

BEHAVIOR CHECKLIST FOR IDENTIFYING POSSIBLE LEARNING DISABLED STUDENTS

A learning disabled individual may show a few or several of the following behaviors. No two learners will show the same symptoms. Learning disabilities vary in degree from mild to severe. Everyone is likely to exhibit some of these behaviors, but a learning disability affects only one area of learning, so there will be an uneven profile of strengths and weaknesses.

<u>Indicate Frequency</u>			<u>Academic/Social Behavior</u>
Never	Sometimes	Often	
_____	_____	_____	<u>READING</u>
_____	_____	_____	1. Has difficulty associating sounds with letters
_____	_____	_____	2. Confuses similar words unknowingly
_____	_____	_____	3. Rereads or skips lines of print
_____	_____	_____	4. Reads very slowly, word by word
_____	_____	_____	5. Does not remember what has been read
_____	_____	_____	<u>SPELLING</u>
_____	_____	_____	1. Reverses, transposes letters and/or numbers
_____	_____	_____	2. Omits letters in words
_____	_____	_____	<u>HANDWRITING</u>
_____	_____	_____	1. Writes poorly formed letters
_____	_____	_____	2. Frequently varies letter size
_____	_____	_____	3. Uses capital and lower case letters interchangeably
_____	_____	_____	4. Holds pencil too tightly or loosely
_____	_____	_____	<u>ORAL LANGUAGE AND LISTENING</u>
_____	_____	_____	1. Has difficulty expressing ideas clearly
_____	_____	_____	2. Has difficulty following oral directions
_____	_____	_____	3. Interrupts inappropriately

Indicate Frequency**Never Sometimes Often**

Academic/Social Behavior**STUDY/WORK HABITS**

1. Has difficulty with time management/punctuality
2. Has poor organizational skills
3. Has difficulty "getting started"
4. Has difficulty completing work on time
5. Has difficulty keeping focused on a task
6. Performs well on one day, but not the next

MEMORY

1. Has difficulty retaining information in short and long term memory

SOCIAL SKILLS

1. Is easily frustrated by small setbacks
2. Gives up easily
3. Has difficulty establishing friendships
4. Displays socially unacceptable behaviors, e.g. hitting
5. Displays immature behavior