



DYSLEXIA CHECKLIST

NAME: _____

GRADE: _____ AGE: _____

TEACHER: _____

SCHOOL: _____

This checklist is merely a guide and should not be used to make a formal diagnosis of Dyslexia. If you tick 10 items or more, a full assessment is advised by an Educational Psychologist.

NOTES

READING

Below grade level reading - poor accuracy, fluency and speed.

Does not want to read aloud in front of others.

Reluctant reader.

Poor comprehension - reads and rereads a paragraph with little comprehension.

Omits words or add words in the text while reading.

Has difficulty reading high-frequency words.

Gets tired quickly while reading.

Complain of eyes that are hurting or watering while reading.

Gets motion sickness while reading - feels dizzy or nauseous.

Struggle with letter recognition.

Letter reversal while reading.

WRITING, SPELLING AND SPEAKING

Below grade level spelling.

Spells phonetically and inconsistently.

Letter reversals.

Poor handwriting and untidy work - lots of crossing out.



NOTES

Poor pencil grip.

Writing speed is slow.

Has difficulty copying from the blackboard.

Difficulty putting thoughts into words; speaks in halting phrases; leaves sentences incomplete; stutters under stress; mispronounces long words, or transposes phrases, words, and syllables when speaking.¹

MATH

Counting using fingers.

Difficulty dealing with money.

Difficulty with word problems and cannot grasp algebra or higher math.¹

Confused by mathematical symbols such as + and x.

MEMORY AND COGNITION

Forget words mid-sentence.

Poor organization, loses things, forgets things.

Good long-term memory for experiences, locations and faces
Poor memory for sequence, facts and information that has not been experienced.¹

Difficulty remembering days of the week.

High in IQ, yet may not test well academically; tests well orally, but not written.¹



GENERAL

Thinks primarily in images and feelings, not sounds or words.¹

Talented in art, drama, music, sports, mechanics, story-telling, sales, business, designing, building, or engineering.¹

Daydreamer.

Excellent problem-solving ability. Out-of-the-box thinking.

Learns best through hands-on experience, demonstrations, experimentation, observation and visual aids.¹

Clumsy and uncoordinated.¹

Does not want to go to school.

Has difficulty following instruction.

High 3D spatial reasoning. Helpful for design and engineering
- Lego blocks and Minecraft.

Have trouble telling left from right.

Have trouble reading a map.