McGrew proposed/"working" WJ III interpretation framework

Cognitive content/stimulus dimensions

	Vaulas! /s	ditam, linguistis)	Numerical -]
		ditory-linguistic)	Quantitative	Visual-figural	High g/
Acquied Knowledge	General Information	<u>Letter-Word ID</u>	Calculation		Cognitive complexity
domans or systems	Academic Knowledge	Word Attack	Applied Problems		
(Gc, Grw, Gq)	Oral Comprehension	Editing	Quantitative Conepts		
	Verbal Comprehension	<u>Spelling</u>			
	Picture Vocabulary	Writing Samples			
	Story Recall	Passage Comp			
	Passage Comp	Reading Vocabulary			
	Reading Vocabulary	Spelling of Sounds			
	Applied Problems				High
0	Memory for Sentences			O	-
Cognitively Complex Reasoning -	Sound Awareness			Concept Formation	
•	Understanding Directions Verbal Comprehension				
Verbal (Gf-I,RQ) Cognitively Complex	verbai Comprehension		Number Series	Analysis-Synthesis	4
Reasoning -			Number Matrices	Concept Formation	
Quantitative (Gf-RQ)			Quantitative Concepts	Concept Formation	
Quantitative (GI-RQ)			Applied Problems		
Long-term storage	DR: Story Recall		Applica i Toblems	Visual-Auditory Lrng	{─ ─
& retrieval (Glr)	DR. Story Recall			DR: VAL	_
a retrieval (Oil)				Memory for Names	
				DR: MN	
Short-term &	Memory for Words			Picture Recog (Gv)	
working memory	Memory for Sentences				Medium
(Gsm)			Auditory Working Memory		
			Numbers Reversed		
Processing	Sound Blending				
(auditory) (Ga)	Incomplete Words				
	Sound Patterns				
Processing				Spatial Relations	
(Visual-spatial) (Gv)				Block Rotation	
				Planning?	
				Visual Closure	
Speed (Gs)	Retrieval Fluency	Reading Fluency	Math Fluency	Pair Cancellation	Low
	Rapid Picture Naming	Writing Fluency	Numbers Reversed	Cross Out	
			<u>Calculation</u>		
			Visual Matching	Visual Matching	
	Decision Speed			Decision Speed	_
Executive Functions	Auditory Attention			Pair Cancellation	▼
(primarily attention &				Planning ?	Low g/
vigilance)					Cognitive complexity

Cognitive efficiency

Italics font designates secondary and lower ability loading

Cognitive operations

[?] Designates tests with relatively equal loadings on different abilities <u>underline</u> designates "achievement" tests