

Performance Record

British Picture Vocabulary Scale: Third Edition

Surname:	First name:		Sex: M F
School:		Teacher:	
Home address:			
Tel:			
Referral source / person requesting	g testing:		
Reason for testing:			
Achievement test of hearing vo	cabulary		
Other			
First language: English 0	ther		
Disability: None Suspec	ted Confirmed		
Type (if any):			
(Specify: hearing / vision loss, speed	0 0	c.)	
Dates	Year	Month Day	
Date of testing			
Date of birth			_
Age in years and completed months			
Record of scores		Confide	nce bands
Raw score:		SS-9	SS+9
Standardised score:	(From Norm Table A)		to
Percentile rank:	(From Norm Table B)	t	0.0
Age equivalent:	(From Norm Table C)	t	0
Please see Manual for details of Cal	culation and Interpretati	on (pages 10–13)	



Administering the test items

Before administering the actual test items, it is essential to:

- 1) Read pages 5 to 10 of the Manual.
- 2) Use the training plates as directed (instructions are in the Testbook on the administrator's side of the training plates).

Where to start the test

For a subject assumed to be of average ability, find the set corresponding with the student's age and begin the test with the first word in that set. In other circumstances consult the Manual. Once you begin a set, always administer every item in that set.

How to establish the Basal Set

The Basal Set is the set where no more than one error is made. Begin from the Start Set, according to age. If no more than one error is made, this set is the Basal Set. If more than one error is made, find the Basal Set by testing backwards through preceding sets until no more than one error is made in a set.

How to establish the Ceiling Set

Only after the Basal Set has been established, test forward by sets until eight or more responses are wrong in a set of 12 items. This is the Ceiling Set. (Do not re-test previously administered sets which were used when establishing the Basal Set).

How to record the responses and errors

As shown below, record the student's responses for each item administered in the 'Response given' column. If the response is incorrect draw an oblique line through the adjacent circle. Otherwise, leave it blank. Use the abbreviations DK for Don't Know and NR for No Response.

E.g:

12 money (3) 4 (2)

Upon completion of each set, record the number of wrong responses in the space provided.

REMEMBER THESE RULES:

- Once a set is started, always administer all 12 items in that set.
- The Basal Set rule is one or no errors in a set.
- The Ceiling Set rule is eight or more errors in a set.

Set 1	Start – Ages 2–3	Correct response	Response given
1	ball	(3)	0
2	duck	(3)	0
3	mouth	(1)	0
4	jumping	(3)	0
5	spoon	(1)	0
6	circle	(4)	. 0
7	drinking	(1)	0
8	cat	(2)	0
9	apple	(4)	0
10	blue	(2)	0
11	swimming	(4)	0
12	money	(3)	0
			No. of errors

Set 2	Start – Age 4	Correct response	Response given	
13	toe	(4)		0
14	fire	(1)		0
15	aeroplane	(1)		0
16	tortoise	(1)		0
17	belt	(3)		0
18	farmer	(3)		0
19	thumb	(1)		0
20	castle	(2)		0
21	empty	(2)		0
22	fence	(3)		0
23	tunnel	(2)		0
24	happy	(3)		0
			No. of errors	

Section Company Section Sect	O TOTAL STREET, STREET								CONTRACTOR OF THE PARTY OF THE
26	Set 3		1340-000-000-000-000-00		1				
27 whistle (1)	25	dancing	(3)	0	61	tearing	(4)		0
28	26	panda	(1)	0	62	package	(3)		\circ
28 nest (4)	27	whistle	(1)		63	rough	(3)		0
Sect Start - Correct Response given Sect Start - Correct Sect Start - Correct Sect Start - Correct Sect Start - Sect S	28	dressing	(3)	0	64	violin ·	(1)		0
1	29	nest	(4)	0	65	chef	(1)		0
22	30	ruler	(1)	0	66	floating	(3)		0
Set Start - Correct Response given Start - Correct	31	hopping	(1)	0	67	harp	(1)		0
34 calendar (4)	32	mountain	(2)	0	68	ankle	(4)		0
	33	hook	(4)	0	69	dripping	(4)		0
Set Start - Correct Response given 73 Island (1) (2) (3)	34	calendar	(4)	0	70	vehicle	(4)		0
No. of errors	35	juggling	(4)	. 0	71	sorting	(1)		0
Set Start - Correct Response given Set Start - Correct Response given	36	rectangle	(2)	0	72	brain	(2)		0
Ages 5-6 response given				No. of errors		1		No. of errors	
38	Set 4		1		1				
39 branch (4)	37	ring	(4)	0	73	island	(1)		0
39 branch (4)	38	fountain		0	74	waistcoat			$\overline{\bigcirc}$
40	39	branch		0	75	tugging			
1	40	elbow		0	76				
A2 gigantic (4)	41	sawing		0	77	·			
1	42			0	+		-		$\overline{}$
Add diamond (1)	43			0	79		-		$\overline{\bigcirc}$
Set Start - Correct response given	44			0	80	pillar			
Add feather (1)	45	zip		0	81	ļ ·	+		$\overline{\bigcirc}$
A7 spanner (3)	46			0	+				$\overline{\bigcirc}$
Set Start - Correct Response given Set Start - Correct Response given Set Start - Correct Response Set S	47			0	-				$\overline{\bigcirc}$
No. of errors No. of errors No. of errors				0	1	-			$\overline{}$
Set 5 Age 7 Correct response given Response given 49 diving (2) 0 50 target (2) 0 51 delivering (4) 0 52 desk (3) 0 53 jogging (4) 0 54 binoculars (3) 0 55 astronaut (3) 0 56 map (3) 0 57 jewellery (1) 0 58 measuring (1) 0 59 terrified (3) 0 60 chimney (4) 0		3	(-)	No. of errors		1	1 (1)	No of errors	
5 Age 7 response given 8 response given 49 diving (2) 0 85 towing (1) 0 50 target (2) 0 86 links (2) 0 51 delivering (4) 0 87 adjustable (2) 0 52 desk (3) 0 88 funnel (2) 0 53 jogging (4) 0 89 valley (1) 0 54 binoculars (3) 0 90 greeting (1) 0 55 astronaut (3) 0 91 solo (4) 0 56 map (3) 0 92 harvesting (1) 0 57 jewellery (1) 0 93 antlers (3) 0 58 measuring (1) 0 94 tropical (2) 0 <tr< td=""><td></td><td></td><td>V</td><td>110. 01 01013</td><td></td><td></td><td></td><td>140. Of effors</td><td></td></tr<>			V	110. 01 01013				140. Of effors	
50 target (2) 0 86 links (2) 0 51 delivering (4) 0 87 adjustable (2) 0 52 desk (3) 0 88 funnel (2) 0 53 jogging (4) 0 89 valley (1) 0 54 binoculars (3) 0 90 greeting (1) 0 55 astronaut (3) 0 91 solo (4) 0 56 map (3) 0 92 harvesting (1) 0 57 jewellery (1) 0 93 antlers (3) 0 58 measuring (1) 0 94 tropical (2) 0 59 terrified (3) 0 95 currency (3) 0 60 chimney (4) 0 96 hurdling	Set 5								
51 delivering (4) 0 87 adjustable (2) 0 52 desk (3) 0 88 funnel (2) 0 53 jogging (4) 0 89 valley (1) 0 54 binoculars (3) 0 90 greeting (1) 0 55 astronaut (3) 0 91 solo (4) 0 56 map (3) 0 92 harvesting (1) 0 57 jewellery (1) 0 93 antlers (3) 0 58 measuring (1) 0 94 tropical (2) 0 59 terrified (3) 0 95 currency (3) 0 60 chimney (4) 0 96 hurdling (3) 0	49	diving	(2)	0	85	towing	(1)		0
52 desk (3) 0 88 funnel (2) 0 53 jogging (4) 0 89 valley (1) 0 54 binoculars (3) 0 90 greeting (1) 0 55 astronaut (3) 0 91 solo (4) 0 56 map (3) 0 92 harvesting (1) 0 57 jewellery (1) 0 93 antlers (3) 0 58 measuring (1) 0 94 tropical (2) 0 59 terrified (3) 0 95 currency (3) 0 60 chimney (4) 0 96 hurdling (3) 0	50	target	(2)	0	86	links	(2)		0
53 jogging (4) O 89 valley (1) O 54 binoculars (3) O 90 greeting (1) O 55 astronaut (3) O 91 solo (4) O 56 map (3) O 92 harvesting (1) O 57 jewellery (1) O 93 antlers (3) O 58 measuring (1) O 94 tropical (2) O 59 terrified (3) O 95 currency (3) O 60 chimney (4) O 96 hurdling (3) O	51	delivering	(4)		87	adjustable	(2)		0
54 binoculars (3) O 90 greeting (1) O 55 astronaut (3) O 91 solo (4) O 56 map (3) O 92 harvesting (1) O 57 jewellery (1) O 93 antlers (3) O 58 measuring (1) O 94 tropical (2) O 59 terrified (3) O 95 currency (3) O 60 chimney (4) O 96 hurdling (3) O	52	desk	(3)	0	88	funnel	(2)		0
55 astronaut (3) O 91 solo (4) O 56 map (3) O 92 harvesting (1) O 57 jewellery (1) O 93 antlers (3) O 58 measuring (1) O 94 tropical (2) O 59 terrified (3) O 95 currency (3) O 60 chimney (4) O 96 hurdling (3) O	53	jogging	(4)	0	89	valley	(1)		0
56 map (3) O 92 harvesting (1) O 57 jewellery (1) O 93 antlers (3) O 58 measuring (1) O 94 tropical (2) O 59 terrified (3) O 95 currency (3) O 60 chimney (4) O 96 hurdling (3) O	54	binoculars	(3)	0	90	greeting	(1)		0
57 jewellery (1) O 93 antlers (3) O 58 measuring (1) O 94 tropical (2) O 59 terrified (3) O 95 currency (3) O 60 chimney (4) O 96 hurdling (3) O	55	astronaut	(3)	0	91	solo	(4)		0
58 measuring (1) O 94 tropical (2) O 59 terrified (3) O 95 currency (3) O 60 chimney (4) O 96 hurdling (3) O	56	map	(3)	0	92	harvesting	(1)		0
59 terrified (3)	57	jewellery	(1)	0	93	antlers	(3)		0
59 terrified (3)	58	measuring	(1)	0	94	tropical	(2)		
	59	terrified	(3)	0	95	currency	(3)		
No. of errors No. of errors	60	chimney	(4)	0	96	hurdling	(3)	ř	0
				No. of errors				No. of errors	

CONTRACTOR					
Set 9	Start – Ages 12–13	Correct response	Response given		
97	fictional	(1)		\bigcirc	
98	luggage	(2)		0	
99	applauding	(3)		0	
100	inflated	(3)		0	
101	arctic	(2)		0	
102	hovering	(1)		0	
103	pedestrian	(3)		0	
104	snarling	(2)		0	
105	exhausted	(2)		0	
106	construction	(2)		0	
107	aquarium	(1)	e e	0	
108	beaker	(3)		0	
			No. of errors		

Set 10	Start – Ages 14+	Correct response	Response given	
109	canine	(1))
110	clamp	(1))
111	parallel	(4))
112	bouquet	(2)	C)
113	polluting	(3)	C)
114	valve	(3)	C)
115	illumination	(4)	C)
116	nutritious	(3)	C)
117	departing	(3)	C)
118	trowel	(4)	C)
119	escorting	(4)	C)
120	wedge	(4)	C)
			No. of errors	

			No. of errors	
Set 11		Correct response	Response given	
121	archaeologist	(1)	E	С
122	duet	(1)		C
123	fungus	(3)		С
124	hoisting	(1)		C
125	foundation	(1)		0
126	rodent	(3)		0
127	interior	(1)	2	0
128	citrus	(2)		0
129	feline	(2)		0
130	coast	(4)		0
131	detonation	(2)		0
132	embracing	(3)		0
			No. of errors	

Set 12		Correct response	Response given	
133	garment	(4)		
134	capsules	(4)		0
135	aviation	(1)		0
136	consuming	(3)		0
137	primate	(1)		0
138	ascending	(2)		0
139	beverage	(1)		0
140	goblet	(4)		0
141	tuba	(1)		0
142	carpenter	(2)		0
143	appliance	(1)		0
144	incisor	(3)		0
			No. of errors	

Set 13		Correct response	Response given
145	lever (lee -vuh)	(2)	0
146	oasis (oh-ay- sis)	(4)	0
147	talon (ta -luhn)	(3)	0
148	lubricating (loo-bri-kayt-ing)	(1)	0
149	easel (ee-zuhl)	(4)	0
150	angler (ang-luh)	(1)	0
151	perplexed (puhr- pleksd)	(2)	0
152	cultivating (kul -ti-vayt-ing)	(1)	0
153	maritime (ma -ri-tiym)	(1)	0
154	culinary (kul -in-uh-ree)	(3)	0
155	sedan (suh- dan)	(1)	0
156	marsupial (mahr- soo -pyuhl)	(4)	0
		1	No. of errors

Set 14		Correct response	Response given	Pronunciation Key
157	fowl (faul)	(4)	0	a = short a as in man
158	encumbered (en-k um- buhd)	(3)	0	e = short e as in leg
159	castor (kah-stuh)	(3)	0	i = short i as in bit
160	bovine (boh-viyn)	(1)	0	o = short o as in dog
161	replenishing (re- plen -ish-ing)	(3)	0	u = short u as in bun
162	convex (con-veks)	(1)	0	ah as in car
163	embossed (em-bosd)	(2)	0	au as in out
164	incarcerating (in- kah -suh-rayt-ing)	(2)	0	ay = long a as in day
165	copious (koh-pee-uhs)	(2)	0	ee = long e as in feet
166	incandescent	(4)	0	iy = long i as in vine
167	(in-kan- des -uhnt)	(1)	0	oh = long o as in road
168	(la-kri-may-shuhn) apparel	(4)	0	oo = long u as in soup
	(a- pa -ruhll)		O	uh as in fath <u>er</u>
			No. of errors	uhr as in c <u>ir</u> cle
Renui Cei		ne Ceiling It		e last item in the Ceiling Set. Subtract from it the total sal Set through to the Ceiling Set. This is the raw score.
			Grap	hic Display of Test Results
	second so vertical line This will sh	ale below. Then dr through it and ac	score equivalent on the aw a heavy, straight roos all four scales, tained by the individual, into which he or	The confidence band may also be plotted on this graphic display. If this band overlaps 100, the standardised score is not significantly different from the national average for the individual's year group. Percentage of people under each portion of the normal probability curve. 34% 34% 14% 2% 0.1%
	Standard de from me		-3 -2 -	1 X +1 +2 +3 +4
	Standardi scores		60 70 80	90 100 110 120 130 140 150 160

5 10 20 30 40 50 60 70 80 90 95

Low High average score

99

Extremely high score

Moderately high score

Percentile ranks

Score range descriptions

Extremely low score

Moderately low score