

SENSORY PROFILE

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Caregiver Questionnaire

Child's Name:	Birth Date: Date:
Completed by:	Relationship to Child:
Service Provider's Name:	Discipline:

INSTRUCTIONS

Please check the box that **best** describes the frequency with which your child does the following behaviors. Please answer all of the statements. If you are unable to comment because you have not observed the behavior or believe that it does not apply to your child, please draw an X through the number for that item. Write any comments at the end of each section. Please do not write in the Section Raw Score Total row.

Use the following key to mark your responses:

ALWAYS When presented with the opportunity, your child always responds in this manner, 100% of the time.

FREQUENTLY

When presented with the opportunity, your child frequently responds in this manner, about 75% of the time.

OCCASIONALLY When presented with the opportunity, your child occasionally responds in this manner, about 50% of the time.

When presented with the opportunity, your child seldom responds in this manner, about 25% of the time.

When presented with the opportunity, your child never responds in this manner, 0% of the time.

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1	ltem		A. Auditory Processing	1	FRES	AUNIO OCO O	SELON	
9	L	1	Responds negatively to unexpected or loud noises (for example, cries or hides at noise from vacuum cleaner, dog barking, hair dryer)					
9	L	2	Holds hands over ears to protect ears from sound					
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					
7	L	5	Can't work with background noise (for example, fan, refrigerator)					
7	H	6	Appears to not hear what you say (for example, does not "tune-in" to what you say, appears to ignore you)					W
)	H	7	Doesn't respond when name is called but you know the child's hearing is OK					
2	н	8	Enjoys strange noises/seeks to make noise for noise's sake					

	tem		B. Visual Processing	1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	MOOJY .
1	L	9	Prefers to be in the dark		
D	Ŀ	10	Expresses discomfort with or avoids bright lights (for example, hides from sunlight through window in car)		
D	L	11	Happy to be in the dark	WALL STATE OF THE	
©	L	12	Becomes frustrated when trying to find objects in competing backgrounds (for example, a cluttered drawer)		
0	L	13	Has difficulty putting puzzles together (as compared to same age children)		
D	L	14	Is bothered by bright lights after others have adapted to the light		
D	L	15	Covers eyes or squints to protect eyes from light		
D	H	16	Looks carefully or intensely at objects/people (for example, stares)		
0	H	17	Has a hard time finding objects in competing backgrounds (for example, shoes in a messy room, favorite toy in the "junk drawer")		

				2	FREQUE	Tung O	ATTIMOTO TO	
WW L	tem		C. Vestibular Processing	ALMAYS	FRE		SELON:	NEVED
\rightarrow	L	18	Becomes anxious or distressed when feet leave the ground	THE IN	100			
\rightarrow	L	19	Dislikes activities where head is upside down (for example, somersaults, roughhousing)					
\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)	-20				
\rightarrow	Lin	23	Becomes disoriented after bending over sink or table (for example, falls or gets dizzy)	LIMITED AND ADDRESS OF THE PARTY.				
\rightarrow	Н	24	Seeks all kinds of movement and this interferes with daily routines (for example, can't sit still, fidgets)	(and)	use n	113/A		
\rightarrow	н	25	Seeks out all kinds of movement activities (for example, being whirled by adult, merry-go-rounds, playground equipment, moving toys)	net max	-	JHV.		
\rightarrow	Н	26	Twirls/spins self frequently throughout the day (for example, likes dizzy feeling)	bilaly		īĒ		
\rightarrow	H	27	Rocks unconsciously (for example, while watching TV)		1.111	Till I		
\rightarrow	H	28	Rocks in desk/chair/on floor					
			Section Raw Score Total				(IEXVIE	15

	Item		D. Touch Processing	All Marie	E S	Tuning Soon	SELOS	
CZ.	L	29	Avoids getting "messy" (for example, in paste, sand, finger paint, glue, tape)					
C\$	L	30	Expresses distress during grooming (for example, fights or cries during haircutting, face washing, fingernail cutting)					
CZ.	L	31	Prefers long-sleeved clothing when it is warm or short sleeves when it is cold					
CZ.	L	32	Expresses discomfort at dental work or toothbrushing (for example, cries or fights)					
(Z):	L	33	Is sensitive to certain fabrics (for example, is particular about certain clothes or bedsheets)					
CŽ.	L	34	Becomes irritated by shoes or socks		507			
CZ.	L	35	Avoids going barefoot, especially in sand or grass					
CZ.	L	36	Reacts emotionally or aggressively to touch					
CZ.	L	37	Withdraws from splashing water					
Ç\$ [←]	L	38	Has difficulty standing in line or close to other people		iliin	Tarle.		
Ç\$÷	Ľ	39	Rubs or scratches out a spot that has been touched					
(Z)*	Н	40	Touches people and objects to the point of irritating others		SDSI v	Call.		
CZ*	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)					
3	H	44	Avoids wearing shoes; loves to be barefoot					
*	H	45	Touches people and objects					
*	н	46	Doesn't seem to notice when face or hands are messy					

	tem		E. Multisensory Processing	ALWay.	THUS OF SO	SELO 130	
(D)		47	Gets lost easily (even in familiar places)			/ "	/ `
*		48	Has difficulty paying attention			-	
•	L	49	Looks away from tasks to notice all actions in the room				
3	H	50	Seems oblivious within an active environment (for example, unaware of activity)				
*	Н	51	Hangs on people, furniture, or objects even in familiar situations				
*	H	52	Walks on toes				
(Ž	н	53	Leaves clothing twisted on body				

1	tem	V8 100	F. Oral Sensory Processing	THE SERVE	ALWAYS	HEOUEHILL S. COLEHILL	ATIMOSOSOS / SEIDON III / SEIDO
C\$	L	54	Gags easily with food textures or food utensils in mouth		/ 4 /	£ / C	15/
8	L	55	Avoids certain tastes or food smells that are typically part of children's diets	400	CU DHI L		
0	L	56	Will only eat certain tastes (list:)	JNI U S		
CZ.	L	57	Limits self to particular food textures/temperatures (list:)			
CZ.	L	58	Picky eater, especially regarding food textures				
0	н	59	Routinely smells nonfood objects	UINUS II		ow Jud	
\otimes	H	60	Shows strong preference for certain smells (list:		n Mus	wa min	
0	H	61	Shows strong preference for certain tastes (list:)	l Irboo L	- Impanyl	
8	H	62	Craves certain foods (list:)		0.0	
(2)	H	63	Seeks out certain tastes or smells (list:)	Luun	Lave King	
8	н	64	Chews or licks on nonfood objects				
(Ž	H	65	Mouths objects (for example, pencil, hands)				

	latio				2/	\$ / 3	ž/ (5
	Item		G. Sensory Processing Related to Endurance/Tone	Atm.		THEME	SELOS	
-		66	Moves stiffly					
7	н	67	Tires easily, especially when standing or holding particular body position					
7	H	68	Locks joints (for example, elbows, knees) for stability			MIT		
7	H	69	Seems to have weak muscles					
	H	70	Has a weak grasp					
	H	71	Can't lift heavy objects (for example, weak in comparison to same age children)					
7	H	72	Props to support self (even during activity)					T
>	H	73	Poor endurance/tires easily					
>	H	74	Appears lethargic (for example, has no energy, is sluggish)					

It	em		H. Modulation Related to Body Position and Movement	Atm.	/ E	Scaring Contraction of the Contr	SELOO	
0		75	Seems accident-prone	gr to				
©		76	Hesitates going up or down curbs or steps (for example, is cautious, stops before moving)	ATHUR II		HIIV/I		
\rightarrow	L	77	Fears falling or heights					
\rightarrow	L	78	Avoids climbing/jumping or avoids bumpy/uneven ground		JA TÖM	//es#		
\rightarrow	L	79	Holds onto walls or banisters (for example, clings)	(1114)	elija	MIN		
\rightarrow	H	80	Takes excessive risks during play (for example, climbs high into a tree, jumps off tall furniture)					
\rightarrow	н	81	Takes movement or climbing risks during play that compromise personal safety	Henr		m/TI		
\rightarrow	H	82	Turns whole body to look at you			mill		
*	н	83	Seeks opportunities to fall without regard to personal safety	niin		HO P		
*	H	84	Appears to enjoy falling	1				

						1	NALLY /	/ /
- 1	tem	ME 4	I. Modulation of Movement Affecting Activity Level	AUMAY.	FREON		SELOON	NEVES
*	L	85	Spends most of the day in sedentary play (for example, does quiet things)					
*	L	86	Prefers quiet, sedentary play (for example, watching TV, books, computers)					
\rightarrow	L	87	Seeks sedentary play options					ēlji
\rightarrow	L	88	Prefers sedentary activities					
\rightarrow	н	89	Becomes overly excitable during movement activity			_11		
*	H	90	"On the go"	Lawley	Aunt			
*	H	91	Avoids quiet play activities	1N				
			Section Raw Score Total					

Comments

1	tem		J. Modulation of Sensory Input Affecting Emotional Responses	4Uman	rage of	/ 8	1 8	/ 🗧
0		92	Needs more protection from life than other children (for example, defenseless physically or emotionally)					
CŽ*	L	93	Rigid rituals in personal hygiene					
0	H	94	Is overly affectionate with others					
0	H	95	Doesn't perceive body language or facial expressions (for example, unable to interpret)					
			Section Raw Score Total					

1	MARKET I		K. Modulation of Visual Input Affecting Emotional Responses and Activity Level	AUMAN	15	Scar Commit	SELDO.	NEW
		96	Avoids eye contact	Legger	11,000	MAT .		
(D)	н	97	Stares intensively at objects or people	ekag	LII O	nd/f		
©	н	98	Watches everyone when they move around the room	miyah	nidan	mH	Va T	
(D)	н	99	Doesn't notice when people come into the room	LW IIX	untan			

	noi a	1110	Emotional Responses	\$ 3	[] []
Item			L. Emotional/Social Responses	Fig. Colors, C	THE PROPERTY OF THE PROPERTY O
0		100	Seems to have difficulty liking self (for example, low self-esteem)		
0		101	Has trouble "growing up" (for example, reacts immaturely to situations)		
0		102	Is sensitive to criticisms		
0	2 0	103	Has definite fears (for example, fears are predictable)		
0		104	Seems anxious		
0		105	Displays excessive emotional outbursts when unsuccessful at a task		
0	8-	106	Expresses feeling like a failure		
0		107	Is stubborn or uncooperative		
0		108	Has temper tantrums		
0		109	Poor frustration tolerance		
0	Avelor.	110	Cries easily		
0		111	Overly serious		
0	1	112	Has difficulty making friends (for example, does not interact or participate in group play)		
0		113	Has nightmares		
0		114	Has fears that interfere with daily routine		
0		115	Doesn't have a sense of humor		
0		116	Doesn't express emotions		

Item			M. Behavioral Outcomes of Sensory Processing	ALWAY.	F. F	THINGS OF	SELDO.	
2		117	Talks self through tasks					
0		118	Writing is illegible	w Terrory	Hh	in the		
1	(1. S)	119	Has trouble staying between the lines when coloring or when writing	MAKAK		m V		
0		120	Uses inefficient ways of doing things (for example, wastes time, moves slowly, does things a harder way than is needed)	IN U	Ivn f		Ш	
0	L	121	Has difficulty tolerating changes in plans and expectations					
0	L	122	Has difficulty tolerating changes in routines					
			Section Raw Score Total				0=	

	Item		N. Items Indicating Thresholds for Response	4tmax	ROLL S	Selonal	Veries /
x		123	Jumps from one activity to another so that it interferes with play				
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			
0	Taste/Smell			
*	Body Position			
\rightarrow	Movement			
CZ*	Touch			
0	Emotional/Social			

EULY	THRESHOLD KEY
	Neither low nor high
Ŀ	Low
н	High

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

