

## Internal State Language Inventory Checklist

Child \_\_\_\_\_ Teacher/Parent \_\_\_\_\_

Date \_\_\_\_\_

Put an X in the box next to each word that you have heard the child say. If possible, write down the utterance the child said.

### Perception

- 1. SEE \_\_\_\_\_
- 2. LOOK \_\_\_\_\_
- 3. WATCH \_\_\_\_\_
- 4. HEAR \_\_\_\_\_
- 5. LISTEN \_\_\_\_\_
- 6. TASTE \_\_\_\_\_
- 7. SMELL \_\_\_\_\_
- 8. FEEL (soft, warm) \_\_\_\_\_
- 9. COLD (feeling cold, having cold feet. Not about objects being cold.) \_\_\_\_\_
- 10. FREEZING \_\_\_\_\_
- 11. HOT (same as for cold) \_\_\_\_\_
- 12. WARM (same as for cold) \_\_\_\_\_
- 13. HURT \_\_\_\_\_

### Physiology

- 1. HUNGRY \_\_\_\_\_
- 2. STARVING \_\_\_\_\_
- 3. THIRSTY \_\_\_\_\_
- 4. SLEEPY \_\_\_\_\_

- 5. SLEEP \_\_\_\_\_
- 7. ASLEEP \_\_\_\_\_
- 8. TIRED \_\_\_\_\_
- 9. AWAKE \_\_\_\_\_
- 10. WAKE UP \_\_\_\_\_
- 11. SICK \_\_\_\_\_

**Emotion/Affect**

- 1. HAPPY \_\_\_\_\_
- 2. HAVE FUN \_\_\_\_\_
- 3. FUNNY \_\_\_\_\_
- 4. PROUD \_\_\_\_\_
- 5. FEEL (good, bad, all right) \_\_\_\_\_
- 6. TO BE ALL RIGHT (For example, "Are you all right?") \_\_\_\_\_
- 7. BETTER \_\_\_\_\_
- 8. Good (feel good) \_\_\_\_\_
- 9. O.K. \_\_\_\_\_
- 10. NICE \_\_\_\_\_
- 11. LIKE \_\_\_\_\_
- 12. LOVE \_\_\_\_\_
- 13. HAVE A GOOD TIME \_\_\_\_\_
- 14. SURPRISED \_\_\_\_\_
- 15. SAD \_\_\_\_\_
- 16. ANGRY \_\_\_\_\_
- 17. MAD \_\_\_\_\_
- 18. SCARED \_\_\_\_\_

- 19. SCARY \_\_\_\_\_
- 20. DIRTY \_\_\_\_\_
- 21. MESSY \_\_\_\_\_
- 22. YUCKY \_\_\_\_\_
- 23. BAD (feeling) \_\_\_\_\_
- 24. HUG \_\_\_\_\_
- 25. KISS \_\_\_\_\_
- 26. LAUGH \_\_\_\_\_
- 27. SMILE \_\_\_\_\_
- 28. CRY \_\_\_\_\_

### **Volition and Ability**

- 1. WANT \_\_\_\_\_
- 2. NEED \_\_\_\_\_
- 3. HAVE TO \_\_\_\_\_
- 4. CAN \_\_\_\_\_
- 5. HARD \_\_\_\_\_

### **Cognition/Mental State**

- 1. KNOW \_\_\_\_\_
- 2. THINK \_\_\_\_\_
- 3. REMEMBER \_\_\_\_\_
- 4. FORGET \_\_\_\_\_
- 5. MAYBE \_\_\_\_\_
- 6. UNDERSTAND \_\_\_\_\_
- 7. PRETEND \_\_\_\_\_
- 8. DREAM \_\_\_\_\_

9. REAL (not pretend) \_\_\_\_\_

10. GUESS \_\_\_\_\_

11. MEAN (for example, "I don't mean that.") \_\_\_\_\_

### **Moral Judgment**

1. GOOD \_\_\_\_\_

2. BAD \_\_\_\_\_

3. NAUGHTY \_\_\_\_\_

4. MAY (for example, "May I have some?") \_\_\_\_\_

5. LET (for example, "Let me play.") \_\_\_\_\_

6. SUPPOSED TO \_\_\_\_\_

7. MUST \_\_\_\_\_

8. HAVE TO \_\_\_\_\_

9. CAN (to ask for permission: "Can I have it?") \_\_\_\_\_