I. General interpretation of subtests:
A. Use the descriptions I gave you (on the outline) for the functions/operations of each of the subtests rather than Sattler – his table shows so much overlap, it is very difficult to use

B. The core functions the subtests tap are on my outline deleting a lot of the overlap

C. Consider what material (verbal/nonverbal) and modality (vision/hearing) and response (speech, motor – gross, fine, visuomotor, speed) is required by the subtest

II. Pairwise comparisons:
A. Generally you want to compare subtests that share some aspect or that share some aspect but differ in another – comparing subtests that have nothing in common is not meaningful

B. Generally you want to think about comparing subtests within a factor or within verbal or nonverbal, but there are a few cases that a verbal-nonverbal comparison make sense

C. Within Verbal (or Verbal Comp) subtests – here are comparisons to consider:
   1. All 4 verbal comp tests require considerable verbal comprehension, language skills
   2. Most verbal subtests are heavily dependent on education – esp Info, Voc, Arith
   3. Info and Vocab are more knowledge, facts while Comp and Sim are more applying the knowledge (to common sense, concrete, practical situations for Comp vs more abstract, academic and word-related for Sim)
   4. Info and Vocab are both looking at knowledge, but Voc is for word meanings only; Vocab also requires considerable verbal expression skills (to respond) while Info does not
   5. Arith and DSpn – both require immediate auditory verbal memory/attention, but Arith requires mental manipulation of numbers (Digits Backwards does too so look at forwards vs backwards) and numerical reasoning and math skills (note these are the 2 Freedom from Distractibility subtests)

D. Within Performance (or Perceptual Org) subtests – here are comparisons to consider:
   1. PC (and SS) require perception of visual details without any motor component; the other nonverbals also require perception of visual details but there are motor components
   2. BD and OA both require visuomotor construction, visual analysis and synthesis, but BD is more abstract (nonverbal abstract thinking) because it uses designs while OA is more concrete because they are objects
   3. Both PC and PA require perception of visual details but PA also requires understanding of social situations, sequencing of socially relevant stimuli (slight speed and motor component)
   4. Both SS and Mazes require scanning for visual details but there is a visual motor and planning component to Mazes and more fine motor demands than for SS (just mark yes/no)
   5. Both SS and Coding make up the Processing Speed factor but SS is mostly visual processing (little motor component) while Coding requires considerable fine motor skills and speed; both are somewhat boring clerical tasks (look at persistence, motivation)
   6. Both Mazes and Coding require fine motor skills and visuomotor coordination, but Mazes also requires scanning and planning while Coding does not; Coding has more demands for very fine motor skills and to some degree, incidental learning; Coding is a more boring clerical task
E. Across Verbal and Performance subtests – here are comparisons to consider:

1. Sim and BD both look at abstract thinking – verbal vs nonverbal abstract thinking
2. Comp and PA both look at judgment, common sense, understanding of social situations – verbal vs visual, with PA having perception of visual details and sequencing component and Comp having verbal comprehension and expression aspect
3. Info and PC both look at fund of info and long term memory – for verbal/academic vs nonverbal and more everyday items; PC has strong component of perception of visual details