

# The Battelle Developmental Inventory— Third Edition (BDI-3) Crosswalk to Child Outcomes



As one of multiple sources of information, items from the BDI-3 domains can contribute to the understanding of a child's functioning when measuring child outcomes. For this use of the BDI-3, the following crosswalk of domain items to the three child outcomes applies (see Table 1, below). Remember, whenever using this or any other assessment instrument crosswalks, items are not meant as a checklist for assessing children's functioning. Rather, they provide information as to the extent to which an assessment instrument addresses the breadth and depth of the three child outcomes. For additional instrument crosswalks, visit this page on the Early Childhood Technical Assistance (ECTA) Center website: <https://ectacenter.org/eco/pages/crosswalks.asp>

In addition to the three child outcomes, Table 1 shows how various BDI-3 items map to the six bundles of skills that comprise each of the outcomes. For example, skill bundles associated with Positive Social-Emotional Skills (Outcome 1) include 1) relating with caregivers, 2) attending to other people in a variety of settings, 3) interacting with peers, 4) participating in social games and communication with others, 5) following social norms and adapting to change in routines, and 6) expressing own emotions and responding to emotions of others. The purpose of cross walking assessment tool items to skill bundles is to depict how well an assessment tool addresses the breadth of the three child outcomes. For more information about skill bundles and the breadth of the three child outcomes, as well as a visually representative infographic, visit this web page on the ECTA Center website: <https://ectacenter.org/eco/pages/childoutcomes.asp>

The BDI-3 crosswalk (Table 1, below) includes items marked with an asterisk. The asterisk is to denote that those items align with Outcome 2 (Acquisition and Use of Knowledge and Skills) Bundle 4 (Understanding Pre-Academic and Literacy Concepts) because they are administered as a structured task only, such as through picture identification or higher-level reasoning. For example, an item in the BDI-3's domain of self-care about the use of feeding utensils requires the child to identify utensils in a picture and therefore was coded as Outcome 2, rather than Outcome 3-Use of Appropriate Behaviors to Meet their Needs.

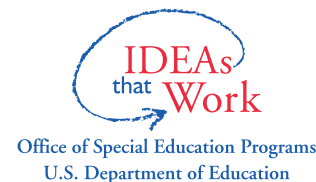
Please note that when using the BDI-3 as a standardized, norm-referenced assessment tool, with direct conversion of scores to measure outcomes, the BDI-3's domain scores are the smallest unit of information that can be applied. For this use of the BDI-3, please see the Crosswalk of Domains to Child Outcomes (Table 2) in this document. Table 2 shows how the five domains map to the three child outcomes. For each domain, an X indicates the outcome area to which the majority of items contributes information.

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# Table 1. Crosswalk of BDI-3 Domain Items to Child Outcomes

This table shows how various BDI-3 items map to the six bundles of skills that comprise each of the outcomes.

## Outcome 1: Positive Social-Emotional Skills

<b>Outcome 1: Positive Social- Emotional Skills</b>	Relating with Caregivers ( <i>Bundle 1</i> )		Attending to Other People in a Variety of Settings ( <i>Bundle 2</i> )		Interacting with Peers ( <i>Bundle 3</i> )		Participating in Social Games and Communication with Others ( <i>Bundle 4</i> )		Following Social Norms and Adapting to Change in Routines ( <i>Bundle 5</i> )		Expressing Own Emotions and Responding to Emotions of Others ( <i>Bundle 6</i> )		
<b>Domain: Adaptive</b>													
Subdomain: Self-Care (SC)													
Subdomain: Personal Responsibility (PR)					PR-12 PR-13		PR-10		PR-5 PR-16 PR-17				
<b>Domain: Social-Emotional</b>													
Subdomain: Adult Interaction (AI)	AI-1 AI-2 AI-3 AI-5	AI-8 AI-13 AI-18	AI-4 AI-6 AI-10	AI-16 AI-23 AI-25			AI-7 AI-11 AI-15	AI-18 AI-22	AI-21 AI-24			AI-9 AI-12 AI-14	AI-17 AI-26
Subdomain: Peer Interaction (PI)					PI-1 PI-2 PI-3 PI-4 PI-6 — through PI-15	PI-17 PI-18 PI-19 PI-22 PI-23 PI-24	PI-16				PI-5		
Subdomain: Self-Concept/Role (SR)	SR-1		SR-5 SR-17				SR-25		SR-9 SR-12 SR-21	SR-23 SR-24 SR-28	SR-2 SR-6 SR-7 SR-8	SR-13 SR-15 SR-22 SR-26	

<b>Outcome 1: Positive Social- Emotional Skills</b>	Relating with Caregivers ( <i>Bundle 1</i> )		Attending to Other People in a Variety of Settings ( <i>Bundle 2</i> )	Interacting with Peers ( <i>Bundle 3</i> )	Participating in Social Games and Communication with Others ( <i>Bundle 4</i> )	Following Social Norms and Adapting to Change in Routines ( <i>Bundle 5</i> )	Expressing Own Emotions and Responding to Emotions of Others ( <i>Bundle 6</i> )
<b>Domain: Communication</b>							
Subdomain: Receptive (RC)	RC-2	RC-6	RC5				RC-27
Subdomain: Expressive (EC)			EC-9		EC-22 EC-31	EC-32	EC-4 EC-34
<b>Domain: Motor</b>							
Subdomain: Gross (GM)							
Subdomain: Fine (FM)							
<b>Domain: Cognitive</b>							
Subdomain: Attention & Memory (AM)	AM-3						
Subdomain: Reasoning & Academic (RA)							
Subdomain: Perception & Concepts (PC)	PC-1						

## Outcome 2: Acquisition and Use of Knowledge and Skills

<b>Outcome 2: Acquisition and Use of Knowledge and Skills</b>	Showing Interest in Learning (Bundle 1)		Using Problem Solving (Bundle 2)	Engaging in Purposeful Play (Bundle 3)	Understanding Pre-Academic & Literacy Concepts (Bundle 4)		Acquiring Language to Communicate (Bundle 5)	Understanding Questions Asked & Directions Given (Bundle 6)	
<b>Domain: Adaptive</b>									
Subdomain: Self-Care (SC)					SC-23*				
Subdomain: Personal Responsibility (PR)	PR-11		PR-24	PR-9	PR-20*			PR-7 PR-21	PR-22 PR-23
<b>Domain: Social-Emotional</b>									
Subdomain: Adult Interaction (AI)	AI-19							AI-27	
Subdomain: Peer Interaction (PI)								PI-20	
Subdomain: Self-Concept/Role (SR)	SR-3 SR-4 SR-16	SR-30 SR-32	SR-31	SR-14 SR-18				SR-11 SR-19 SR-20	SR-27 SR-29 SR-33
<b>Domain: Communication</b>									
Subdomain: Receptive (RC)	RC-1 RC-3 RC-4				RC-17 RC-18 RC-19 RC-24 RC-25	RC-28 — through RC-34		RC-7 — through RC-16 RC-20	RC-21 RC-22 RC-23 RC-26

<b>Outcome 2: Acquisition and Use of Knowledge and Skills</b>	Showing Interest in Learning (Bundle 1)		Using Problem Solving (Bundle 2)		Engaging in Purposeful Play (Bundle 3)	Understanding Pre- Academic & Literacy Concepts (Bundle 4)	Acquiring Language to Communicate (Bundle 5)		Understanding Questions Asked & Directions Given (Bundle 6)
Subdomain: Expressive (EC)						EC-30 EC-35 EC-36	EC-1 EC-2 EC-3 EC-5 EC-6 EC-7 EC-10 EC-12 EC-13 EC-14 EC-16 — through EC-21	EC-23 EC-24 EC-25 EC-27 EC-28 EC-29 EC-33 EC-39 EC-40	EC-15 EC-26 EC-37 EC-38 EC-41
<b>Domain: Motor</b>									
Subdomain: Gross (GM)									
Subdomain: Fine (FM)						FM-12			
Subdomain: Perceptual (PM)						PM-7 PM-8 PM-10	PM-11 PM-12 PM-14 — through PM-24		
<b>Domain: Cognitive</b>									
Subdomain: Attention & Memory (AM)	AM-1 AM-2 AM-4 AM-5 AM-6	AM-7 AM-8 AM-12 AM-14 AM-23	AM-9 AM-10 AM-11 AM-15	AM-16 AM-20 AM-21 AM-25 — through AM-30		AM-13 AM-17 AM-18 AM-19 AM-22 AM-24			

<b>Outcome 2: Acquisition and Use of Knowledge and Skills</b>	Showing Interest in Learning (Bundle 1)	Using Problem Solving (Bundle 2)	Engaging in Purposeful Play (Bundle 3)	Understanding Pre- Academic & Literacy Concepts (Bundle 4)		Acquiring Language to Communicate (Bundle 5)	Understanding Questions Asked & Directions Given (Bundle 6)
Subdomain: Reasoning & Academic (RA)		RA-1 RA-2 RA-3 RA-23		RA-4 — through RA-12 RA-15 RA-16 RA-17 RA-18	RA-20 RA-21 RA-22 RA-24 – through RA-33	RA-19	RA-13 RA-14
Subdomain: Perception & Concepts (PC)	PC-2 PC-3 PC-5	PC-31	PC-4	PC-6 – through PC-20 PC-22 PC-24 PC-25	PC-27 PC-28 PC-29 PC-32		PC-21 PC-23 PC-26 PC-30 PC-33

## Outcome 3: Use of Appropriate Behaviors to Meet Needs

Items marked with an asterisk align with Outcome 2 because they are administered via structured task only, such as through picture identification or higher-level reasoning.

<b>Outcome 3: Use of Appropriate Behaviors to Meet Needs</b>	Moving Around & Manipulating Things to Meet Needs (Bundle 1)	Eating & Drinking with Increasing Independence (Bundle 2)	Dressing & Undressing with Increasing Independence (Bundle 3)	Diapering/Toileting & Washing with Increasing Independence (Bundle 4)	Communicating Needs (Bundle 5)	Showing Safety Awareness (Bundle 6)				
<b>Domain: Adaptive</b>										
Subdomain: Self-Care (SC)		SC-1 — through SC-7 SC-9 SC-15	SC-31 SC-32 SC-34 SC-35 SC-36	SC-8 SC-13 SC-17 SC-20	SC-22 SC-25 SC-27 SC-29	SC-11 SC-14 SC-16 SC-18 SC-21 SC-24	SC-26 SC-28 SC-30 SC-33 SC-37	SC-10 SC-19	SC-12	
Subdomain: Personal Responsibility (PR)	PR-4 PR-8 PR-15							PR-3	PR-1 PR-2 PR-6	PR-14 PR-18 PR-19
<b>Domain: Social-Emotional</b>										
Subdomain: Adult Interaction (AI)						AI-20				
Subdomain: Peer Interaction (PI)						PI-21				
Subdomain: Self-Concept/Role (SR)						SR-10				
<b>Domain: Communication</b>										
Subdomain: Receptive (RC)										
Subdomain: Expressive (EC)					EC-8	EC-11				
<b>Domain: Motor</b>										
Subdomain: Gross (GM)	GM-1 — through GM-45									

<b>Outcome 3: Use of Appropriate Behaviors to Meet Needs</b>	Moving Around & Manipulating Things to Meet Needs (Bundle 1)		Eating & Drinking with Increasing Independence (Bundle 2)	Dressing & Undressing with Increasing Independence (Bundle 3)	Diapering/Toileting & Washing with Increasing Independence (Bundle 4)	Communicating Needs (Bundle 5)	Showing Safety Awareness (Bundle 6)
Subdomain: Fine (FM)	FM-1 — through FM-11	FM-13 — through FM-30					
Subdomain: Perceptual (PM)	PM-1 – through PM-6	PM-9 PM-13					
<b>Domain: Cognitive</b>							
Subdomain: Attention & Memory (AM)							
Subdomain: Reasoning & Academic (RA)							
Subdomain: Perception & Concepts (PC)							



## Table 2. Crosswalk of BDI-3 Domain Scores to Child Outcomes

This table shows how the five domains map to the three child outcomes. For each domain, an X indicates the outcome area to which the majority of items contributes information.

	Outcome 1 Positive Social-Emotional Skills	Outcome 2 Acquisition and Use of Knowledge and Skills	Outcome 3 Use of Appropriate Behaviors to Meet Needs
<b>Domain: Adaptive</b> Subdomains: Self-Care (SC) Personal Responsibility (PR)			X
<b>Domain: Social-Emotional</b> Subdomains: Adult Interaction (AI) Peer Interaction (PI) Self-Concept/Role (SR)	X		
<b>Domain: Communication</b> Subdomains: Receptive (RC) Expressive (EC)		X	
<b>Domain: Motor</b> Subdomains: Gross (GM) Fine (FM) Perceptual (PM)			X
<b>Domain: Cognitive</b> Subdomains: Attention & Memory (AM) Reasoning & Academic (RA) Perception & Concepts (PC)		X	

### BDI-3 assessment items per domain:

- Adaptive items per outcome: Outcome 1=6, Outcome 2=0, Outcome 3=39
- Social-Emotional items per outcome: Outcome 1=65, Outcome 2=17, Outcome 3=3
- Communication items per outcome: Outcome 1=10, Outcome 2=63, Outcome 3=2
- Motor items per outcome: Outcome 1=0, Outcome 2=16, Outcome 3=84
- Cognitive items per outcome: Outcome 1=2, Outcome 2=93, Outcome 3=0