



# Cambodian Development Milestone Assessment tool (cDMAT)

Name: \_\_\_\_\_

Birthdate: \_\_\_\_/\_\_\_\_/\_\_\_\_

Gender: \_\_\_Female \_\_\_Male

Assessment date: \_\_\_\_/\_\_\_\_/\_\_\_\_

Child enrolled in (pre-)school? \_\_\_No \_\_\_Yes \_\_\_Unknown

Highest educational level of the principal caretaker:

\_\_\_None \_\_\_Primary \_\_\_Secondary \_\_\_Academic

Age at time of assessment: \_\_\_\_ month(s)

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99 m	Social/personal	Pass	Fail	NA
2	Look at face (start 0 m)			
5	Brief interest in toy			
5	Cry when appropriate (start 6 m)			
6	Smile responsively			
6	Smile spontaneously			
6	Observe object in each hand			
7	Recognize its own hands (start 9 m)			
7	Explore environment (start 12 m)			
8	React to play			
9	Seek object fallen on floor			
12	Recognize stranger (start 18 m)			
13	Anxiety to separate			
14	Play 'chab chaab'			
17	Indicate wants			
17	Hold and drink from cup			
18	Greet with hand clasp (start 24 m)			
19	Play 'woh .... vak-eu'			
22	Imitate activities (start 30 m)			
26	Use spoon			
27	Ask to use toilet (start 36 m)			
30	Point to 2 body parts			
32	Comb hair with help			
34	Put on simple clothes with help			
40	Wash and dry hand			
41	Parallel play w/out sharing (start 48 m)			
43	Play well with others (sharing)			
45	Tell own name and gender			
45	Name a friend			
51	Put on T-shirt without help			
51	Serve own food			
52	Dress without help ((un)button)			
62	Comb hair without help			
64	Play kid games, wait turns (start 60 m)			

99 m	Fine motor	Pass	Fail	NA
6	Follow object to midline $\leq 90^\circ$ (start 0 m)			
6	Follow object passed midline ( $>90^\circ$ )			
6	Grasp big object (start 9 m)			
7	Play with own body			
7	Hands together			
8	Follow object 180 degrees (start 12 m)			
8	Looks at small objects			
10	Reach for red string			
10	Rake lotus seed (1/3) (start 18 m)			
13	Put object in mouth			
14	Take objects in each hand			
17	Transfer object btw hands (start 24 m)			
21	Thumb-finger grasp			
21	Put block in cup (start 30 m)			
23	Bang 2 objects together			
29	Pincer grasp			
29	Tower 2 blocks			
31	Scribble with pencil			
33	Tower 4 blocks			
36	Tower 6 blocks			
36	Lift lid of container (start 36 m)			
41	Unscrew a jar (start 48 m)			
41	Make string with $\geq 3$ beads			
42	Take off easy clothes (start 60 m)			
42	Wiggle one thumb			
48	Imitate vertical line ( $<30^\circ$ )			
51	Fold a paper			
61	Zip and unzip			
67	Catch soft ball			
70	Copy circle			
70	Tie single knot			
73	Copy square			

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99 m	Language/cognition	Pass	Fail	NA
5	Respond to noise (start 0 m)			
5	Turn head to sounds (start 9 m)			
6	Make sounds			
6	Laugh aloud (start 12 m)			
7	Squeal			
8	Turn head to voice (start 18 m)			
12	Babble			
16	Respond to his name			
16	Ma or pa (start non-specific)			
19	Say play sound (start 24 m)			
21	One-step command			
23	Mak/paa/bong (specific) (start 30 m)			
24	Say ≥1 word beside mak/paa			
30	Two step-command (start 36 m)			
31	Say words (≥3)			
35	Say words (≥6)			
36	Point to pictures of objects (≥2/5)			
39	Speak half understandably			
39	Name animals (≥1/5)			
39	Say a 3-word phrase			
39	Point to object photos (≥4/5) (start 48 m)			
42	Three-step command			
44	Name animals (≥4/5)			
47	Know use/action of objects (1/3)			
50	Pick the longest line (3/3)			
51	Know use/action of objects (2/3) (start 60 m)			
52	Speak understandably			
55	Use pronouns correctly			
56	Know use/action of objects (3/3)			
61	Know 4 animal sounds			
62	Conversation			
63	Count 1 to 5			
69	Name 1/6 colors			

99 m	Gross motor	Pass	Fail	NA
3	Equal movement (start 0 m)			
5	Lift head (start 6 m)			
5	Turn head aside laying face down			
5	Head up 45 degrees			
6	Sit up steadily (≥2 sec)			
7	Bear weight on legs (≥2 sec) (start 9 m)			
8	No head lag when pulled to sit			
8	Roll over (start front to back)			
8	Chest up with arm support			
10	Standing holding on (≥10 sec) (start 12 m)			
10	Crawl (≥3 moves)			
11	Sit without support (≥10 sec)			
11	Pull up to stand (≥2 sec)			
13	Turn head and trunk in all direction			
13	Getting to sit			
14	Stand alone (≥2 sec) (start 18 m)			
17	Take steps w/ holding (≥5 steps) (start 24 m)			
17	Stand alone (≥10 sec)			
17	Walk alone (≥5 steps) (start 30 m)			
24	Stoop and recover (start 36 m)			
24	Walk up (≥2 steps)			
25	Run with good balance (≥2 m)			
33	Walk backward (≥2 steps) (start 48 m)			
39	Jump up with both feet together			
40	Kick ball forward (start 60 m)			
48	Throw object overhand			
51	Balance on each foot (≥1 sec)			
61	Jump far (>20 cm)			
62	Hop on one foot (≥2 times)			
64	Balance on each foot (≥3 sec)			
65	Straight heel-to-toe walk (≥4 steps)			

### Comments / specific observations during the assessment

### Instructions

- 1 - Collect demographic information on the child and determine the child's age in months.
- 2 - Start assessing the child in this order: social/personal, fine motor, language/cognitive, and gross motor. The milestone from where to start in each domain at a specific age in months is indicated in '**start x m**'.
- 3 - Check 'PASS' if the child passes the skill, 'FAIL' if the child fails the skill and 'NA' when the skill is not assessed (e.g. child is unable to perform or caregiver does not know whether (s)he can perform the skill).
- 4 - Apply the **4 consecutive Pass rule at the start**. If the child fails, assess previous milestones till the skill is passed. The 4 consecutive Fail rule allows the assessor to stop assessing more advanced skills as they are expected to fail all.
- 5 - Indicate the child's performance. The value in the 99 m column is the age in months when almost all Khmer children are able to perform the skill.