**ATPT 2010**

**Scoring Scheme**

**How does a Child Score a 1?**

**Copy Problems:**

* Blocks A and B correspond to blocks A and B in model pattern.
* Must contain at least one full unit of model pattern.
* May contain partial unit at beginning and/or end.
* May not contain any deviation from model pattern.

**Extend Problems:**

* Blocks A and B correspond to blocks A and B in model pattern.
* Must contain at least one full unit of model pattern.
* May not contain partial units at beginning of pattern.
* May end in a partial unit.
* May not contain any deviation from model pattern.

**Abstract Problems:**

* Blocks A and B correspond to which block child used first and not necessarily blocks A and B of model pattern. May be reversed when scoring (ABBA may be transferred to BAAB).
* Must contain at least one full unit of model pattern.
* May not contain any deviation from the model pattern.
* May contain partial units at beginning and/or end of pattern.

**Memory Problem:**

* Blocks A and B correspond to blocks A and B in model pattern.
* Must contain at least one full unit of model pattern.
* May not contain any deviation from model pattern.
* May not begin with a partial unit.
* May end in partial unit.

**Memory Problem Alternate Scoring: (used in final analysis)**

* **Must be ABBABB EXACTLY**
* Blocks A and B correspond to blocks A and B in model pattern.
* Must contain exactly 2 units of ABB pattern
* May not begin or end in a partial unit
* May not contain any deviations from model pattern.
* **Score in separate box any children who flipped the A and B elements (BAABAA)**

**ID the Unit:**

* Child must place stick in between 3rd and 4th blocks of pattern.

**Smallest Tower:**

* **Tower must be AAB EXACTLY**
* Blocks A and B correspond to blocks A and B in model pattern.
* Child must create a tower with exactly one AAB sequence
* May not contain any partial units or deviations from AAB pattern.