

The Warner Initial Developmental Evaluation of Adaptive and Functional Skills™

(WIDEA-FS™) • Version 12 • June 1, 2006

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➤➤➤ How often can your child do the following without help?

1 = Never 2 = Sometimes, infrequent 3 = Most of the time 4 = All the time

I. Self-Care: Feeding

1. Easily drinks formula or breast milk	
2. Easily swallows baby food	
3. Chews solid food	
4. Finger feeds	
5. Eats using a spoon	
6. Drinks from cup without a lid	
7. Eats using a fork	

II. Self-Care: Dressing

1. Holds arms up so you can put shirt on	
2. Removes socks	
3. Pulls pants down	
4. Pulls up a zipper once it is started	
5. Puts on t-shirt	
6. Removes all clothes	

III. Self-Care: Diaper Awareness

1. Indicates a wet diaper	
2. Indicates a soiled diaper	
3. Voids into potty chair or toilet	
4. Sits on potty chair and has bowel movement	

Subtotal Self-Care Domain (max=68)

IV. Mobility

1. Rolls both ways	
2. Maintains sitting without support	
3. Crawls short distance	
4. Walks few feet with assistance (cruises)	
5. Scoots or moves in wheelchair 10 feet	
6. Walks 10 feet independently	
7. Crawls up stairs	
8. Gets on and off a chair	
9. Walks up stairs with hand held	

Subtotal Mobility Domain (max=36)

V. Communication

1. Understands words for people in immediate family (mommy, daddy) (R)	
2. Demonstrates 2 syllable babbling (E)	
3. Understands words for some common objects (R)	
4. Gestures a social greeting (wave, blow a kiss) (E)	
5. Carries out a 1 step oral request with gesture (pick up toy, cup) (R)	
6. Uses single words or signs to request or communicate (E)	
7. Carries out a 1 step oral request without gesture (R)	
8. Identifies one body part (R)	
9. Identifies three or more body parts (R)	
10. Points at pictures (R)	
11. Has at least 10 words or 10 signs (E)	
12. Combines words or signs to make needs known (E)	
13. Names pictures (E)	

Subtotal Communication Domain (max=52)

VI. Social Cognition

1. Plays "peek-a-boo", "patty cake", or "so big"	
2. Looks for object dropped out of sight	
3. Initiates social contacts with peers	
4. Takes turns rolling a ball	
5. Imitates another child	
6. Recognizes familiar song	
7. Starts mechanical toy or VCR/DVD/computer	
8. Can pretend play with doll or toy	
9. Turns pages in a book	
10. Points at pictures when you read a story	
11. Helps with simple household tasks	

Subtotal Social Cognition Domain (max=44)

TOTAL WIDEA-FS SCORE