## EF Skills Questionnaire for Children (Preschool and Kinder)

Read each item below and then rate that item based on how well it describes the child. Then add the three scores in each section. Find the three highest and three lowest scores.

Strongly agree

Agree Neutral 5

4

3

	Disagree	2		
	Strongly Disagree	1		
				Score
1.	Acts appropriately in some situations where danger is The hot stove)	obvious (e.	g. avoiding	30010
2.	Can share toys without grabbing.			
3.	Can wait for a short period of time when instructed by	an adult.		
			Total Score	
	Runs simple errands (e.g., gets shoes from bedroom wl Remembers instructions just given.	nen asked)		
6.	Follows two steps of a routine with only one prompt pe	er step.		
			Total Score	
7.	Can recover fairly quickly from a disappointment or ch			
	Is able to use nonphysical solutions when another child	I takes a toy	away.	
9.	Can play in a group without becoming overly excited.			
			Total Score.	
	. Can complete a 5 minute chore (may need supervision	-		
	. Can sit through preschool "circle time" (15-20 minutes)	)		
12.	. Can listen to one to two stories at a sitting.		Total Coore	
12	. Will follow an adult directive right after it is given.		Total Score	
	. Will stop playing to follow an adult instruction when di	ractad		
	. Is able to start getting ready for bed at set time with or		<u>-</u>	
10.	. Is able to start getting ready for bed at set time with or		Total Score	
16.	. Can finish one task or activity before beginning anothe			
	. Is able to follow a brief routine or plan developed by so (with model or demo)		غ	
18.	. Can complete a simple art project with more than one	step.		
			Total Score	
19.	. Hangs up coat in appropriate place (may need one ren	ninder)		
20.	. Puts toys in proper locations (with reminders)			
21.	. Clears off place setting after eating (may need one rem	inder)		
			Total Score.	
22.	. Can complete daily routines without dawdling (with sc	me cues/		

Reminders)		
23. Can speed up and finish something more quickly when given a	a reason	
to do some.		
24. Can finish a small chore within time limits (e.g. make bed before On TV)	ore turning	
	<b>Total Score</b>	
25. Will direct other children in play or pretend play activities		
26. Will seek assistance in conflict resolution for a desired item.		
27. Will try more than one solution to get to a simple goal.		
	Total Score.	
28. Is able to adjust to change in plans or routines (may need war	ning)	
29. Recovers quickly from minor disappointments.		
30. Is willing to share toys with others.		
	Total Score.	
31. Can make minor adjustment in construction project or puzzle first attempt fails.	when	
32. Can find novel (but simple) use of a tool to solve a problem.		
33. Makes suggestions to another child for how to fix something.		

Key Key

Items	Executive Skill	Items	Executive	Items	Executive
			Skill		Skill
1-3	Response Inhibition	13-15	Task initiation	25-27	Goal directed persistence
4-6	Working memory	16-18	Planning/prioritization	28-30	Flexibility
7-9	Emotional Control	19-21	Organization	31-33	Metacognition
10-12	Sustained attention	22-24	Time management		

Your child's executive skills weakness (lower score)	Your child's executive skills strength (highest score)		

## EF Skills Questionnaire for Children (Grades 1-3)

Read each item below and then rate that item based on how well it describes the child. Then add the three scores in each section. Find the three highest and three lowest scores.

5 4

3

Strongly agree

Agree

Neutral

	Disagree	2		
	Strongly Disagree	1		
				Score
1.	,			
	Can be in close proximity to another child without nee			
3.	Can wait until parent gets off phone before telling him need one reminder)	n/her somet	hing (may	
			<b>Total Score</b>	
4.	Is able to run errand with two or three steps.			
5.	Remembers instructions given a couple of minutes ea	rlier		
6.	Follows two steps of a routine with one prompt.			
			<b>Total Score</b>	
7.	Can tolerate criticism from an adult.			
8.	Can deal with perceived "unfairness" without undue u	upset.		
9.	Is able to adjust behavior quickly in new situation. (e.g	g. calming do	own after	
	Recess)			
			Total Score.	
10.	Can spend 20-30 minutes on homework assignments.			
11.	Can complete a chore that takes 15-20 minutes.			
12.	Can sit through a meal of normal duration.			
			Total Score.	
13.	Can remember and follow simple one- to two step ro	utines (such		
	as brushing teeth and combing hair after breakfast)			
14.	Can get right to work on classroom assignment follow	ving teacher	instruction	
	To begin.			
15.	Will start homework at established time (with one re	minder)		
			Total Score.	
16.	<ul> <li>Can carry out a two- to three-step project of own des Construction)</li> </ul>	sign (e.g. arts	s and crafts,	
17.	Can figure out how to earn/save money for an inexpe	ensive toy.		
18.	Can carry out two- to three- step homework assignme (e.g. book report)	ent with sup	port	
	(c.g. book report)		Total Score	
			i utai stule	

19. Puts coat, winter gear, sports equipment in proper locations (may need Reminders)
20. Has specific places in bedrooms for belongings.
21. Doesn't lose permission slips, notices from school.
Total Score
22. Can complete a short task within limits set by an adult.
23. Can build in appropriate amount of time to complete a chore before a Deadline (may need assistance).
24. Can complete a morning routine within time limits (may need practice)
Total Score.
25. Will stick with challenging task to achieve desired goal (e.g. building  Difficult Lego construct)
26. Will come back to a task later if interrupted.
27. Will work on a desired project for several hours or over several days.
Total Score
28. Plays well with others (doesn't need to be in charge, can share, etc)
29. Tolerates redirection by teacher when not following instructions.
30. Adjusts easily to unplanned-for situations (e.g. substitute teacher)
Total Score
31. Can adjust behavior in response to feedback from parent or teacher.
32. Can watch what happens to others and change behavior accordingly.
33. Can verbalize more than one solution to a problem and make the best choice.
Total Score

## Key

Items	Executive Skill	Items	Executive	Items	Executive
			Skill		Skill
1-3	Response Inhibition	13-15	Task initiation	25-27	Goal directed
					persistence
4-6	Working memory	16-18	Planning/prioritization	28-30	Flexibility
7-9	Emotional Control	19-21	Organization	31-33	Metacognition
10-12	Sustained attention	22-24	Time management		

Your child's executive skills weakness (lower score)	Your child's executive skills strength (highest scores)

## EF Skills Questionnaire for Children (Grades 3-5)

Read each item below and then rate that item based on how well it describes the child. Then add the three scores in each section. Find the three highest and three lowest scores.

		Strongly agree	5		
		Agree	4		
		Neutral	3		
		Disagree	2		
		Strongly Disagree	1		
					Score
1.	Handles conflict with pe Temper)	er without getting into physic	cal fight (may	/ lose	
2.	• •	rules in the absence of an adu	ılt's immedia	ate	
3.	Can calm down or de-es	calate quickly from an emotion	onally charge	ed	
	Situation when prompte	• •	, 0		
	' '	,		Total Score.	
4.	Remembers to follow a r	outine chore after school wit	hout remind		
5.		signments to and from school			
6.	•	daily schedule (eg. Different a		er school)	
	1 00	, ( 3		Total Score	
7.	Doesn't overreact to los	ing a game or not being selec	ted for an av		
8.		hat he/she wants when work			
9.	Acts with restraint in res	snonse to teasing			
٦.	Acts with restraint in res	sponse to teasing.		Total Score	
10	Can spend 30-60 minute	es on homework assignments		Total Score	
	•	at takes 30-60 minutes (may		d	
	•	practice, church service, etc fo		•	
	is able to attend sports p	ridetice, endren service, etc re	,, 66 36 111111	Total Score	
13	Is able to follow a three-	- to four-step routine that has	heen nracti		
		our classroom assignments in	· · · · · · · · · · · · · · · · · · ·	ccu.	
	•	omework schedule (may need		Ω	
	get started)	omework serieuale (may neek	a reminder t	•	
	get startea;			Total Score	
16.	Can make plans to do so	mething special with a friend	leg. Go to	10101 30010	
	Movies)	operation a menu	1.50. 50 10		
17.	•	arn/save money for a more ex	kpensive bur	chase.	
	_	project for school, with most	•		
	By someone else.	. ,	,		
	,			Total Score	

	d's executive skills weal ower score)	kness		ild's execut t scores)	tive skills streng
10-12	Sustained attention	22-24	Time management		
7-9	Emotional Control	19-21	Organization	31-33	Metacognition
1-6	Working memory	16-18	Planning/prioritization	28-30	Flexibility
3	Response Inhibition	13-15	Task initiation	25-27	Goal directed persistence
tems	Executive Skill	Items	Executive Skill	Items	Executive Skill
			Key		
33. I	injoys the problem-solv	ing compo	nent of school assignme  Key	nt or video	games
		-	problems and explain the		
A	djustments accordingly	(eg. To av	oid getting in trouble)		
31. I	s able to anticipate in a	dvance the	result of a course of act		
30. C	an do open-ended no	illework a	ssigninients (may need as	•	al Score
	•		to change due to unfores ssignments (may need as		nstances
	-		Disappointments, slights	•	
					al Score
•	Can maintain a hobby ov				
	sport, instrument)- may				
			o make a desired purcha e to get better at a desire		
25 (	an save allowance for 2	1 wooks t	a maka a dasirad nursha		al Score
C	runch (may need help v	vith this)			
	•	_	nough in advance to red	luce time	
	arly if there's an evenin		allow for other activities	(eg startin	g
	ssistance.	hadula ta	allow for other activities	log startin	
	•	ines within	reasonable time limits v	without	
21.1	ecps track of nomework	Killateriais	and assignments.	Tota	al Score
	Brings in toys from outo Teeps track of homewor		use or at end of day (ma	y neea rem	ninder)
	n house.	C+			
	Can put belongings in ap	- p p	'		

