

**SOCIAL SKILLS CHECKLIST  
(Elementary/Pre-K)**

Name of child: \_\_\_\_\_ Date: \_\_\_\_\_

Birth date: \_\_\_\_\_ Assessor's name: \_\_\_\_\_

**Instructions: For each question, check if that particular social skill occurs Almost Always, Often, Sometimes, or Almost Never.**

<b>RATING SCALE</b>
<i>Almost always</i> - the student consistently displays this skill in many settings and with a variety of people
<i>Often</i> - the student displays this skill on a few occasions, settings and with a few people
<i>Sometimes</i> - the student seldom displays this skill but may demonstrate it on infrequent occasions.
<i>Almost Never</i> - the student never or rarely exhibits this skill. It is uncommon to see this in their daily routine.

<b>SOCIAL PLAY &amp; EMOTIONAL DEVELOPMENT</b>	<b>Almost Always</b>	<b>Often</b>	<b>Sometimes</b>	<b>Almost Never</b>
<b>1.1 Beginning Play Behaviors</b>				
1. Maintains proximity to peer within 1 foot				
2. Observes peers in play vicinity within 3 feet				
3. Parallel play near peers using the same or similar materials (e.g., playing cars near a peer who is also playing cars)				
4. Physically imitates peer				
5. Verbally imitates peer				
6. Takes turns appropriately during simple games				
<b>1.2 Intermediate Play Behaviors</b>				
1. Shares toys and talks about the activity with peers, even though the play agenda of the other children is different				
2. Physically and verbally responds to interactions from peers (accepts toy from peer, answers questions)				
3. Returns and initiates greetings with peers				
4. Know appropriate ways of joining in an activity with peers				
5. Invites others to play				
6. Takes turns during structured activities				
7. Obeyes game rules				
8. Requests toys, food, and materials from peers				
<b>1.3 Advanced Play Behavior</b>				
1. Plays cooperatively with peers during imaginative play				
2. Makes comments about what he/she is playing to peers				
3. Organizes play (suggests ideas to peers on how to play)				
4. Follows peer play plans				
5. Takes turns during unstructured activities without a time limit				
6. Offers toys, food, and materials to peers				