

Introducing V3

Assessment of



Motor Sensation



Ages 3-85+

A State of a		® V3 Dashboard			
	8 Deshboard	Quick Links			
	Tests Batteries	New Participant	New Battery	Export Result	
	A Participants II Results	Frequently Used Assessment Too			
		Flanker Inhibitory Control and Atte	ontion	cog ages 4+	
		List Sorting Working Memory Dimensional Change Card Sort		cog ages 5+	>
		Picture Vocabulary		cog ages 4+	,
		Pattern Comparison Processing Spee	4	cog ages 3+	\$
	Settings Help & Support			cog ages 5+	,



NIHToolbox.org



NIH Toolbox[®] V3

Over 50 digital assessments of Cognition, Motor, Sensation, and Emotion in one iPad app. Our valid, reliable and norm-referenced tests allow for the assessment of participants across the lifespan (3 to 85+ years).



Development At-A-Glance



2006

The NIH Blueprint for Neuroscience awarded a contract under the leadership of Dr. Richard Gershon, Principal Investigator, and a team of +250 scientists across 80 academic institutions, to develop a brief, standardized assessment of neurobehavioral function to enhance data collection.



2012

Version 1 of the NIH Toolbox released to the

research community as a web-based system.



2015

In response to demand for a more portable assessment system, Version 2 of the NIH Toolbox launched to researchers and clinicians on the App Store for iPad.



2021

Overview of V3 Development

The NIH Toolbox V3 app offers a redesigned interface Users will also find updates on norm calculations for that incorporates input from usability and accessibility the NIH Toolbox V3 Cognition Tests and the Standing experts to enhance its user experience for both the Balance Test, which have continuous norms that use examiners and their participants. Users will find an chronological age in years, half-years, or guartereasy-to-navigate interface, allowing for the ready years, depending on the participant's age. Changeselection and administration of tests. Once the sensitive scores are available for core Cognition Tests, assessment is complete, results can be accessed as well as a norming approach that is based on the through a Score Report or .CSV file. change-sensitive scores.

As part of the V3 update, a new normative sample For other tests, in the Emotion, Motor, and Sensation was collected for the NIH Toolbox Cognition Tests, Domains, the normative data was pulled forward and the Standing Balance Test (Motor Domain). A from V2. Users will find other updates across these total of 3,900 participants ages 3-85+ were collected domains, such as a new scoring engine for Emotion and their demographics were representative of the Computer Adaptive Tests (CAT) which will allow for 2020 US Census. Data collection was performed by shorter, more targeted administrations. Please see the trained examiners across the US with 17% of cases NIH Toolbox V3 Manuals for more detailed information. collected in the Northeast, 36% in the South, 23% in the Midwest, and 24% in the West.

What's New in V3?



Collected updated normative data for select NIH Toolbox tests aligned with the US 2020 Census.



2023

The NIH Toolbox Version 3 iPad app rolled out with improved UI and UX capabilities, userfriendly administration features, streamlined tests and updated scoring algorithms.

Cognition 🅮	NIH Toolbox® V3 Tests Cashbard Assessment Tools		C
	All Donnains Cognition Emotion Motor Sensation KyA		
	Participants Dimensional Change Card Sort if: Results Face Name Accession	TEST	SUBDOM
	Face Name Associative Memory Exam cog ages 4+ Face Name Associative Memory Exam Delay cog ages 16+ Face Name Associative Memory Exam Delay cog ages 16+ Face Name Associative Memory Exam Delay cog ages 16+	Flanker Inhibitory Control and Attention Test	Attentic Executive F
He	List Sorting Working Memory cog Settings Oral Reading Recognition BP & Support cog Immated Tests Oral Symbol Digg	Dimensional Change Card Sort Test	Executive F

Cognition refers to the mental processes involved in gaining knowledge and comprehension, such as thinking, knowing, remembering, judging, and problem solving.

NIH Toolbox Cognition Tests produce individual test scores, and cognition batteries produce composite scores by age. Supplemental tests not used in the calculation of composites can be administered to better understand the participant's cognitive functioning.

Ages 7+ Composites



Total Cognition Composite = Crystalized Composite: Picture Vocabulary & Oral Reading Recognition tests.

+

Fluid Composite:

Dimensional Change Card Sort, Flanker, Picture Sequence Memory, List Sorting, & Pattern Comparison tests.

Ages 3–6 Composite



Early Childhood Composite =

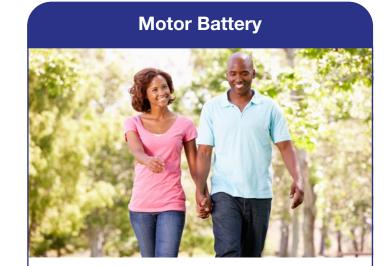
Dimensional Change Card Sort, Flanker, Picture Sequence Memory, Picture Vocabulary, & Speeded Matching tests.

TEST	SUBDOMAIN	DESCRIPTION	AGE IN YEARS	ADMIN TIME IN MINUTES
Flanker Inhibitory Control and Attention Test	Attention, Executive Function	Assess the ability to focus attention and inhibit automatic response tendencies that can interfere with goal attainment.	4+	3
Dimensional Change Card Sort Test	Executive Function	Measure the capacity for switching among multiple aspects of a strategy or task.	4+	4
Visual Reasoning Test	Executive Function	Examine the ability to identify patterns and rules, integrate the information and apply it to solve problems.	4+	7
Oral Reading Recognition Test	Language, Expressive	Assess reading ability which is a robust measure of verbal intelligence.	7+	4
Picture Vocabulary Test	Language, Receptive	Measure word knowledge which has a high association with overall intelligence ('g-factor').	3+	3
Face Name Associative Memory Exam Test	Memory, Learning, Delayed, Visual, Immediate	Examine the capability to learn a set of twelve faces and names and the ability to recall them later.	18+	7
List Sorting Working Memory Test	Memory, Working	Assess the ability to process, store and manipulate information across a series of tasks.	5+	7
Picture Sequence Memory Test	Memory, Episodic	Investigate the time needed to memorize a sequence of pictures and reproduce it.	3+	7
Rey Auditory Verbal Learning Test	Memory, Learning, Immediate, Delayed, Verbal	Assess the ability to learn a list of 15 words over three repeat trials and recall them after delay.	5+	4
Oral Symbol Digit Test	Processing Speed	Examine the ability to quickly process information through matching symbols with digits.	5+	3
Pattern Comparison Processing Speed Test	Processing Speed	Examine the speed of visually detecting whether two stimuli are the same or different.	5+	4
Speeded Matching Test	Processing Speed	Measure the speed of selecting a target picture amongst distractors.	3-6	3

Cognition Tests

	NiH Tool					
Motor	NIH Toold Dashboard Assessment Tool		Q Search Tests		M	oto
	D Tests Battaries A Participants II Results	All Domains Cognition Emotion Motor 2-Minute Walk Endurance				
		4-Meter Walk Gait Speed 9-Hole Pegboard Dexterity Grip Strength	mot ages 7+ >	TEST	SUBDOMAIN	
	Settings	<u>y</u> un	mot ages 3+ 5 mot age-	2-Minute Walk Endurance Test	Endurance	Mea enc at a

Motor function involves complex physiological processes and requires the integration of multiple systems, including neuromuscular, musculoskeletal, cardiopulmonary, neural motor and sensoryperceptual systems.



Recommended for ages 7+:

9-Hole Pegboard Dexterity, Grip Strength, Standing Balance, 4-Meter Walk Gait Speed, & 2-Minute Walk Endurance tests.

Early Childhood Motor Battery



Recommended for ages 3-6: 9-Hole Pegboard Dexterity, Grip Strength, Standing Balance, & 2-Minute Walk Endurance tests.

TEST	SUBDOMAIN	DESCRIPTION	AGE IN YEARS	ADMIN TIME IN MINUTES
2-Minute Walk Endurance Test	Endurance	Measure of overall physical fitness and endurance, which requires one to walk at a normal speed on a flat surface for 2 minutes.	3+	4
4-Meter Walk Gait Speed Test	Locomotion	Assess locomotion by walking 4 meters at a normal speed on a flat surface.	7+	3
9-Hole Pegboard Dexterity Test	Dexterity	Examine fine motor dexterity by placing 9 pegs into a board with 9 holes, then removing them as quickly as possible.	3+	4
Grip Strength Test	Strength	Measure upper extremity strength by squeezing a hand dynamometer as hard as they can, one hand at a time.	3+	3
Standing Balance Test	Balance	Assess balance by performing a series of poses on the ground and on a foam pad.	3+	7

Motor function is indicative of current physical health status, burden of disease and long-term health outcomes, and is integrally related to daily functioning and quality of life.

r Tests

Note: All Motor Tests require additional equipment to properly administer.

Sensation	»)S	NIH Toolb Deshboard Assessment Tool Tests Batteries R: Participants	All Domains Cognition Emotion Sensation	Q Search Tests Select Motor Sensation NA		Sen	sa
		ili Resuits	Odor Identification Ages 10+ Odor Identification Ages 3-9	sen ages 10+	TEST	SUBDOMAIN	
	Setting		Pain Intensity FF Pain Interference CAT Regional Taste Intensity	sen ages 3-g sen ages 18+	Odor Identification Test	Olfaction	Ass
	Help & S Automator	Support	Visual Acuity Ages 3-7				

Sensation refers to the biochemical and neurologic process of detecting incoming nerve impulses as nervous system activity. Sensory processes are vital to one's level of independence in relationships with others, academic and occupational endeavors, and activities of daily living.

Recommended Inclusion of Additional Tests at Older Ages



Words-In-Noise, Visual Acuity, Odor Identification, Regional Taste (Ages 12+), Pain Intensity (Ages 18+), & Paint Interference (Ages 18+) tests.

Recommended for Ages 3-6+



Visual Acuity and Odor Identification tests.

TEST	SUBDOMAIN	DESCRIPTION	AGE IN YEARS	ADMIN TIME IN MINUTES
Odor Identification Test	Olfaction	Assess olfaction by identifying and naming odors on scratch-and-sniff cards.	3+	4
Pain Intensity Test	Pain	Assess one's level of pain in the past 7 days.	18+	
Pain Interference Test	Pain	Assess how much pain has interfered or affected one's enjoyment of activities in the past 7 days.	18+	
Regional Taste Intensity Test	Taste	Measure taste sensitivity by asking one to rate the intensity of salty and bitter solutions on the tip of their tongue and mouth.	12+	6
Visual Acuity Test	Vestibular	Assess distance vision by having one sit 3 meters away and identify letters as they appear on the screen.	3+	3
Words-In-Noise Test	Audition	Assess the ability to detect, discriminate and localize speech in a noisy background.	6+	6

Objective measures of sensation can systematically examine and determine if one has intact sensory functioning. Given the changes in sensory functioning across the lifespan, there is value in characterizing age-related sensory improvement and decline.

tion Tests

Note: Some Sensation Tests require additional equipment to properly administer.

Emotion 🙂	al Dashboard	All Domains Cognition Emotion	Q Search Tests		En	not
	Patteries Praticipants ils Results	Anger CAT		TEST	SUBDOMAIN	
		Anger Parent Rpt CAT Ages 3-7 Anger Parent Rpt CAT Ages 8-12	emo ages 18+ >	Anger	Negative Affect	Ass di
		Anger/Hostliky FF Anger/Physical Aggression FF	€mo ages 8-12 >	Apathy	Negative Affect	Evalu
Setth		Apathy re	em ₀ aga-	Emotional		Asse

Emotion refers to any strong feelings, such as joy, sorrow, or fear. It is an affective state of consciousness in which one of these feelings is experienced, as distinguished from cognitive and volitional states of consciousness.

Test items are presented in a self-report format and a parent proxy-report for younger children.



Recommended for Ages 8+:

Consists of tests of Positive Affect, General Life Satisfaction, Emotional Support, Friendship, Loneliness, Perceived Rejection, Perceived Hostility and Self-Efficacy. For ages 13+, the battery also includes a measure of Perceived Stress.

For ages 18+, the battery also includes tests of Meaning and Purpose, Instrumental Support, Sadness, Perceived Stress, Fear, and Anger.

The NIH Toolbox Parent Proxy **Emotion Battery**



Recommended for parents of children ages 3-12:

Includes tests of Positive Affect, General Life Satisfaction, Positive Peer Interaction, Social Withdrawal, Peer Rejection, Empathic Behaviors, Fear, Sadness, and Anger. For those with children ages 8-12, tests for Perceived Stress and Self-Efficacy are included.

	SUBDOMAIN	TEST
Asse disa	Negative Affect	Anger
Evalua	Negative Affect	Apathy
Asses to	Social Relationships	Emotional Support
Me	Social Relationships	Empathic Behaviors
Asse	Negative Affect	Fear/Anxiety
Asse	Social Relationships	Friendship
Asse	Psychological Well-Being	General Life Satisfaction
Asse a	Social Relationships	Instrumental Support
Asse	Social Relationships	Loneliness
Asse	Psychological Well-Being	Meaning and Purpose
Asses	Social Relationships	Peer Rejection
Eva	Social Relationships	Perceived Hostility
th	Psychological Well-Being	Positive Affect
Evalua	Negative Affect	Sadness/ Depression
Me	Stress and Self-Efficacy	Self-Efficacy
Ass	Social Relationships	Social Withdrawal

All tests are administered in 2 minutes or less. *Computer Adaptive Test = CAT; Fixed Form = FF

ion Tests

DESCRIPTION	AGE IN YEARS
ess irritability, frustration, interpersonal sensitivity, envy, sagreeableness, and efforts to control anger. (FF, CAT)	3+
ate deficits in goal-oriented behavior and decrements in goal-related thought. (FF)	18+
ess one's perception that their social network is available to listen to their problems with empathy, caring, and understanding. (CAT)	18+
easure a parent's perception of their child's prosocial behaviors. (CAT)	3-12
ess one's feelings of fear, anxious misery, hyperarousal, and somatic symptoms related to arousal. (CAT)	18+
ess the availability of friends or companions with whom to interact or affiliate. (CAT)	8+
sess one's cognitive evaluation of life experiences and whether they like their life. (CAT, FF)	3+
ess one's perception that people in their social network are available to provide material or functional aid in completing daily tasks, if needed. (CAT)	18+
ess one's perceptions of being alone, lonely, or socially isolated from others. (FF)	8+
ess one's feelings around whether life has purpose and there are good reasons for living. (CAT)	18+
ess how often one is left out, avoided, or teased by peers. (CAT)	3-12
aluate one's perceptions of hostility in their daily social interactions. (CAT, FF)	8+
Measure feelings of pleasurable engagement with he environment, such as happiness, joy, excitement, enthusiasm, and contentment. (CAT)	3+
ate poor mood and negative perceptions of the self, the world, and the future. (CAT)	3+
easure one's capacity to manage problems and have control over meaningful events. (CAT)	8+
ssess the perception of being alone, lonely, or socially isolated from others. (FF)	3-12

Note: This listing is only a representative sample of included Emotion Tests. For a full list, visit our website or app.



For Assessment of Neurological and Behavioral Function

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Thank you to the hundreds of scientific experts who helped to develop, maintain, and support the NIH Toolbox over the years.

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