## **Parent/Guardian Interview**

The purpose of this questionnaire is to inform or update information regarding the child's educational, social emotional, and/or other needs. The information will be used to design a program that best meets the child's needs at school.

Stu	ıdent's name:	School:	Grade:
1.	What are your child's strengths?		
2. —	What are your main concerns for your child?		
3. —	What are your child's favorite activities?		
4.	What motivates your child?		
5.	How does your child respond to non-preferred tasks activity?	s? How do you know when	your child has had enough of an
6.	How does your child communicate wants and need	s?	
7.	What calms your child when he or she is upset?		
8. —	With whom does your child enjoy spending time wit	h at home and at school?	
9.	Does your child follow one-step directions? Multi-ste	ep directions? Please desc	ribe.

10. Has your child had any recent hospitalizations or surgeries?
11. Is your child currently taking any medication? If so, what is the name and how much?
12. How do you prefer to communicate with the school staff (phone call, text, notebook, email)?
13. What are your priorities for your child to work on this year?
Assistive Technology Screener – Assistive Technology is a device or service that is used to increase or maintain functional performance of a child with a disability.
1. What activity, or task, does your child need to increase performance on so he/she can be independent at home and/or school?
(Examples: carry/organize physical materials to and from school, dress independently, use bathroom independently, complete written work, see/hear/communicate, fine motor skills, gross motor coordination, etc.)
2. In What environments, and when, is your child not able to perform the tasks above?
3. Please provide any additional information you believe will help with your child's evaluation.

## INFORMATION PROCESSING CHECKLIST

Parent/Teacher Questionnaire

Student's Name:	Birth Date:
Grade: School:	
Teacher/Parent Name:	Date:
processing condition, by checking Always, Often	ors, which might indicate the presence of an information on, Seldom, or No. Each section represents one component of will be used to plan appropriate services for the student

## Does the student ...

Acquisition of Information	Always	Often	Seldom	Never
Acquire information by hearing	<b>-</b>			•
Acquire information by seeing				
Acquire information by touching				
Acquire information through a multi-sensory approach				
Link new information to that previously learned			,	
Find key facts or ideas when studying				
Organization	Always	Often	Seldom	Never
Complete work and other activities				
Have an organized desk or locker				
Locate appropriate materials				
Align work spatially				
Categorize and put information together				<del></del>
Tell a story in the correct order		<del></del>		
Make notes or an outline before writing				··
Edit/change papers before turning them in				
Planning and Sequencing	Always	Often	Seldom	Never
Prioritize tasks	ZHIVUYS	Ojien	Detaom	Never
Sequence information		·		
Take needed materials to activities/classes				
Use planning skills or a planning aid				
Obtain information before beginning a writing project/paper	-			
Write/Create a logical story			·	
Turn in assignments on time		·····		
Manage time				
Working Memory (Verbal/Visual/Spatial)	Always	Often	Seldom	Never
Follow two- and three- step directions				1,0,0,
Recall sequential steps to tasks				
Immediately recall information	-			
Remember facts, names, labels, etc.				,
Remember materials seen	-			·
Remember materials heard		·····		
Develop strategies to help recall information				·
Use rote memory skills		-		
Visual Processing	Always	Often	Seldom	Never
Notice similarities in pictures, letters, numbers, words, and objects		-,,,,,,		110701

Notice differences in michael letters and a 1 1 1			1	
Notice differences in pictures, letters, numbers, words, and objects				
Follow directions presented visually (e.g., demonstrations)				
Distinguish left from right when presented visual materials				
Recognize the same word when repeated in a sentence or paragraph				
Notice visual changes in his/her surroundings (e.g., new bookshelf)				
Auditory Processing	Always	Often	Seldom	Never
Respond to questions presented vocally within five seconds				
Immediately recall information presented vocally				
Remember previous information presented vocally				
Repeat spoken directions when given				
Listen to stories without having pictures				
Ask for spoken questions or directions to be repeated				
Discriminate auditorily between different words and sounds				
Processing Speed	Always	Often	Seldom	Never
Count and calculate automatically				
Respond in an acceptable amount of time				
Recall information automatically		-"		··
Complete tasks efficiently				
Maintain focus on tasks				
Learn new tasks quickly				
Expression (Verbal/Nonverbal)	Always	Often	Seldom	Never
Communicate information through speech or gestures	1200,050	Juli	Demont	1,0,0,
Communicate information through writing				
Demonstrate oral fluency				
Demonstrate reading fluency			1	
Demonstrate writing fluency			1	
Respond appropriately to verbal/nonverbal communication				
Ask questions or give answers related to context/content				
Participate in class				
Transfer of Information (Manipulation)	Always	Often	Seldom	Never
Apply learned information to new situations	2107746915	Ojien	Bettom	110701
Infer information				
Interpret information				
Summarize information				
Write sentences of varying length and complexity				
Analyze and solve problems of varying complexity				••••
Find more than one way to answer a question				, <u>-</u>
Differentiate details from key concepts				<del></del>
Motor Control for Written Tasks	Always	Often	Seldom	Never
Erase mistakes well before making corrections	Aiways	Ojien	Setaom	Never
Have good hand-eye coordination (e.g., can use a scissors)				
Print/write letters neat and legibly			-	
Space letters, words, sentences, or numbers appropriately				
Color/ paint within the lines of a drawing or a sketch				
Easily copy from a book or the board  Produce neat work		<u> </u>		
rioduce neat work		······		