- Note: **AM-10** in the cognitive domain has a one minute criteria of active engagement. You may want to administer both items at the same time.

See Manual for Scoring.

AI 11: The child shows appropriate signs of separation anxiety when removed from his or her parent or caregiver. (*Structured or Interview*)

- Interview is preferred as the child may have difficulty recovering if he is distressed by parent leaving the room several times during the evaluation
- If the child doesn't notice when the parent leaves this is *scored a ONE*
- Inconsolable crying or crying longer than 5 minutes is *scored a ZERO*

See Manual for Scoring.

Peer Interaction

PI 3: The child plays independently in the company of peers/plays alone in the company of peers without fighting. (Observation or Interview)

- This item measures the child's ability to play alone with other children nearby **without fighting**.
- If the child will not play alone, this should be *scored ZERO*
- If the child fights the majority of the time it is a *ZERO*

Scoring: 90% of the time or more = Score 2; Sometimes = Score 1; <10% (rarely or never) Score = 0.

PI 4: The child initiates social contact with peers in play. (Observation or Interview)

- Play is already in progress
- 'Initiates' can be a touch/tap/tug, offering a toy, etc.
- It doesn't have to be verbal
- It must be WITHOUT caregiver or teacher prompting to be *scored a 2*

See Manual for Scoring.

PI 7: The child plays with a peer, using the same materials, without disturbing the other child's play. (Observation or Interview)

- Play occurs next to another child or children with common materials
- Example: Two kids playing in the block area without taking the other child's blocks or knocking the blocks down.

Scoring: 90% of the time or more = Score 2; Sometimes = Score 1; <10% (rarely or never) Score = 0.

PI 12: The child plays cooperatively with peers. (Observation or Interview)

- Child will play interactively with another child toward a common goal
- Example: Two kids playing in the housekeeping area "baking a cake" together or two children working together to build one sand castle. (**Chase and Tag are not considered cooperative play**)

Scoring: 90% of the time or more = Score 2; Sometimes = Score 1; <10% (rarely or never) Score = 0.

PI 13: The child initiates social contacts and interactions with peers. (Observation or Interview)

- Examples of appropriate social contact would be: calling a child's name to invite them to play, asking to join the game, or engaging in conversation with a peer.
- The difference between PI 4 and PI 13 is PI 13 requires "appropriate" contact and social interaction follows

Scoring: 90% of the time or more = Score 2; Sometimes = Score 1; <10% (rarely or never) Score = 0.

PI 23: The child initiates prosocial interactions. (*Observation or Interview*)

- Child must be around **UNFAMILIAR** children.
- If the child doesn't approach the kids, or doesn't respond appropriately to conversation initiated by the unfamiliar child, it is *scored a ZERO*.
- If the child doesn't initiate, but waits for the other kids to invite or approach and then responds appropriately to the social overture, it is *scored a ONE*.

See manual for further instructions on Scoring.

PI 24: The child recognizes the basic similarities of all children. (*Structured*)

- READ the question and acceptable responses found in the manual.
- The child must give **2** accurate answers to be *scored a TWO*.

Scoring: Two or more appropriate descriptors = 2; one appropriate descriptor = 1; zero appropriate descriptors or child does not respond = 0.

Self-Concept & Social Role

SR 5: The child is aware of his or her feet. (*Observation or Interview*)

- Observe child lying or sitting and playing with their feet; however, by age 2 years many children may have stopped doing this
- Examples for older children might include taking their shoes off or participating in nursery rhymes like 'This Little Piggy' using feet

Scoring: 90% of the time or more = Score 2; Sometimes = Score 1; <10% (rarely or never) Score = 0.

SR 27: The child recovers from distress in a reasonable amount of time when comforted. (*Interview*)

- 'Distress' is defined as being frightened, hurt, or sad
- A 'reasonable' amount of time is defined as *5 minutes or less*

Scoring: 90% of the time or more = Score 2; Sometimes = Score 1; <10% (rarely or never) Score = 0.