

## SENSORY PROFILE

Winnie Dunn, Ph.D., OTR, FAOTA

## **Caregiver Questionnaire**

Child's Name:		Birth Date:	Date:
Completed by:		Relationship to Child	d:
Service Provider's Na	me:	Discipline:	T
		INSTRUCTIONS	
	does the follounable to conit does not a item. Write a	the box that <b>best</b> describes the frequency with which young behaviors. Please answer all of the statements. If youngest because you have not observed the behavior or boply to your child, please draw an X through the number no comments at the end of each section. Please do not you Score Total row.	you are pelieve that for that
U:	se the following	key to mark your responses:	
A	ALWAYS	When presented with the opportunity, your child alway in this manner, 100% of the time.	ys responds
<u>F</u>	REQUENTLY	When presented with the opportunity, your child frequin this manner, about 75% of the time.	iently responds
	OCCASIONALLY	When presented with the opportunity, your child occa in this manner, about 50% of the time.	isionally responds
5	SELDOM	When presented with the opportunity, your child selde in this manner, about 25% of the time.	om responds
		When presented with the apportunity your child neve	r responds in

## PEARSON

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this manner, 0% of the time.

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ľ	tem		A. Auditory Processing	1	[ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \ \	/8	18	/ ₹
6	4	1	Responds negatively to unexpected or loud noises (for example, cries or hides at noise from vacuum cleaner, dog barking, hair dryer)					
9		2	Holds hands over ears to protect ears from sound	- same of the				
9	L	3	Has trouble completing tasks when the radio is on					
9	L	4	Is distracted or has trouble functioning if there is a lot of noise around			No. of Contract		
9	L	5	Can't work with background noise (for example, fan, refrigerator)					
9	H	6	Appears to not hear what you say (for example, does not "tune-in" to what you say, appears to ignore you)					
9	Н	7	Doesn't respond when name is called but you know the child's hearing is OK					
7	Н	8	Enjoys strange noises/seeks to make noise for noise's sake					

				2	PROUEWILL.	SELOS ONALLI	
	ltem		B. Visual Processing	ALWAYS	$/\frac{R}{R}$		WEVER
•	L	9	Prefers to be in the dark				
•	L	10	Expresses discomfort with or avoids bright lights (for example, hides from sunlight through window in car)				
•	L	11	Happy to be in the dark				
•	L	12	Becomes frustrated when trying to find objects in competing backgrounds (for example, a cluttered drawer)				
•	L	13	Has difficulty putting puzzles together (as compared to same age children)				
•	L	14	Is bothered by bright lights after others have adapted to the light				
•	L	15	Covers eyes or squints to protect eyes from light				
•	Н	16	Looks carefully or intensely at objects/people (for example, stares)				
•	Н	17	Has a hard time finding objects in competing backgrounds (for example, shoes in a messy room, favorite toy in the "junk drawer")				
			Section Raw Score Tota	I			

				Z.	FREQUE		THINOS OF	
	tem		C. Vestibular Processing	ALMAKS			SFLOOM	NEVED
$\rightarrow$	44	18	Becomes anxious or distressed when feet leave the ground					
$\rightarrow$	L	19	Dislikes activities where head is upside down (for example, somersaults, roughhousing)	0 888930	811821	96		
$\rightarrow$	L	20	Avoids playground equipment or moving toys (for example, swing set, merry-go-round)					
$\rightarrow$	L	21	Dislikes riding in a car					
$\rightarrow$	L	22	Holds head upright, even when bending over or leaning (for example, maintains a rigid position/posture during activity)	37785-6				
$\rightarrow$	LL.	23	Becomes disoriented after bending over sink or table (for example, falls or gets dizzy)	w helse	- Green			
$\rightarrow$	н	24	Seeks all kinds of movement and this interferes with daily routines (for example, can't sit still, fidgets)	Science of	NSD 44	egA.		
$\rightarrow$	Н	25	Seeks out all kinds of movement activities (for example, being whirled by adult, merry-go-rounds, playground equipment, moving toys)	8 3 3 2 3 2	a-su-	WEY -		
$\rightarrow$	н	26	Twirls/spins self frequently throughout the day (for example, likes dizzy feeling)	sa kontakin i	434			
$\rightarrow$	Н	27	Rocks unconsciously (for example, while watching TV)	K RESERVE	16-10-	iG.		
$\rightarrow$	н	28	Rocks in desk/chair/on floor	10,000				
			Section Raw Score Total					

/ / \$ /

	Item		D. Touch Processing	ALMIN		TIMENTI'S	SELDO	
***	4.5	29	Avoids getting "messy" (for example, in paste, sand, finger paint, glue, tape)					
*	L,	30	Expresses distress during grooming (for example, fights or cries during haircutting, face washing, fingernail cutting)	of waters	ness	est.		
<b>*</b>	L	31	Prefers long-sleeved clothing when it is warm or short sleeves when it is cold					
* **	L	32	Expresses discomfort at dental work or toothbrushing (for example, cries or fights)					
**	L	33	Is sensitive to certain fabrics (for example, is particular about certain clothes or bedsheets)	st liboati	caticon			
**	L	34	Becomes irritated by shoes or socks	PTSHQS	C 99/73	008		
**	L	35	Avoids going barefoot, especially in sand or grass	10.30	ul lie a	98E		
*	L	36	Reacts emotionally or aggressively to touch	10000A	Mile No.			
* * * *	L	37	Withdraws from splashing water			0.00		
*	L	38	Has difficulty standing in line or close to other people	e doe	- 0710			
**	L	39	Rubs or scratches out a spot that has been touched	Auger	payáu s	569		
**	H	40	Touches people and objects to the point of irritating others	Mistole	als vii n	Roca		
*	н	41	Displays unusual need for touching certain toys, surfaces, or textures (for example, constantly touching objects)					
*	н	42	Decreased awareness of pain and temperature					
	н	43	Doesn't seem to notice when someone touches arm or back (for example, unaware)					
* * *	н	44	Avoids wearing shoes; loves to be barefoot					
	Н	45	Touches people and objects					
*	н	46	Doesn't seem to notice when face or hands are messy					

							SELDON	
	Item		E. Multisensory Processing	ALMIAYO	FRED L	100	05 SELD !	NEVE
•		47	Gets lost easily (even in familiar places)					
*		48	Has difficulty paying attention					
•	T	49	Looks away from tasks to notice all actions in the room					
3	Н	50	Seems oblivious within an active environment (for example, unaware of activity)					
*	Н	51	Hangs on people, furniture, or objects even in familiar situations					
*	н	52	Walks on toes					
C3-	Н	53	Leaves clothing twisted on body					
			Section Raw Score Total					

	em		F. Oral Sensory Processing	Allm.		TIMENTS SO	SELDON SELDON
€3 <del>/</del>	L	54	Gags easily with food textures or food utensils in mouth				
0	L.	55	Avoids certain tastes or food smells that are typically part of children's diets	201-120	liji tetda	ie#	
0	L	56	Will only eat certain tastes (list:	)	griffet		
€3÷	L	57	Limits self to particular food textures/temperatures (list:	)	- daz	alpiet.	
(3)÷	L	58	Picky eater, especially regarding food textures				
8	Н	59	Routinely smells nonfood objects		a second	alet 1	
8	н	60	Shows strong preference for certain smells (list:	)	EWA	Bale)	
$\otimes$	н	61	Shows strong preference for certain tastes (list:	)	40.17	enii	
8	н	62	Craves certain foods (list:	)			
	н	63	Seeks out certain tastes or smells (list:	)	02 100	hol	
8	н	64	Chews or licks on nonfood objects		188	15.	
(3 <sup>+</sup>	н	65	Mouths objects (for example, pencil, hands)				

li	tem		G. Sensory Processing Related to Endurance/Tone	4/11/11	FPE	TURING!	SELG	
		66	Moves stiffly					
	н	67	Tires easily, especially when standing or holding particular body position		11/36	TO:		
	н	68	Locks joints (for example, elbows, knees) for stability	W. P. S.A.	Billips	in the		
	Н	69	Seems to have weak muscles					
	н	70	Has a weak grasp					
	Н	71	Can't lift heavy objects (for example, weak in comparison to same age children)					
	н	72	Props to support self (even during activity)					
	н	73	Poor endurance/tires easily		94.5		6.03	
	н	74	Appears lethargic (for example, has no energy, is sluggish)				184	

						TIMESON OCCUPATION OCC	ATTHIO,	
ı	tem		H. Modulation Related to Body Position and Movement	ALMON			0/5/0/3/5	WEVED
0		75	Seems accident-prone	o) abe	Mark.	ps D		
•		76	Hesitates going up or down curbs or steps (for example, is cautious, stops before moving)	HAM 6	akso s	etajā.		
$\rightarrow$	L	77	Fears falling or heights	itatioo	Mary Mary	- KAN-		
$\rightarrow$	T	78	Avoids climbing/jumping or avoids bumpy/uneven ground	etten	5 Three	teres:		
$\rightarrow$	L	79	Holds onto walls or banisters (for example, clings)	HORE	7-7-8	469		
$\rightarrow$	н	80	Takes excessive risks during play (for example, climbs high into a tree, jumps off tall furniture)	stalle	ar year	nes9;		
$\rightarrow$	Н	81	Takes movement or climbing risks during play that compromise personal safety	isa y	punts p	ionia 1		
$\rightarrow$	н	82	Turns whole body to look at you	Berry.	lenia-e	porti:		
*	Н	83	Seeks opportunities to fall without regard to personal safety	sestmi	three a	mail or		
*	н	84	Appears to enjoy falling	Liter	0100 -	lyanga in		
			Section Raw Score Total					

						AIIN	ATTHING	//
	ltem		I. Modulation of Movement Affecting Activity Level	ALWAY	P. P. P. S.	Cose Control	SELDS:	NEWE
*	L	85	Spends most of the day in sedentary play (for example, does quiet things)					
*	.1.	86	Prefers quiet, sedentary play (for example, watching TV, books, computers)					
$\rightarrow$	L	87	Seeks sedentary play options					
$\rightarrow$		88	Prefers sedentary activities					
$\rightarrow$	Н	89	Becomes overly excitable during movement activity			Appli A		
*	Н	90	"On the go"	THE PARTY NAMED IN				
*	Н	91	Avoids quiet play activities	vá reil				
			Section Raw Score Total					

Comments

				Almars	ROUEN	\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\	DOM COM	EVER
	Item		J. Modulation of Sensory Input Affecting Emotional Responses	/ FIN		8	13/	WEL
0		92	Needs more protection from life than other children (for example, defenseless physically or emotionally)					
€3 <del>;</del>	L	93	Rigid rituals in personal hygiene					
0	н	94	Is overly affectionate with others					
0	н	95	Doesn't perceive body language or facial expressions (for example, unable to interpret)					
			Section Raw Score Total					

	ltem		K. Modulation of Visual Input Affecting Emotional Responses and Activity Level	ALWO,	FREOU	OCCAS (SENTLY	SELOS	VEVE SOM
•	14	96	Avoids eye contact			HATT		
•	Н	97	Stares intensively at objects or people	side	de 8 p	HHAV.		
•	н	98	Watches everyone when they move around the room	going	elition.	204		
•	н	99	Doesn't notice when people come into the room	e and the	11.000	eset)		
			Section Raw Score Total					

			Emotional Responses	/ 3		7/3	SELDON	
(29)533	tem		L. Emotional/Social Responses		The Contract of the Contract o	/ 0	1 5 1	/ =
0		100	Seems to have difficulty liking self (for example, low self-esteem)					
7		101	Has trouble "growing up" (for example, reacts immaturely to situations)		Mare 2			
9		102	Is sensitive to criticisms					
9		103	Has definite fears (for example, fears are predictable)					
2		104	Seems anxious					
2		105	Displays excessive emotional outbursts when unsuccessful at a task					
7		106	Expresses feeling like a failure					
9		107	Is stubborn or uncooperative					
2		108	Has temper tantrums					
7		109	Poor frustration tolerance					
7		110	Cries easily				- 10	
2		111	Overly serious					
<b>n</b>		112	Has difficulty making friends (for example, does not interact or participate in group play)					
7		113	Has nightmares					
ツ		114	Has fears that interfere with daily routine					
7		115	Doesn't have a sense of humor					
7		116	Doesn't express emotions					

					s /s	VINSULLY OCCAS	SELDO	
	tem		M. Behavioral Outcomes of Sensory Processing	ALWAY		/8	13/3	NEVER
3		117	Talks self through tasks	ioaino	y alegy	LOVA 1		
•		118	Writing is illegible	E Vital	eath a	HAT?		
•		119	Has trouble staying between the lines when coloring or when writing	C. CONTRACT	165- E01	ISW J		
0		120	Uses inefficient ways of doing things (for example, wastes time, moves slowly, does things a harder way than is needed)	melya sa	ion th	escu-		
0	L	121	Has difficulty tolerating changes in plans and expectations	distribution of		at the state of	-12/-50	
0	L	122	Has difficulty tolerating changes in routines					
			Section Raw Score Total					

	llam		N. Items Indicating Thresholds for Response	At Way	SI SI	J. J. J. J. S.	YIJANOIST KIOS	
x	ltem	123	Jumps from one activity to another so that it interferes with play	1 4	14	/ 0	/ 5	/ <del>~</del>
0	Н	124	Deliberately smells objects					
0	H	125	Does not seem to smell strong odors					
			Section Raw Score Total					

Comments

## FOR OFFICE USE ONLY

ICON KEY				
3	Auditory			
0	Visual			
*	Activity Level			
8	Taste/Smell			
*	Body Position			
$\rightarrow$	Movement			
€3 <del>/</del>	Touch			
0	Emotional/Social			

	THRESHOLD KEY
	Neither low nor high
L	Low
н	High

SCORE KEY		
1	Always	
2	Frequently	
3	Occasionally	
4	Seldom	
5	Never	