How to use each tool

(1) Child Development Scales

Check points:

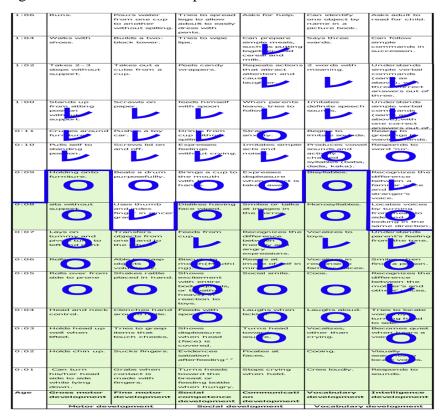
1) For children under seven years old, we divided it in to three subscales: "motor development", "social skills development", and "language development". Each subscale has two sub-dimensions. If the child can do this, check O at this item, while the child can not do, check the ν .

2) Check \lor towards the top. If there are three \lor in a row, stop checking. Check O towards the bottom. If there are three O in a row, stop checking.

3) In other words, if there are O and \lor by turns (e.g. $O \lor O \lor$), keep checking until there are O toward the bottom and \lor towards the top.

4) Stop checking if you reach the top frame or the lowest frame.

* The actual age of the child in this example was 8 months.



Please click here for the example above: http://plaza.umin.ac.jp/~empower/eref/wp-content/uploads/2021/09/childcare.jpg

Note:

1) Lower the O beyond the actual age item (include actual age item) to replace the \lor marked item under the actual age.

2) In this example, the calendar age is 8 months, gross motor development age is 9 months, fine motor development age is 7 months, social competence development age is 8 months, communication development age is 8 months, vocabulary development age is 9 months, and intelligence development age is 7 months.

(2) Social Skill Scale

Item		Always	Sometimes	Never
		2points	1 points	0points
1	Makes eye contact when he/she is spoken to			
2	Displays strong reactions when he/she is spoken to			
3	Expresses happiness when someone does something for him/her			
4	Shows his/her feelings through facial expressions			
5	Expresses appropriate greeting to others			
6	Initiates talk with another person			
7	Makes eye contact when speaking with others			
8	Participates in play groups (companies) when asked			
9	Does not throw temper tantrums in public			
10	Can wait patiently after being told to wait			
11	Share toys or food with others			
12	Does not interrupt another's speech			
13	Waits for his/her turn			
14	Borrows toys from others			
15	Behaves well as required by the situation			
16	Resist his/her own demands when persuaded			
17	Helps friends when friends get hurt			
18	Bring cheer to friends who look lonely			
19	Cheers up and comforts a person who fails			
20	Happy when friends succeed			
21	Praises friend's success			
22	Applauds friend who has done something well			
23	Helps friends when asked			
24	Helps friends without having to be asked			

Three Dimensions on Social Skill: Assertion: 1-8, Self-Control: 9-16, Cooperation: 17-24

Note:

1) The score contains three factors: cooperation, self-control, and assertion. For each factor is as follow: 2 points for "always", 1 points for "sometimes", and 0 points for "never". Scores for each sub-scale ranges from 0 to 16, the total score ranges from 0 to 48.

(3) A supportive tool for children experiencing challenges

Check points:

1) From each support area and item, in line with "children's appearance" and "concrete perspective from the perspective of the profession"If there is a figure that applies to you, enter a mark in the "Applicable O mark" column.

2) Places where each support area and item applies, but there is no figure described in "Children's figure"In that case, enter a mark in the "Applicable O mark" column of "Others" and enter a specific figure in "Free writing".

3) If there is a figure that applies, all that are considered to be the "background factors" Enter a circle in the three background factors of "children", "interaction", and "surrounding environment".

4) It is important to make a comprehensive judgment for each of the eight areas, not just the " \circ mark".

(4) Index of Childcare Environment

Check points:

1) For alternative items, check O at the applicable number.

2) For multiple selection items, check O at all that apply.

3) Enter number for play time and sleep time.