

The Learning Accomplishment Profile, Third Edition (LAP-3, 2004): Crosswalk to Child Outcomes

Outcome 1 Has positive social relationships	Outcome 2 Acquires and uses knowledge and skills	Outcome 3 Takes appropriate action to meet needs
<p>Language Item 46: 46. Participates in sustained conversations with peers</p> <p>Personal/Social Items 1-45 (e.g., gives toy to adult upon request, plays beside other children, interacts with familiar adults, plays simple group games, takes turn, follows classroom rules, chooses own friends, helps adult with simple tasks, works in small groups, etc.)</p>	<p>Fine Motor Item 6: 6. Turns pages of book singly</p> <p>Personal/Social Items 2, 6, 22, 25, 41, 45: 2. Imitates household activities 6. Refers to self by name 22. Tells full name 25. Participates in dramatic make-believe play 41. Tells birthday 45. Tells address</p> <p>Pre-Writing Items 1-38 (e.g., marks with pencil, scribbles spontaneously, hold paper in place, draws recognizable person with 6 distinct body parts, prints first and last name, etc.)</p> <p>Cognitive Items 1-87 (e.g., removes lid box to find hidden toy, repeats 2 digits, gives 2 objects, matches related pictures, places rings on stack toy according to size, names the cause for 3 given events, counts by rote to 20, draws logical conclusion from experiment, names 4 coins, etc.)</p> <p>Language Items 1-69 (e.g., names 1 object, points to pictured object by use, points to 10 pictures of common objects, delivers 1-part verbal message, pantomimes definitions of words, tells opposites, tells a story using a picture book, tells beginning sounds, identifies similar ending sounds, etc.)</p>	<p>Gross Motor Items 1-53 (e.g., stands alone, walks on line, touches toes, jumps over yardstick, walks backward, standing broad jump, etc.)*</p> <p>Fine Motor Items 1-40 (e.g., beats 2 spoons together, turns handle of eggbeater, picks up objects with tongs, winds up toy, strings beads, cuts square with scissors, builds steps with blocks, etc.)*</p> <p>Self Help Items 1-50 (e.g., finger feeds self for part of meal, uses toilet when taken by adult, dries own hands, wipes nose with tissue, pours from pitcher, puts on pull-up garment, spreads food with table knife, fastens own seatbelt, etc.)</p> <p>Language Items 15, 39: 15. Answers 1 question regarding physical needs 39. Answers 3 questions regarding physical needs</p>

Note: This is a preliminary draft developed by the Early Childhood Outcomes (ECO) Center and revised based on preliminary feedback from users and the tool publisher and/or developers. The draft may be subject to further changes. We welcome your feedback to staff@the-eco-center.org.

* Many of the skills in this area are precursors for functional behaviors. Precursor skills may not be appropriate or expected for some children, including those with sensory or motor impairments.

Areas that are not precursor to or components of, any specific outcome were not included in the crosswalk. For this tool, such items included:

Gross Motor:

7. Kicks ball	25. Throws ball 10'	31. Hangs from bar	49. Bounces ball
14. Pedals tricycle	26. Hops on 1 foot	32. Marches	50. Pulls up and holds chin above overhead bar
18. Throws ball 5'	28. Skips on 1 foot	37. Catches bounced ball	51. Catches ball with 1 hand
19. Catches ball	29. Pedals tricycle around obstacles	38. Walks up and kicks ball	52. Throws small ball at target
20. Kicks ball	30. Catches ball with arms bent	45. Skips on alternate feet	54. Jumps rope

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