## EXECUTIVE SKILLS QUESTIONNAIRE FOR CHILDREN— UPPER ELEMENTARY VERSION (GRADES 4-5)

15. C

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19.

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22

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

a. Ju agrae	5
Strongly agree	4
Agree	3
Neutral	2
Disagree	1
Strongly disagree	,

Strongly disagree		198
		Score
1. Handles conflict with peer without getting into	physical fight (may lose	- 1
<ul><li>temper).</li><li>Follows home or school rules in the absence of presence.</li></ul>	f an adult's immediate	-
	emotionally charged	- 11
situation when prompted by an	TOTAL SCORE.	
4. Remembers to follow a routine chore after so	hool without reminders.	-
4. Remembers to follow a fourth of and from	n school.	198
<ul><li>4. Remembers to follow a routine</li><li>5. Brings books, papers, assignments to and from school.</li><li>6. Keeps track of changing daily schedule (e.g., different activities after</li></ul>		
school).	TOTAL ȘCORE	:
	a relected for an award.	30
7. Doesn't overreact to losing a game or not being selected for an award 8. Can accept not getting what he/she wants when working/playing in a	when working/playing in a	_
<ul><li>group.</li><li>9. Acts with restraint in response to teasing.</li></ul>	TOTAL SCOR	E:
	-4	
10. Can spend 30-60 minutes on homework assi	gnments.  when (may need a break).	
10. Can spend 30-60 minutes on homework assistant. Can complete a chore that takes 30-60 minutes on homework assistant. Can complete a chore that takes 30-60 minutes on homework assistant.	ervice, etc., for 60-90	-
minutes.	TOTAL SCO	ORE:
	that has been practiced.	11
<ol> <li>Is able to follow a three- to four-step rout</li> <li>Can complete three to four classroom assi</li> </ol>	ignments in a row.	-1
14. Can compress		
		(cont.)
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	100				
3	yo	11	c	hi	ld
	. 50	or	es		

Score

EXC	ecutive skills Questionnalie for Children—Opper Elementary Versio	n (cont.)	
15.	Can follow established homework schedule (may need reminder started).	to get	
		TOTAL SCORE:	
16.	Can make plans to do something special with a friend (e.g., go movies). $ \\$	to	8
17.	Can figure out how to earn/save money for a more expensive purchase.		_
18.	Can carry out long-term project for school, with most steps brol down by someone else.	ken	
	<i>,</i>	TOTAL SCORE:	
19.	Can put belongings in appropriate places in bedroom or other lo in house.	cations	
20.	Brings in toys from outdoors after use or at end of day (may nee reminder).	ed	
21.	Keeps track of homework materials and assignments.		
		TOTAL SCORE:	
22.	Can complete daily routines within reasonable time limits withou assistance.		
23.	Can adjust homework schedule to allow for other activities (e.g. starting early if there's an evening Scout meeting).	,	
24.	Is able to start long-term projects enough in advance to reduce crunch (may need help with this).	time	
		TOTAL SCORE:	
25.	Can save allowance for 3-4 weeks to make a desired purchase.		
26.	Is able to follow a practice schedule to get better at a desired s (sport, instrument)—may need reminders.	kill	_
27.	Can maintain a hobby over several months.		
		TOTAL SCORE:	
28.	Doesn't "get stuck" on things (e.g., disappointments, slights).		
29.	Can "shift gears" when plans have to change due to unforeseen circumstances.		
30.	Can do "open-ended" homework assignments (may need assistance	ce).	
		TOTAL SCORE:	
	Is able to anticipate in advance the result of a course of action a make adjustments accordingly (e.g., to avoid getting in trouble).	and	
32.	Can articulate several solutions to problems and explain the best	one.	
	Enjoys the problem-solving component of school assignment or vigames.	deo	
		TOTAL SCORE:	-
			(cont.)