# Louisiana Believes

# Determining Eligibility for Adapted Physical Education

# Assessment Protocols

**CTAPE** 

Competency Testing for School Age Students

LaMAP

La Motor Assessment for Preschoolers

CLAS

CTAPE & LaMAP Supplement



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# Determining Eligibility for Adapted Physical Education

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# INTRODUCTION

Public Law 101-476 (Individuals with Disabilities Education Act - IDEA) and Louisiana Revised Statue 17:1941 et seq. mandate the inclusion of physical education instruction in the special education program of all students with disabilities. *Physical education* is defined as the development of 1) physical and motor fitness; 2) fundamental motor skills and patterns; and 3) skills in aquatics, dance and individual and group games and sports. In Louisiana adapted physical education is defined as a direct instructional service for school aged students with disabilities who may not safely or successfully engage in unrestricted participation in the vigorous activities of the general physical education program on a full time basis. It is also a specially-designed program for children with disabilities aged three through five, who meet specific criteria.

In Louisiana, students with disabilities who are unable to participate successfully in a general physical education program are screened and evaluated through a process established by Bulletin 1508, the *Pupil Appraisal Handbook*. The *Pupil Appraisal Handbook* outlines the methodology to evaluate the of motor skills of students aged three through five and the physical education competency level of the students aged six through twenty-one.

In the past, considerable controversy surrounded the concept of using a competency-based assessment with students with disabilities because many individuals suggested that non-disabled children could not "pass" the test. No data had been available either to support or refute the argument. A two-year study conducted by the Louisiana Department of Education validated the use of a competency test in determining the need for adapted physical education. The end product of the study was a fully standardized edition of CTAPE: Competency Testing for Adapted Physical Education. The CTAPE clearly differentiates between children who have average motor skills and children who have significantly below average motor skills. CTAPE continues to meet the requirements of the Pupil Appraisal Handbook and in identifying school age students eligible for adapted physical education services in Louisiana.

In addition to the CTAPE, this manual includes the *Louisiana Motor Assessment for Preschoolers (LaMAP)*, and a supplemental tool for designed for students with significant motor disabilities or impairments. This supplement is entitled *CLAS* (CTAPE/LaMAP Assessment Supplement).

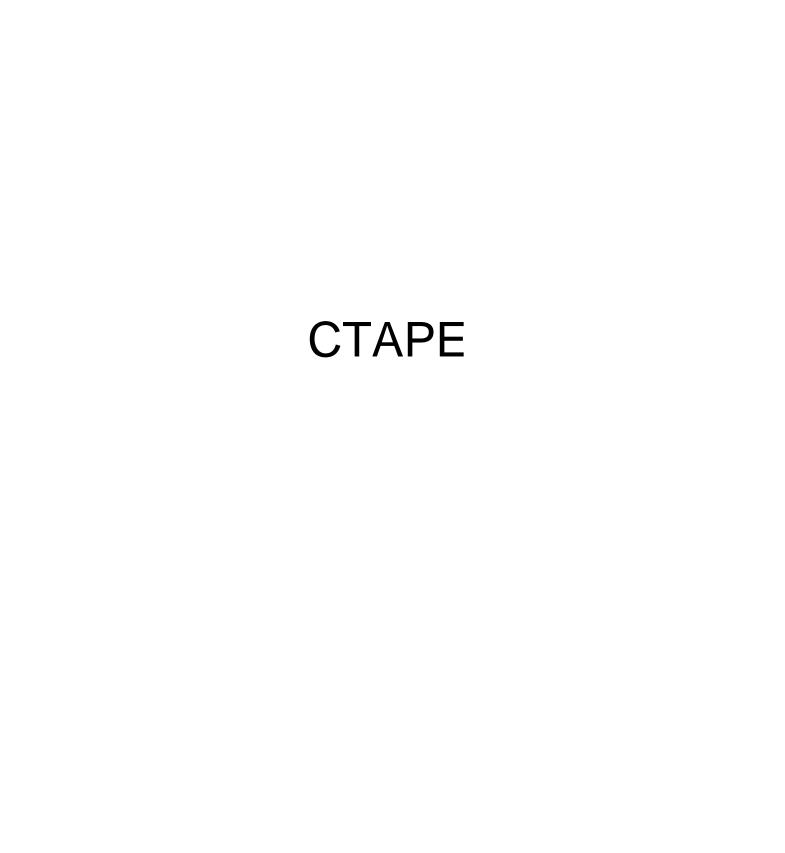
The *LaMAP* is designed to assess the motor skills of children under the age of six and evaluates four fundamental motor skill areas; locomotor skills, manipulative skills, balance, and body/spatial awareness. It contains three levels for testing, 2 years 6 months to 3 years 5 months, 3 years 6 months to 4 years 5 months, and 4 years 6 months to 5 years 11 months. Use of the *LaMap* is mandatory for determining eligibility for adapted physical education for preschool students.

The CLAS was developed at the request of the adapted physical education personnel throughout Louisiana. It provides additional data for students with significant motor disabilities or impairments who score 15% or below on the standard assessment. The function of this supplement is to provide additional information that accurately describes the student's gross motor abilities for the initial evaluation. It can also be used to assist adapted physical educators in assessing student performance, documenting student progress, and providing

appropriate adapted physical education programming for each student with severe gross motor deficits.

#### Please Note:

Included in the appendix of this document is a chart that contains all test items in CTAPE Levels I - VI. Each test item has been correlated to the physical education standard(s) published by the Louisiana LDOE for teachers and curriculum developers. These references will provide adapted and general physical education teachers with the information needed to appropriately modify instruction in specific skill areas for students with disabilities.



# **CTAPE**

### INTRODUCTION

CTAPE is not biased against a racial or gender group, and is, in fact, fairly well balanced with regard to its being challenging without being frustrating. CTAPE discriminates between children who have average motor skills and children who have significantly below average motor skills. In this case *significantly below* is defined as different from 90% or more of the population. Children with motor skills that differ to this extent clearly need special help.

Ninety percent, rather than the 1.5 standard deviation, is used because the criterion-referenced standards used in the CTAPE do not meet the assumptions of parametric statistics and 90% is an approximation of 1.5 standard deviations as a non-parametric technique.

Assessment is one of the most important aspects of the total educational program; without it an appropriate program of instructional activities cannot be developed. The information obtained through this process will assist the adapted physical educational teacher and the IEP team in determining the type of physical education program needed to meet individual student needs.

Because instruction for students with severe disabilities may begin with functional skills at a much lower level than those identified in CTAPE, additional assessment instruments may be utilized to obtain baseline data. Although there is no mandate, best practice indicates the use of a developmental assessment in addition to CTAPE to determine an accurate motor functioning level for students with severe disabilities.

## INSTRUCTIONS FOR USE

### TEST LEVELS

CTAPE consists of six testing levels, each addressing the identified grade level minimum standards in the competency-based curriculum for regular physical education. Chronological age is the determining factor in selecting the appropriate testing level.

Test Level	Age Group		
I	6 Years 0 Months	-	7 years 6 Months
П	7 Years 7 Months	-	8 Years 11 Months
Ш	9 Years 0 Months	-	10 Years 11 Months
IV	11 Years 0 Months	-	12 Years 11 Months
V	13 Years 0 Months	-	14 Years 11 Months
VI	15 Years 0 Months and Older		

# SUMMARY PROFILE

The first page of each test level is the summary profile. Once completed, the summary provides, at a glance, the movement profile of a student. The profile will indicate whether the student is average, poor in one type of skill, or weak in all areas. The bold column of numbers represents passing scores; the scores to the left of the bold numbers indicate scores that are not acceptable (failing); NA indicates not attempted. **NA may be a result of an inability to perform (physical impairment) or refusal to perform (non-compliant behavior)**.

Examiners should include their specific comments and recommendations for physical education or adapted physical education on the summary profile sheet. The information then should be provided to the IEP team. Recommendations should be based on the results of the CTAPE and any additional information or assessment results obtained by the evaluator.

#### TESTING PROCEDURE

- Step 1. Select the appropriate level to be administered.
- Step 2. Read through the test and gather the appropriate equipment. Record the personal data on the Summary Sheet (e.g., date of birth, name, etc.). Include any pertinent information.
- Step 3. Begin assessment by administering the test, preferably in sequential order. Testing must be completed within five days, but may be completed within one session. Note items that have practice trials and items that should be demonstrated. This information is supplied in the margin next to the individual items. Record the score for each part of each item by circling the appropriate score.
- Step 4. Compute the totals for each item and record the total score in the box at the lower right-hand corner.

- Step 5. Transfer the item totals to the summary sheet provided for the test level. All possible scores are not presented on the summary sheet, so make a circle approximately where the exact score would be located.
- Step 6. Count the number of circles falling to the left of the bold numbers: bold numbers represent passing scores. Multiply the number of circles by four. Subtract this number from 100 to obtain a percentage score.

To check the answer, count the number of bold numbers circled and the number of circles to the right of the bold numbers. Multiply the total number of circles by four. The two answers should match. If these do not match, count the circles again to make sure each item on the test has been administered and recorded.

Step 7. Identify the level of deficit; identify strengths, weaknesses, and individual needs. Provide recommendations for instructional services and make a professional recommendation for programming as appropriate for IEP Committee consideration.

#### Deficits:

- 70% 100% Indicates motor skills are in the average range. The student does not qualify for adapted physical education services.
- 69% 45% Indicates a **mild** motor deficit; the student is eligible for adapted physical education services. Full time or part time services may be considered.
- 44% 20% Indicates a **moderate** motor deficit; adapted physical education on a full time basis should be considered.
- 19% 0% Indicates a **severe** motor deficit; adapted physical education in small instructional groups on a full time basis should be considered.
- Step 8. Copies of the test and the score sheet (Summary Profile) should go into the adapted physical education teacher file.

# **EQUIPMENT LIST**

EQUIPMENT	LEVEL I	LEVEL II	LEVEL III	LEVEL IV	LEVEL V	LEVEL VI
STOPWATCH						
TAPE MEASURE						
12" RULER						
2" MASKING TAPE						
PENCILS						
CHALK						
EQUIPMENT BAG						
NOTE: All balls are regulation size.						
WIFFLE SOFTBALL		X				
CLOTH SOFTBALL		Х	Х	Х	Х	Х
BASKETBALL				Х	Х	Х
VOLLEYBALL				Х	Х	Х
SOCCER BALL			Х	X	Х	Х
FOOTBALL				Х	Х	
8 ½ " PLAY GROUND BALL	Х	Х	Х			
13" BEACHBALL			Х			
TENNIS BALL	Х	Х	Х			
2 – 5" BEAN BAGS				Х	Х	Х
OVERSIZE BAT		Х				
STANDARD BAT			Х	Х	Х	Х
5" BEAN BAG	Х	Х				
5" PLAYGROUND BALL			Х			
CONES	Х	Х	Х	Х	Х	Х
INDIVIDUAL MAT				Х	Х	Х
12" HIGH OBSTACLE		Х				
SINGLE JUMP ROPE		X	Х			

# LEVEL I

# LOUISIANA COMPETENCY TEST FOR ADAPTED PHYSICAL EDUCATION

TEST LEVEL I - Ages 6 years 0 months to 7 years 6 months

Comments:

School	D.O.B Grad							
Percentage Score:	Program Recon	nmendation	:			<del>-</del>		
Item Number	Content	Circle Score						
<b>Locomotor Skills</b>		{	-2	} {	-1	} {	+	}
1	Running	NA 0		18		27		35
2	Jumping	NA 0		15		18		30
3	Hopping	NA 0		5		10		
4	Leaping	NA 0		7		9		15
5	Galloping	NA 0		30		35		44
6	Sliding	NA 0		18		31		44
7	Skipping	NA 0		6		15		
Manipulative Skills								
8	Roll/2 Hands	NA 0		10		19		25
9	Roll/1 Hand	NA 0		4		7		12
10	<b>Underhand Toss</b>	NA 0		6		8		12
11	Overhand Throw	NA 0		5		13		25
12	Overhand Throw	NA 0		10		15		25
13	Bounce and Catch	NA 0		1		2		
14	Toss and Catch	NA 0		1		2		
15	Strike Underhand	NA 0		5		7		8
16	Kick	NA 0		2		4		6
17	Dribble	NA 0		1		5		12
Body/Spatial Awareness								
18	Body Parts	NA		8		5		0
19	Fast/Slow	NA		2		1		0
20	<b>Body Surfaces</b>	NA		1		0		
21	Non-Locomotor	NA		4		2		0
22	Left/Right	NA		2		1		0
23	Directions	NA		2		1		0
Balance Skills								
24	Stand	NA 0		0		1		
25	Walk	NA 0		5		8		20
		NA:-2		-1:		+:		

\_Evaluator

# **LOCOMOTOR SKILLS**

Demonstrate

One Trial

1. Run 50 feet.	Not <u>Observed</u>	Observed at least once	Observed throughout
a. Run without falling.     b. Non-support phase.	0	N/A 2	10 5
c. Weight on balls of foot.	0	2	5
d. Knee of non-support leg bent 90°	0	2	5
e. Push off toes.	0	2	5
f. Reciprocal arm swing.	<u>0</u>	<u>2</u>	<u>5</u>
Column Total:			

# 1 Total:

Demonstrate

Three Trials

2. Jump forward 3 times in succession.			
	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Jump three times in succession.	0	5	10
b. Preparatory crouch.	0	2	5
c. Backward arm swing.	0	2	5
d. Forceful arm swing at lift-off.	0	2	5
e. Balanced 2 foot bent knee landing.	<u>0</u>	<u>2</u>	<u>5</u>
Column Total:			

# 2 Total:

Demonstrate

One Trial Each Foot

3. Hop 10 feet on each foot.	Not <u>Observed</u>	<u>Observed</u>
a. Hop on left foot 10 feet, maintaining balance.	0	5
b. Hop on right foot 10 feet, maintaining balance.	<u>0</u>	<u>5</u>
	Column Total:	

# 3 Total:

Demonstrate

Three Trials

4. Run and leap.	Not	Observed at	Observed
	<u>Observed</u>	least once	everytime
<ul><li>a. Take-off on one foot; land on the other.</li><li>b. Run and leap (no stop).</li><li>c. Non-support phase.</li></ul>	0	2	5
	0	2	5
	<u>0</u>	<u>2</u>	<u>5</u>
Column Total:			

# 4 Total:

One Trial Each Foot

5. Gallop 10 feet on each foot. <u>Left:</u>	Not <u>Observed</u>	Observed at least once	Observed everytime
<ul><li>a. 10 feet uninterrupted.</li><li>b. Uneven rhythm (slow/quick).</li><li>c. Left foot always leading.</li><li>d. Shoulders facing line of direction.</li></ul>	0 0 0	NA 2 2 2	7 5 5 5
Right:			
<ul><li>a. 10 feet uninterrupted.</li><li>b. Uneven rhythm (slow/quick).</li><li>c. Right foot always leading.</li><li>d. Shoulders facing line of direction.</li></ul>	0 0 0 <u>0</u>	NA 2 2 <u>2</u>	7 5 5 <u>5</u>
Column Total:			

# 5 Total:

### Demonstrate

One Trial Each Foot

6. Slide 10 feet each side. <u>Left:</u>	Not <u>Observed</u>	Observed at least once	Observed everytime
a. 10 feet uninterrupted.     b. Uneven rhythm (slow-quick).     c. Left foot always leading.     d. Side facing line of direction.	0 0 0	NA 2 2 2	7 5 5 5
Right:			
<ul><li>a. 10 feet uninterrupted.</li><li>b. Uneven rhythm (slow-quick).</li><li>c. Right foot always leading.</li><li>d. Side facing line of direction.</li></ul>	0 0 0 <u>0</u>	NA 2 2 <u>2</u>	7 5 5 <u>5</u>
Column Total:			

# 6 Total:

# Demonstrate

One Trial

7. Skip a distance of 15 feet.	Not	Observed at	Observed
	<u>Observed</u>	least once	<u>everytime</u>
<ul><li>a. Skip 15 feet.</li><li>b. Uneven rhythm (short step, quick hop).</li></ul>	0	NA	5
	<u>0</u>	<u>4</u>	<u>10</u>
Column Total:			

# 7 Total:

# **MANIPULATIVE SKILLS**

c. Release at target level.

d. Ball rolls between cones.

Demonstrate

Three Trials

8. From a distance of 10 feet, underhand roll an 81/2 inch playground ball with 2 hands between 2 cones placed 4 feet apart. Not Observed at Observed **Observed** least once everytime a. Body facing target. 0 2 5 b. Arms swing between legs. 0 2 5

0

0

2

<u>4</u>

Column Total:

# 8 Total:

5

<u>10</u>

Demonstrate

Three Trials

9. From a distance of 10 feet, underhand roll a tennis ball between 2 cones placed 4 feet apart.

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Body facing target.	0	1	2
b. Step with opposition.	0	1	2
c. Pendulum arm swing.	0	1	2
d. Release the ball at target level.	0	1	2
e. Ball rolls between cones.	<u>0</u>	<u>2</u>	<u>4</u>

Column Total:

# 9 Total:

Demonstrate

Three Trials

10. Underhand toss a tennis ball to a partner (evaluator) standing 10 feet away.

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Body facing target.	0	1	2
b. Step with opposition.	0	1	2
c. Pendulum arm swing.	0	1	2
d. Release ball at target level.	0	1	2
e. Ball reaches the target.	<u>0</u>	<u>2</u>	<u>4</u>

Column Total:

#10 Total:

Three Trials

11. With 2 hands, overhead throw an  $8\frac{1}{2}$  inch play ground ball as far as possible.

	Not <u>Observed</u>	Observed at least once	Observed Everytime
a. Preparatory backswing with arms.	0	2	4
b. Elbows leading hands.	0	2	4
c. Step with weight transfer.	0	2	4
d. Follow through and forward reach.	0	2	4
e. Ball goes 4 or more feet.	<u>0</u>	<u>2</u>	<u>5</u>

Column Total:

#11 Total:

Demonstrate

Three Trials

12. Overhand throw a 5 inch bean bag as far as possible.				
	Not <u>Observed</u>	Observed at least once	Observed <u>Everytime</u>	
a. Preparatory arm backswing.	0	2	4	
b. Trunk rotation.	0	2	4	
c. Elbow leading hand.	0	2	4	
d. Step with opposition.	0	2	4	
e. Follow through and forward reach.	0	2	4	
f. Bean bag goes 15 feet or more.	<u>0</u>	<u>2</u>	<u>5</u>	

#12 Total:

Demonstrate

Three Trials

13. While standing, drop--let bounce once and catch an  $8 \ensuremath{\rlap/}_2$  inch playground ball.

Column Total:

	Not	Observed at	Observed
	<u>Observed</u>	least once	Everytime
a. Catch ball with hands only.	_0	<u>_1</u>	_2

Column Total:

#13 Total:

Demonstrate

Three Trials

14. Toss an  $8 \ensuremath{^{1\!/}_{\!\! 2}}$  inch playground ball above head level and catch it.

	<u>Observed</u>	least once	<u>Everytime</u>	
a. Catch ball with hands only.	0	1	2	

Column Total:

#14 Total:

Three Trials

15. Using 1 hand, underhand strike an  $8\frac{1}{2}$  inch playground ball which is placed on the ground 2 feet in front of the student. (Hint: open hand strike.)

	Observed	least once	<u>everytime</u>
a. Move to strike the ball/underhand			
motion.	0	1	2
b. Weight shift.	0	1	2
c. Full swing.	0	1	2
d. Follow through.	<u>0</u>	<u>1</u>	<u>2</u>

Column Total:

#15 Total:

Demonstrate

Three Trials

16. From a running start, kick a stationary 8½ inch playground ball.

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Ball goes at least 10 feet.	0	1	2
b. Backswing of leg from knee.	0	1	2
c. Contact ball with foot.	<u>0</u>	<u>1</u>	<u>2</u>

Column Total:

#16 Total:

Demonstrate

Three Trials

17. Dribble an  $8\frac{1}{2}$  inch playground ball with each hand.

<u>Left:</u>	Not	Observed at	Observed
	<u>Observed</u>	least once	everytime
a. Left hand dribble 5 or more.     b. Using left fingertips.     c. Waist high or lower.	0	1	2
	0	1	2
	0	1	2
Right:			
<ul><li>a. Right hand dribble 5 or more.</li><li>b. Using right fingertips.</li><li>c. Waist high or lower.</li></ul>	0	1	2
	0	1	2
	<u>0</u>	<u>1</u>	<u>2</u>

Column Total:

#17 Total:

# **BODY/SPATIAL AWARENESS**

#### One Trial Each

18. Touch, upon verbal request, the following body parts: (Circle items missed.)

a) toes h) head

o) ears

v) tongue

b) eyes

i) mouth

p) lips

w) hips

c) eyebrows

j) chin

q) chest

x) hands

d) shoulders

k) arms

r) wrist

y) thumbs

e) waist

I) stomach

s) fingers

f) elbows g) knees m) legsn) feet

t) ankles

u) nose

Number missed:

#18 Total:

#### One Trial Each

 Upon verbal request, distinguish between fast and slow movements. (Circle items missed.)

a. Run fast. Run slow.

b. Move your arm slow. Move your arm fast.

c. Walk fast. Walk slow.

d. Move your fingers fast. Move your fingers slow.

#19 Total:

Number missed:

#### One Trial Each

20. Upon verbal request, identify the following body surfaces by touching them:

(Circle items missed.)

a) front

d) side

g) back

b) side

e) back

h) front

c) back

f) side

i) front

Number missed:

#20 Total:

# One Trial Each

21. Upon verbal request, execute the following nonlocomotor skills: (Circle items missed.)

a) Bend your body.

d) Twist your body

b) Sway your body.

e) Curl your body

c) Stretch your body.

Number missed:

#21 Total: One Trial

22. Upon verbal request, identify right and left sides of the body:

(Circle items missed.)

a) right c) left

b) left d) right

Number missed:

#22 Total:

One Trial Each

23. Upon verbal request, walk in the following directions: (Circle items missed.)

a) forward c) backward

b) around d) on tip toes

Number missed:

Observed at

e) sideways

#23 Total:

# **BALANCE SKILLS**

Demonstrate

Two Trials

24. Stand on preferred leg for 10 seconds with hands on hips.

Trial 1\_\_\_\_\_ Trial 2\_\_\_\_\_

Not Observed Observed 1 0

#24 Total:

Demonstrate

Three Trials

25. Walk 6 consecutive steps on a 2 inch wide, 10 foot long line.

Observed least once everytime a. Eyes straight ahead to end of line. 0 2 5 b. 6 consecutive steps. 0 <u>6</u> <u>15</u>

Not

Column Total:

#25 Total:

Observed

# LEVEL II

# LOUISIANA COMPETENCY TEST FOR ADAPTED PHYSICAL EDUCATION

# TEST LEVEL II - Ages 7 years 7 months to 8 years 11 months

Name	D.O.B	Date of Te	est	Age			
School	Grade/Class _		Gender	M	F		
Percentage Score:	_ Program Recommendation:_						
Item Number	Content	Circle Score					
Locomotor Skills		{	-2 }{	-1	} {	+	}
1	Running	NA 0	12		14		18
2	Jumping	NA 0	20		28		40
3	Jumping Down	NA 0	18		24		35
4	Jump Forward/Backward	NA 0	2		3		
5	Hopping	NA 0	5		10		
6	Run and Leap	NA 0	12		21		30
7	Gallop	NA 0	24		25		35
8	Skipping	NA 0	13		17		20
9	Sliding	NA 0	18		28		40
10	Jump/Hop	NA 0	1		2		3
Manipulative Skills							
11	Roll Ball	NA 0	5		14		20
12	Underhand Toss	NA 0	4		8		16
13	Overhand Throw	NA 0	10		16		24
14	Catch	NA 0	9		18		36
15	Strike Underhand	NA 0	3		6		12
16	Kick	NA 0	1		4		8
17	Dribble	NA 0	1		4		8
18	Soccer Dribble	NA 0	3		6		12
19	Catch Wiffle Softball	NA 0	3		6		12
20	Strike	NA 0	12		22		48
<b>Body/Spatial Awareness</b>							
21	Body Parts	NA	7		4		0
22	Fast/Slow	NA	1		0		
23	Directions	NA	1		0		
Balance Skills							
24	Balance/1 Leg	NA 0	1		2		3
25	Heel/Toe Walk	NA 0	4		15		25
		NA:-2	-1:		+:		

Comments:

Evaluator
⊢valuator

# **LOCOMOTOR SKILLS**

Demons	strate
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One Trial

1. Run 50 feet.	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Run without falling.	0	NA	8
b. Non-support phase.	0	1	2
c. Weight on balls of feet.	0	1	2
d. Knee of non-support leg bent 90°.	0	1	2
e. Push off toes.	0	1	2
f. Reciprocal arm swing.	<u>0</u>	<u>1</u>	<u>2</u>
Column Tota	al:		

# 1 Total:

Demonstrate

Three Trials

2. Jump forward a distance of 2 feet.	Not <u>Observed</u>	Observed at least once	Observed everytime
<ul><li>a. Preparatory crouch.</li><li>b. Backward arm swing.</li><li>c. Arm swing at lift-off.</li><li>d. Jump a distance of two feet.</li><li>e. Balanced two foot bent knee landing.</li></ul>	0 0 0 0 <u>0</u>	2 2 2 2 8	5 5 5 <u>20</u>
Column Total:			

# 2 Total:

Demonstrate

Three Trials

#### 3. Jump down from a height of 17 inches. (Hint: an adult chair) Not Observed at Observed **Observed** least once everytime 5 5 0 2 a. Preparatory crouch. b. Backward arm swing. 2 0 c. Arm swing at lift-off. 2 5 0 d. Balanced 2 foot bent knee landing. 8 <u>20</u> 0 Column Total:

# 3 Total:

Demonstrate

Three Trials

4	Jump forward and backward		/ 11: 4. (		
1	Jiimb forward and backward	over a line	(Hint: "Over a	ino nack	COUNT AS T
	Camp ici wai a ana backwai a	0 1 01 u 111101	\	IIIA NAUIN	ocuit ac i.

Trial 1	Trial 2	Trial 3

# 4 Total:

Three Trials Each Foot

5. Hop 3 times in place on each foot	Not <u>Observed</u>	Observed <u>everytime</u>	
a. Hop on left foot 3 times, maintaining balance. b. Hop on right foot 3 times,	0	5	
maintaining balance.	<u>0</u>	<u>5</u>	
Column	n Total:		# 5 Total:

Demonstrate

Three Trials

6.	Run and leap over a 12 inch high obstacle.

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Take-off on 1 foot and land on the	0	2	5
other.	0	2	5
b. Run and leap, without stopping.	0	2	5
c. Non-support phase longer than run.	<u>0</u>	<u>6</u>	<u>15</u>

Column Total:

# 6 Total:

Demonstrate

Three Trials

_						_	
7.	Gallop.	alternating	lead for	oot: 5	gallops	on each	foot.

	Not <u>Observed</u>	Observed at least once	Observed <u>everytime</u>
a. Alternating lead foot after 5 gallops.	0	2	5
<ul><li>b. 10 gallops with no interruption.</li></ul>	0	6	15
c. Uneven rhythm (slow-quick).	0	2	5
<ul> <li>d. Shoulders facing line of direction.</li> </ul>	0	2	5
e. Rhythmically.	<u>0</u>	<u>2</u>	<u>5</u>

Column Total:

# 7 Total:

Demonstrate

Three Trials

8.	Skip	forward	20 feet.
----	------	---------	----------

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. 20 feet uninterrupted.	0	6	15
b. Uneven rhythm (short step-guick hop).	0	2	5

Column Total:

# 8 Total:

Level II

# 9 Total:

Demonstrate

Three Trials Each Foot

9. Slide, alternating lead foot after 5 slides.			
	Not Observed	Observed at least once	Observed everytime
a. Alternating lead foot after 5 slides.	0	2	5
<ul><li>b. 10 slides with no interruption.</li></ul>	0	8	20
c. Uneven rhythm (slow-quick).	0	2	5
d. Side facing line of direction.	0	2	5
e. Rhythmically.	<u>0</u>	<u>2</u>	<u>5</u>
Column Total			

Demonstrate	9
-------------	---

Three

onstrate	10. Perform 2 jumps - 2 hops without stopping.				
e Trials	Trial 1	Trial 2	Trial 3		
			Record the number of correct trials:	#10 Total:	

# **MANIPULATIVE SKILLS**

Demonstrate

Five Trials

11.	Using a moving approach from a distance of 15 feet, underhand roll a tennis ball
	between 2 cones placed 4 feet apart.

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Body facing target.	0	1	2
b. Moving approach 1 or more steps.	0	1	2
c. Pendulum arm swing.	0	1	2
d. Step toward target.	0	1	2
e. Release the ball at target level.	0	1	2
f. Ball rolls between cones.	0	3 times= 5	10

Column Total:

#11 Total:

Five Trials

12. Underhand toss a tennis ball to partner (evaluator) 15 feet away.				
	Not <u>Observed</u>	Observed at least once	Observed everytime	
a. Body facing target.	0	1	2	
b. Pendulum arm swing.	0	1	2	
c. Step with opposition.	0	1	2	
d. Release the ball at target level.	0	1	2	
e. Ball reaches target.	<u>0</u>	3 times= 4	<u>8</u>	

#12 Total:

#### Demonstrate

Five Trials

13.	Overhand throw a	bean bag to a part	ner (evaluator) 15 feet away.
-----	------------------	--------------------	-------------------------------

Column Total:

	Not <u>Observed</u>	Observed at least once	Observed <u>everytime</u>
a. Preparatory arm backswing.	0	2	4
b. Trunk rotation.	0	2	4
c. Elbow leading hand.	0	2	4
d. Step with opposition.	0	2	4
e. Follow through and forward reach.	0	2	4
f. Bean bag reaches the target.	<u>0</u>	3 times= 2	<u>4</u>

Column Total:

#13 Total:

#### Demonstrate

Five Trials

# 14. Catch an $8\frac{1}{2}$ inch playground ball tossed underhand 10 feet.

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Palms facing direction of ball.	0	3	6
b. Pinkies or thumbs together.	0	3	6
c. Absorb force of ball with hands.	0	3	6
d. Catch with hands only.	<u>0</u>	3 times= 9	<u>18</u>

Column Total:

#14 Total:

Five Trials

15. With 1 hand, underhand strike a self-bounced  $8\frac{1}{2}$  inch playground ball. (Hint: open hand strike.)

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Weight shift.	0	1	2
b. Full swing.	0	1	2
c. Follow through.	0	1	2
d. Strikes ball.	<u>0</u>	3 times= 3	<u>6</u>

Column Total:

#15 Total:

#### Demonstrate

Five Trials

16. From a running start, kick an  $8\frac{1}{2}$  inch playground ball rolled from 20 feet.

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Backswing of leg from knee.	0	1	2
b. Contact ball with foot.	0	1	2
c. Ball goes at least 50 feet.	<u>0</u>	3 times= 2	<u>4</u>

Column Total:

#16 Total:

#### Demonstrate

Five Trials

17. Dribble an 8½ inch play ground ball with either hand while moving forward.

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Using fingertips.	0	1	2
b. Waist high or lower.	0	1	2
c. Dribble 5 times or more while	<u>0</u>	3 times= 2	<u>4</u>
moving.			

Column Total:

#17 Total:

#### Demonstrate

Five Trials

18. Soccer style dril	bble an 8½ inch	n playground ball.

	Not <u>Observed</u>	Observed at least once	<u>everytime</u>
a. Lightly tapping.	0	1	2
b. Alternate foot contact.	0	1	2
c. Inside edge of foot.	0	1	2
d. Distance of 20 feet.	<u>0</u>	3 times= 3	<u>6</u>

Column Total:

#18 Total:

Five Trials

19. Catch a wiffle softball thrown overhand from 15 feet.				
	Not <u>Observed</u>	Observed at least once	Observed everytime	
a. Palms facing direction of ball.	0	1	2	
b. Absorb force by giving.	0	1	2	
c. Thumbs together.	0	1	2	
d. Catch and control the ball with hands.	<u>0</u>	3 times= 3	<u>6</u>	
Column Total:				

#19 Total:

Demonstrate

Three Trials

20.	Using an oversized plastic bat, strike a wiffle softball tossed underhand from a
	distance of 15 feet.

	Observed	least once	everytime
a. Grip dominant over non-dominant			
hand.	0	1	2
b. Square stance.	0	1	2
c. Bat off shoulder.	0	1	2
d. Elbows away from body.	0	1	2
e. Wrists cocked.	0	1	2
f. Weight shift.	0	1	2
g. Full swing.	0	1	2
h. Follow through.	0	1	2
<ol> <li>Makes contact/moves ball forward.</li> </ol>	<u>0</u>	2 times= 16	<u>32</u>

Column Total:

#20 Total:

# **BODY/SPATIAL AWARENESS**

One Trial Each

21. Upon verbal req	uest, touch the follo	wing body parts: (Circle	e items missed.)
a) toes	h) head	o) ears	v) nose
b) eyes	i) mouth	p) lips	w) tongue
c) eyebrows	j) chin	q) chest	x) hips
d) shoulder	k) arms	r) thigh	y) hands
e) waist	l) stomach	s) wrist	z) thumbs
f) elbows	m) legs	t) fingers	
g) knees	n) feet	u) ankles	Number missed:

#21 Total:

$\sim$	Trial	Each
Unie	111111	Lach

- 22. Upon verbal request, distinguish between fast and slow movements: (Circle items missed.)
  - a. Run fast. Run slowly.
  - b. Move your arm slowly. Move your arm fast.
  - c. Walk fast. Walk slowly.
  - d. Move your fingers fast. Move your fingers slowly.

#22 Total:

Number missed:

One Trial Each

- 23. Upon verbal request, walk in the following directions: (Circle items missed.)
- a) forward
- c) backward

e) sideways

- b) around
- d) on tip toes

Number missed:

#23 Total:

# **BALANCE SKILLS**

Demonstrate

Three Trials

$\sim 4$	Ctanal and	preferred leg	£ 4 0					
74.	Stand on	preterrea lea	TOT TU	i seconas	with nands	con nin	s and eve	is cioseo

Trial 1\_\_\_\_\_ Trial 2\_\_\_\_

Trial 3\_\_\_\_\_

Record the number of correct trials.

#24 Total:

Demonstrate

Three Trials

25. Walk heel-to-toe 6 consecutive steps on a 2 inch wide, 10 foot long line.

	Not <u>Observed</u>	Observed at Least once	Observed <u>Everytime</u>	
a. Eyes straight ahead to end of line.	0	2	5	
b. Heel-to-toe steps.	0	2	5	
c. 6 consecutive steps.	0	6	15	

Column Total:

#25 Total:

# LEVEL III

# LOUISIANA COMPETENCY TEST FOR ADAPTED PHYSICAL EDUCATION

# TEST LEVEL III - Ages 9 years 0 months to 10 years 11 months

Name	D.O.B	Date of Te	st	_ Age			
School Grade/Cla			Gender	M	F		
Percentage Score:							_
Item Number	Content	Circle Score					
Locomotor Skills		{	-2 }{	-1	} {	+	}
1	Dash	NA	:12.3		:10.8		:09.
2	Standing Long Jump	NA 0	4		12		24
3	Jump Rope	NA 0	8		9		18
4	Hopping	NA 0	1		3		6
5	Run Backwards	NA 0	1		8		16
Manipulative Skills							
6	Overhand Throw	NA 0	1		5		10
7	Throw at Target	NA 0	5		15		30
8	Kick w/Outside of Foot	NA 0	5		14		28
9	Run and Kick	NA 0	1		6		12
10	Dribble	NA 0	7		11		22
Sport Skills							
11	Catch	NA 0	2		4		5
12	Field Playground Ball	NA 0	5		8		16
13	Strike with Bat	NA 0	8		24		48
14	Overhand Pass	NA 0	5		12		24
15	Punt	NA 0	3		9		22
16	Trap	NA 0	6		12		24
17	Soccer Dribble	NA 0	3		9		18
Fitness Skills							
18	Crab Walk	NA 0	11		14		17
19	Walk Line	NA 0	3		15		30
20	Vertical Jump	NA 0	8		10		20
21	Windmills	NA 0	3		8		12
22	Trunk Rotations	NA 0	2		6		8
23	Jumping Jacks	NA 0	3		12		16
Body/Spatial Awareness							
24	Body Parts	NA	7		3		0
25	Directions	NA	1		0		
		NA:-2	-1:		+:		

Comments:

# **LOCOMOTOR SKILLS**

Demonstrate

One Trial

1. Run 50 yards as fast as possible.

Record Time:

# 1 Total:

Demonstrate

Three Trials

2. Execute a standing long jump as far as possible.

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Preparatory crouch.	0	1	2
b. Backward arms swing.	0	1	2
c. Forceful arms swing at lift-off.	0	1	2
d. Balanced 2 foot bent knee landing.	0	1	2
e. Jump a distance of 40 inches.	0	8	16

Column Total:

# 2 Total:

Demonstrate

Three Trials

3. Jump a self-turned rope.

	Not <u>Observed</u>	Observed at least once	Observed <u>everytime</u>
a. 20 times without stopping.	0	4	8
b. Feet, legs, arms relaxed.	0	4	8
c. Feet together.	<u>0</u>	<u>1</u>	<u>2</u>

Column Total:

# 3 Total:

Demonstrate

Three Trials

4. Hop 3 times on one foot; then shift to the other foot, hop 3 times.

	Observed	least once	<u>everytime</u>	
a. Hop three times on each foot.	0	2	4	
b. Maintains balance.	<u>0</u>	<u>1</u>	<u>2</u>	

Column Total:

# 4 Total:

Two Trials

5. Run backwards for 10 feet. Not Observed at Observed Observed least once everytime a. 10 feet without stopping. 6 2 b. Knees up. 0 1 c. Shoulders facing forward. 0 <u>1</u> Column Total:

#5 Total:

# **MANIPULATIVE SKILLS**

Demonstrate

Three Trials

6. Overhand throw a tennis ball as far as possible. Observed at Not Observed Observed least once everytime 0 a. Preparatory arm backswing. 2 b. Trunk rotation. 0 2 1 2 c. Elbow leading hand. 0 1 d. Step with opposition and weight 2 0 1 transfer. 0 <u>1</u> e. Follow through and forward reach.

Column Total:

#6 Total:

Observed

Demonstrate

Five Trials

7. Overhand throw a tennis ball to a partner (evaluator) 15 feet away. Not Observed at

	<u>Observed</u>	Least once	everytime
a. Preparatory arm backswing.	0	1	2
b. Trunk rotation.	0	1	2
c. Elbow leading hand.	0	1	2
d. Step with opposition and weight	0	1	2
transfer.	0	1	2
e. Follow through and forward reach.	0	3 times= 10	20

f. Tennis ball reaches the target.

Column Total:

#7 Total:

Five Trials

8. Side kick a stationary $8\frac{1}{2}$ inch playground ball with the outside of the foot.			
	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Weight support on non-kicking leg.	0	1	2
<ul> <li>b. Support leg slightly behind kicking leg.</li> </ul>	0	1	2
c. Contact on side of foot.	0	1	2
d. Kicking leg swings to contact ball	0	1	2
e. Ball goes 12 feet.	<u>0</u>	3 times= 10	<u>20</u>

# 8 Total:

Demonstrate

Five Trials

9. From a running start, kick an 8½ inch playground ball rolled from 20 feet.			
Not <u>Observed</u>	Observed at least once	Observed everytime	
0	1	2	
0	1	2	
<u>0</u>	3 times= 4	<u>8</u>	
	Not	Not Observed at Observed at Observed Ieast once  0 1 0 1	

Column Total:

Column Total:

# 9 Total:

Demonstrate

Five Trials

10. Dribble an  $8\frac{1}{2}$  inch playground ball with dominant hand at least 5 times forward and at least 5 times backward.

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Dribble at least 5 times forward.	0	3 times= 4	8
b. Dribble at least 5 times backward.	0	3 times= 4	8
c. Without stopping or losing control.	0	1	2
d. Using fingertips.	0	1	2
e. Waist high or lower.	0	1	2

Column Total:

#10 Total:

# **SPORT SKILLS**

Demonstrate

Five Trials

11. Using hands only, catch a 5 inch playground ball tossed underhand from 15 feet.

Trial 1\_\_\_\_\_ Trial 3\_\_\_\_ Trial 5\_\_\_\_\_

#11 Total:

Demonstrate

Five Trials

12. Field a 5 inch playground ball thrown overhand from a distance of 20 feet.

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Body in line with approaching ball.	0	1	2
b. Little fingers together pointing down.	0	1	2
c. Knees bent to reach ball.	0	1	2
d. Number caught.	<u>0</u>	3 times= 5	<u>10</u>

Column Total:

#12 Total:

Demonstrate

Five Trials

13. Using a standard sized bat, strike a cloth softball tossed underhand from 20 feet.

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Grip dominant over non-dominant			
hand.	0	1	2
b. Square stance.	0	1	2
c. Bat off shoulder.	0	1	2
d. Elbows away from body.	0	1	2
e. Wrists cocked.	0	1	2
f. Weight shift.	0	1	2
g. Full swing (+180°).	0	1	2
h. Follow through.	0	1	2
<ol> <li>Makes contact/moves ball forward.</li> </ol>	<u>0</u>	2 times= 16	<u>32</u>

Column Total:

#13 Total:

Demonstrate

Five Trials

14. Overhand pass a self-set 13 inch beach ball.

	Not	Observed at	Observed
	<u>Observed</u>	least once	<u>everytime</u>
a. Begin ready position with knees bent.	0	1	2
<ul><li>b. Ball contact/fingertips.</li><li>c. Wrists and fingers flexed on contact.</li></ul>	0	1	2
d. High follow through. e. Ball goes at least 5 feet high.	0	1	2
	0	3 times= 8	16

Column Total:

# 14 Total:

Five Trials

15. Punt a soccer ball.			
	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Ball held waist high.	0	1	2
b. Drop ball as kicking leg swings forward.	0	1	2
c. Kick the ball with instep.	0	1	2
d. Ball moves up and forward.	<u>0</u>	2  times = 6	<u>16</u>
Column Total:			

#15 Total:

# Demonstrate

Five Trials Each Leg

16. From a moving position, trap a soccer ball r	rolled from 15 f	eet.	
<u>Left:</u>	Not	Observed at	Observed
	<u>Observed</u>	least once	everytime
<ul><li>a. Control the ball with sole of foot.</li><li>b. Body in relaxed position.</li><li>c. Ball stops.</li></ul>	0	1	2
	0	1	2
	0	3 times= 4	8
Right:			
<ul><li>a. Control the ball with sole of foot.</li><li>b. Body in relaxed position.</li><li>c. Ball stops.</li></ul>	0	1	2
	0	1	2
	<u>0</u>	3 times= 4	<u>8</u>
Column Total:			

#16 Total:

# Demonstrate

Five Trials

17. Soccer style dribble a soccer ball 15 feet.			
	Not	Observed at	Observed
	<u>Observed</u>	least once	everytime
a. Lightly tapping. b. Alternate foot contact with ball. c. Inside edge of foot. d. Distance of 15 feet.	0	1	2
	0	1	2
	0	1	2
	<u>0</u>	<u>3 times= 6</u>	<u>12</u>
Column Total:			

#17 Total:

# **FITNESS**

Demonstrate

One Trial

18. Crab walk for a distance of 10 feet.		
	Not <u>Observed</u>	Observed every time
<ul> <li>a. Hands and feet support weight.</li> <li>b. Seat off ground.</li> <li>c. Back level.</li> <li>d. Feet flat on ground.</li> <li>e. Arms straight.</li> <li>f. Distance of 10 feet.</li> </ul>	0 0 0 0 0 0	1 1 1 1 1 <u>12</u>
Column T	otal:	

#18 Total:

Demonstrate

Three Trials

19. Walk heel-to-toe, forward and backward,	on a 2 inch wid	de, 10 foot long li	ne.
	Not	Observed at	Observed
	<u>Observed</u>	least once	everytime
<ul><li>a. Hands on hips.</li><li>b. Eyes straight ahead to end of line.</li><li>c. Heel to toe steps.</li><li>d. No forward step-offs.</li><li>e. No backward step-offs.</li></ul>	0	1	2
	0	1	2
	0	1	2
	0	1-2 times= 6	12
	0	1-2 times= 6	<u>12</u>

#19 Total:

Demonstrate

One Trial

20. Jump vertically 10 times consecutively. Ask the student to reach overhead in a standing position. Hold a stick 6 inches above the student's extended hand. Ask the student to jump and touch the stick each time. (Not to be performed against a wall)

	Not <u>Observed</u>	Observed at least once	Observed <u>everytime</u>
a. Jump to at least 6 inches.			
(Touch the stick.)	0	4	8
b. Preparatory crouch.	0	1	2
c. 2 foot bent knee landing.	0	1	2
d. 10 times consecutively.	<u>0</u>	<u>4</u>	<u>8</u>

Column Total:

Column Total:

#20 Total:

One Trial

21. Execute 5 consecutive windmills.			
	Not <u>Observed</u>	Observed everytime	
Begin standing erect, arms extended outward to side.	0	2	
b. Feet slightly wider than shoulders.	0	2	
c. Bending, touch hands to feet in opposition.	0	2	
d. Slightly bended knees.	.0	2	
e. 5 times without stopping.	<u>0</u>	<u>4</u>	
Column Total	:		#21
			Total:

Demonstrate

One Trial

22. Execute 5 consecutive trunk rotations.		
	Not <u>Observed</u>	Observed everytime
<ul><li>a. Bend forward, side, back and side.</li><li>b. Circular, smooth motion.</li><li>c. 5 times without stopping.</li></ul>	0 0 <u>0</u>	2 2 <u>4</u>
Column <sup>-</sup>	Total:	

#22 Total:

Demonstrate

One Trial

23. Execute 10 consecutive jumping jacks.			
	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Begin standing with arms at side.	0	1	2
b. Jump to side stride with arms overhead.	0	1	2
c. Jump back to starting.	0	1	2
d. Rhythmically.	0	N/A	2
e. 10 times.	<u>0</u>	<u>N/A</u>	<u>8</u>
Column Total:			

#23 Total:

### **BODY/SPATIAL AWARENESS**

One Trial Each

24. Upon verbal request, touch the following body parts: (Circle items missed.) a) toes h) head o) ears v) nose i) mouth b) eyes p) lips w) tongue c) eyebrows j) chin q) chest x) hips d) shoulders k) arms r) thigh y) hands I) stomach z) thumbs e) waist s) wrist f) elbows m) legs t) fingers n) feet u) ankles Number g) knees missed:

#24 Total:

One Trial Each

25. Upon verbal request, walk in the following directions: (Circle items missed.)

a) forward c) backward

e) sideways

b) around d) on tip toes

Number missed:

#25 Total:

# LEVEL IV

# LOUISIANA COMPETENCY TEST FOR ADAPTED PHYSICAL EDUCATION

TEST LEVEL IV - Ages 11 years 0 months to 12 years 11 months

Name	D.O.B	Date	of Test_		Age			
School	Grade/Cl	ass		_ Gender	M _	F		
Percentage Score:	Program Recomi	mendation:_						_
Item Number	Content	Circle Score						
<b>Locomotor Skills</b>		{	-2	} {	-1	} {	+	}
1	Locomotor Skills	NA 0		3		5		7
2	Locomotor Combination	NA		0		1		3
3	Standing Long Jump	NA 0		8		12		24
Sport Skills								
4	Overhead Pass	NA 0		8		12		24
5	Forearm Pass	NA 0		12		18		36
6	Volleyball Serve	NA 0		12		18		36
7	Cloth Softball Catch	NA 0		2		3		5
8	Field Cloth Softball	NA 0		5		8		16
9	Strike Cloth Softball	NA 0		16		24		48
10	Catch Football	NA 0		2		3		5
11	Catch Football/Moving	NA 0		1		2		5
12	Soccer Dribble	NA 0		1		9		18
13	Instep Kick	NA 0		6		12		24
14	Soccer Kick	NA 0		3		6		12
15	Dribble Basketball	NA 0		5		10		20
16	Chest Pass	NA 0		8		12		24
<b>Gymnastics Skills</b>								
17	V-Sit	NA 0		3		10		20
18	Scale	NA 0		3		10		20
19	Jump Turn	NA 0		4		6		12
Fitness Skills								
20	Shuttle Run	NA		:13.6		:12.8		:11.8
21	Sit/Reach	NA 0		3"		6"		9"
22	Windmills	NA 0		4		8		12
23	Push-Ups	NA 0		4		8		16
24	Sit-Ups	NA 0		16		20		24
25	1/2 Mile Jog/Walk	NA		8:00		6:00		4:30
		NA:-2		-1:		+:		

Comments:

# **LOCOMOTOR SKILLS**

Demonstrate

One Trial

1. U	on verbal request, execute the following skil	ls: (Circle items missed.)	
a. Ru b. Jui c. Ho d. Lei e. Ga f. Sli g. Sk	np o ap Ilop de	1 1 1 1 1 1 1	
	Column Total:	Total items passed:	# 1 Total:

Demonstrate

Three Trials

2. Perform smoothly (without stopping) 2 skips, 4 gallops, and 3 jumps. Record pass/fail:		
Trial 1 Trial 2_	Trial 3	
	Record the number of correct trials.	# 2 Total:

Demonstrate

Three Trials

3. Execute a standing long jump as far as possible.				
	Not <u>Observed</u>	Observed at least once	Observed <u>Everytime</u>	
a. Preparatory crouch.	0	1	2	
b. Backward arms swing.	0	1	2	
c. Forceful arms swing at lift-off.	0	1	2	
d. Balanced bent knee landing on 2 feet.	0	1	2	
e. Jump a distance of 48 inches.	<u>0</u>	<u>8</u>	<u>16</u>	

Column Total:

# 3 Total:

Five Trials

5. Use a forearm pass to contact a volleyball tossed from 10 feet away.					
	Not <u>Observed</u>	Observed at least once	Observed <u>everytime</u>		
a. Weight on balls of foot.	0	1	2		
b. Contact above wrist.	0	1	2		
<ul> <li>c. Elbows extended and rotated-flat</li> </ul>					
surface.	0	1	2		
d. Legs flexed.	0	1	2		
e. Legs extended for power.	0	1	2		
f. Ball below waist at hit.	0	1	2		
g. Makes contact.	<u>0</u>	3 of 5= 12	<u>24</u>		
Column Tota	al:				

# 5 Total:

# SPORT SKILLS

Demonstrate

Five Trials

. Overhead pass a volleyball tossed by the evaluator.					
	Not <u>Observed</u>	Observed at least once	Observed Everytime		
a. Begin ready position knees bent.	0	1	2		
b. Ball contact/fingertips.	0	1	2		
c. Wrists and fingers flexed on contact.	0	1	2		
d. High follow through.	0	1	2		
e. Ball goes 5 feet high.	<u>0</u>	3 times= 8	<u>16</u>		

Column Total:

# 4 Total:

Demonstrate

Five Trials

6. Serve a volleyball a distance of 20 feet, 6 feet high.					
	Not <u>Observed</u>	Observed at least once	Observed everytime		
a. Legs opposition.	0	1	2		
b. Pendulum arm swing.	0	1	2		
c. Weight shift.	0	1	2		
d. Contact in front and below waist.	0	1	2		
e. Heel of open hand on center of ball.	0	1	2		
f. Follow through to flight line.	0	1	2		
g. Ball goes 20 feet at 6 feet high.	<u>0</u>	3  of  5 = 12	<u>24</u>		
Column Total:					

# 6 Total:

Demonstrate	7. Catch a cloth softball tossed underhand f	rom 40 feet ap	proximately 20 fe	et high.	
Five Trials	Trial 1 Trial 2 Trial 3	-	Trial 5	_	# 7 Total:
	Record	d the number ca	aught with the hand	ls.	
Demonstrate	8. Field a cloth softball thrown overhand fro	m a distance o	f 40 feet.		
Five Trials		Not <u>Observed</u>	Observed at least once	Observed everytime	
	a. Body in line with approaching ball. b. Little fingers together pointing down. c. Knees bent to reach ball. d. Number caught.	0 0 0 0	1 1 1 3 times= 5	2 2 2 10	
	Column Total:	<u>×</u>	<u>565                              </u>	<u></u>	# 8 Total:
					<u> </u>
					ត
Demonstrate	9. Using a standard sized bat, strike a cloth	softball tossed	d underhand from	30 feet.	
Five Trials		Not <u>Observed</u>	Observed at least once	Observed <u>everytime</u>	
	a. Grip dominant over non-dominant	0	4	0	
	hand. b. Square stance.	0 0	1 1	2 2	
	c. Bat off shoulder.	0	1	2	
	d. Elbows away from body. e. Wrists cocked.	0 0	1	2 2	
	f. Weight shift.	0	1	2	
	g. Full swing (+180°). h. Follow through.	0 0	1 1	2 2	
	i. Makes contact/moves ball.	<u>0</u>	3 times= 16	<u>32</u>	
	Column Total:				# 9 Total:
		<del></del>			
Demonstrate	10. Catch a football thrown overhand from 3	0 feet.			
Five Trials	Trial 1 Trial 2 Trial 3_	Trial	4 Trial	5	
			ne number caught.		#10 Total:

Five Trials

11.	Run down field at a moderate speed and catch a football thrown overhand from 30
	feet.

Formation: X

P = Passer

R = Receiver

X = Marker at 30' P R Record the number caught.

#11 Total:

Demonstrate

Five Trials

12. Soccer style dribble a soccer ball around 3 objects spaced 5 feet apart for a distance of 15 feet.

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Lightly tapping.	0	1	2
<ul> <li>b. Alternate foot contact.</li> </ul>	0	1	2
c. Inside edge of foot.	0	1	2
d. A distance of 15 feet.	<u>0</u>	3 times= 6	<u>12</u>

Column Total:

#12 Total:

Demonstrate

Five Trials

13. Kick a stationary soccer ball with the instep (upper surface of the foot).

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Running approach.	0	1	2
b. Non-kicking leg behind.	0	1	2
c. Toe pointed to ground on backswing.	0	1	2
d. Follow through toward the ball.	0	1	2
e Ball travels 60 feet	0	3  of  5 = 8	16

Column Total:

#13 Total:

Five Trials

14. Using a soccer ball, kick a bounced ball with the dominant foot. (Hint: The ball will be bounced once by the student.) Not Observed at Observed Observed least once everytime a. Contact at knee level/upper surface of 0 2 2 b. At contact, ball is airborne. 0 c. Leg is bent on forward swing. 0 1 2

0

<u>1</u>

Column Total:

d. Leg is bent on backward swing.

#14 Total:

2

Demonstrate

Five Trials

15. While running at moderate speed, dribble a basketball 40 feet with dominant hand. Not Observed at Observed Observed everytime least once a. Using fingertips. 0 2 b. Waist high or lower. 0 1 2 c. Without stopping or losing control. 3 of 5 = 8<u>16</u> 0 Column Total:

#15 Total:

Demonstrate

Five Trials

16. Chest pass a basketball within reach of a receiver from 15 feet away.							
	Not <u>Observed</u>	Observed at least once	Observed everytime				
a. Ball held chest high.	0	1	2				
<ul> <li>b. Forcefully extending elbows.</li> </ul>	0	1	2				
c. Weight shifted toward receiver. d. Thumbs pointed down on follow	0	1	2				
through.	0	1	2				
e. The basketball reaches receiver at chest	<u>0</u>	3  of  5 = 8	<u>16</u>				
height.							
Column Total:							

#16 Total:

# **GYMNASTICS**

Demonstrate

Three Trials

17. Execute a V-sit with support.			
	Not <u>Observed</u>	Observed at least once	Observed everytime
Begin sitting with the legs together and hands on the floor behind the body for			
support.	0	1	2
<ul><li>b. Elevate legs so they form a "V" with</li></ul>			
the trunk.	0	1	2
c. Legs remain extended together.	0	2	4
d. Hands remain on the floor near hips.	0	2	4
e. Hold for three seconds.	<u>0</u>	<u>4</u>	<u>8</u>
Column Total:			

#17 Total:

Demonstrate

Three Trials

18. Execute a scale.			
	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Begin standing, arms extended outward to			
side.	0	1	2
b. Eyes forward.	0	1	2
c. Extend one leg backward parallel to the			
floor.	0	2	4
d. Bend torso horizontal to the floor.	0	2	4
e. Hold for 3 seconds.	<u>0</u>	<u>4</u>	<u>8</u>
Column Total:			

#18 Total:

Demonstrate

Three Trials

19. Execute a 180° jump turn.			
	Not Observed	Observed at least once	Observed everytime
a. Begin standing.	0	1	2
b. Bend knees in preparation for a     vertical jump.	0	1	2
c. Jump; turn 180°.	0	2	4
d. Balanced landing with knees slightly bent.	<u>0</u>	<u>2</u>	<u>4</u>
Column Total:			

#19 Total:

### **FITNESS**

Demonstrate

One Trial

**20. Perform the shuttle run as quickly as possible.** The tester gives a start signal; the runner runs 30 feet to pick-up a 5 inch bean bag, runs back to the starting line, places the bag on the starting line and repeats for the second bag, but crosses the starting line with the bag in hand.

Record the time.

#20 Total:

Demonstrate

One Trial

21. While seated, lean forward with hands placed on top of each other- extending the fingertips, palms down, knees extended - and reach as far forward as possible and hold for one second. (A warm-up of lower back and hamstrings prior to testing is important. Slow, sustained stretching, NO BOBBING. A trial consists of four reaches.)

Record the score:\_\_\_\_inches

**Evaluator's Note**: The score is the most distant point on the 4th reach held by both hands for one second. Measure to the nearest inch. The trial is invalid and should be re-administered if knees fail to remain fully extended, or if hands are uneven. The ruler should be accurately placed where zero is toward the trunk of the body and the nine is placed on the toes.

#21 Total:

Demonstrate

One Trial

22. Execute 5 consecutive windmills.			
	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Begin standing erect, arms extended			
outward to side.	0	1	2
<ul> <li>b. Feet slightly wider than shoulders.</li> </ul>	0	1	2
c. Bending, touch hands to feet in			
opposition alternately.	0	1	2
d. Slightly bended knees.	0	1	2
e. 5 times without stopping.	<u>0</u>	<u>NA</u>	<u>4</u>

Column Total:

#22 Total:

One Trial

23. Execute push-ups continuously without resting on the floor.

	Not <u>Observed</u>	Observed at least once	Observed <u>everytime</u>
a. Begin in prone position.	0	1	2
b. Hands under shoulders.	0	1	2
c. Toes on floor.	0	1	2
d. Lower body by flexing arms.	0	1	2
e. Raise body by extending arms.	0	1	2
f. Repeat 6 times.	<u>0</u>	2  times = 3	<u>6</u>

Column Total:

#23 Total:

#### Demonstrate

One Trial

24. Execute bent-knee crunches with hands crossed on chest and abdominals contracted; lift head and upper body until shoulder blades leave the floor surface; then lower the upper body until shoulder blades fully contact floor surface. Continue for 1 minute or until the student stops. (Count the number.)

#24 Total:

Total:

One Trial

25. Jog and/or walk for  $\frac{1}{2}$  mile. Test area: the  $\frac{1}{2}$  mile equals 2 laps around a standard track, or 880 yards measured on a straight away area.

Record time:

#25 Total:

# LEVEL V

### LOUISIANA COMPETENCY TEST FOR ADAPTED PHYSICAL EDUCATION

### TEST LEVEL V - Ages 13 years 0 months to 14 years 11 months

Name	D.O.B	Date of Test		_ Age_				
School	Grade/Clas	SS	_ Gender	M	F			
Percentage Score:	Program Recomm	endation:						
Item Number	Content	Circle Score						
Locomotor Skills		{	-2	} {	-1	} {	+	}
1	Locomotor Combo	NA		1		2		3
2	Sliding	NA 0		1		2		
Sport Skills								
3	Volleyball Serve	NA 0		12		18		36
4	Cloth Softball Catch	NA 0		1		3		5
5	Field Cloth Softball	NA 0		2		3		5
6	Cloth Softball Throw	NA 0		2		3		5
7	Bat	NA 0		10		24		48
8	Football Pass	NA 0		1		3		5
9	Catch Football	NA 0		1		3		5
10	Soccer Dribble	NA 0		3		9		18
11	Soccer Punt	NA 0		3		9		18
12	Dribble	NA 0		3		6		12
13	Bounce Pass	NA 0		6		9		18
<b>Gymnastics Skills</b>								
14	Jump Turn	NA 0		1		4		6
15	Walk Outs	NA 0		3		5		8
Fitness Skills								
16	Windmills	NA 0		1		6		12
17	Standing Long Jump	NA 0		9		14		24
18	Push-Ups	NA 0		4		8		16
19	Crunches	NA 0		4		20		32
20	Vertical Jump	NA 0		11		14		20
21	Trunk Rotations	NA 0		2		4		8
22	Jumping Jacks	NA 0		3		11		16
23	Sit/Reach	NA 0		3.5"		6"		9"
24	Shuttle Run	NA		:13.0		:12.6		:11.0
25	Jog/Walk	NA		7:00		6:00		4:30
		NA:-2		-1:		+:		

Comments:

# **LOCOMOTOR SKILLS**

Demonstrate	Perform smoothly (without stopping) 2 skips, 4 gallops, and 3 jumps.				
Three Trials	Trial 1				
		Record the	e number of correc	ct trials.	# 1 Total:
					- 11
Demonstrate	2. Slide in the following patterns:				
One Trial Each	3 to the right and 3 to the left. Trial 1 5 to the right and 5 to the left. Trial 2				
		Record the	number of correc	ct trials.	# 2 Total:
SPORT SKILLS					
Demonstrate	3. Serve a volleyball a distance of 20 feet, 6 fe	eet high.			
Five Trials		Not Observed	Observed at least once	Observed everytime	
	a. Legs opposition. b. Pendulum arm swing. c. Weight shift. d. Contact in front and below waist. e. Heel of hand on center of ball. f. Follow through to flight line. g. Ball travels 20 feet at least a height of 6 feet.	0 0 0 0 0 0	1 1 1 1 1 1 1 3 of 5= 12	2 2 2 2 2 2	
	Column Total:	_		_	# 3 Total:
Demonstrate	Catch a cloth softball tossed underhand fr	om 40 feet app	proximately 20 fe	et high.	
Five Trials	Trial 1 Trial 2 Trial 3_		4 Trial 5		# 4 Total:

Demonstrate	5. Field a cloth softball thrown overhand or hit from 50 feet. (The ball should bounce at	
Five Trials	least once.)  Trial 1 Trial 2 Trial 3 Trial 4 Trial 5 # 5 Total:  Record the number caught.	
Demonstrate	6. Overhand throw a cloth softball within reach of a receiver a distance of 50 feet.	
Five Trials	Trial 1 Trial 2 Trial 3 Trial 4 Trial 5 # 6 Total:	
Demonstrate Five Trials	7. Using a standard-sized bat, strike a cloth softball tossed underhand from 40 feet.    Not	
Demonstrate	8. Pass a football within reach of a receiver 30 feet away.	
Five Trials	Trial 1 Trial 2 Trial 3 Trial 4 Trial 5 # 8 Total:	
·		

X = Marker at 30 feet

Five Trials

9. Run down field at a moderate speed and catch a football thrown overhand from 30 feet.

Record the number caught.

 Trial 1\_\_\_
 Trial 2\_\_\_
 Trial 3\_\_\_
 Trial 4\_\_\_
 Trial 5\_\_\_\_

 Formation:
 P = Passer
 X

 R = Receiver
 X

R

# 9 Total:

Demonstrate

Five Trials

<ol> <li>Soccer style dribble a soccer ball around 3 objects spaced 5 feet apart for a distance of 15 feet.</li> </ol>			
	Not	Observed at	Observed
	<u>Observed</u>	least once	everytime
a. Lightly tapping. b. Alternate foot contact. c. Inside edge of foot. d. A distance of 15 feet.	0	1	2
	0	1	2
	0	1	2
d. A distance of 15 feet.  Column Total:	<u>0</u>	3 times= 6	<u>12</u>

#10 Total:

Demonstrate

Five Trials

11. Punt a soccer ball.			
	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Ball held waist high.     b. Drop the ball as kicking leg	0	1	2
swings forward.	0	1	2
c. Kick the ball with instep.	0	1	2
d. Ball moves up and forward.	<u>0</u>	3 times= 6	<u>12</u>
Column Total:			

#11 Total:

Demonstrate

Three Trials

12. Dribble a basketball around 4 stationary objects spaced 6 feet apart.			
	Not <u>Observed</u>	Observed at least once	Observed <u>everytime</u>
a. Fingertip contact.	0	1	2
b. Ball at waist or below.	0	1	2
c. Change hands at each object.	0	1	2
d. Without stopping or losing control.	<u>0</u>	<u>3</u>	<u>6</u>
Column Total:			

#12 Total:

Three Trials

13. Using a basketball, execute a 2 hand bounce pass to a receiver 10 feet away.			
	Not <u>Observed</u>	Observed at least once	Observed Everytime
a. Ball held chest high.	0	1	2
b. Fingers spread.	0	1	2
c. Elbows bent.	0	1	2
d. Forcefully extending elbows.	0	1	2
e. Weight shifted toward receiver.	0	1	2
f. Hit a target spot on the floor 2/3			
distance from the passer.	0	1	2
g. Ball reaches receiver at chest height.	<u>0</u>	<u>2 times=3</u>	3 times=6
Column Total:			

#13 Total:

# **GYMNASTICS**

Demonstrate

Three Trials

14. Execute a jump with a full turn.			
	Not <u>Observed</u>	Observed at least once	Observed <u>Everytime</u>
a. Begin in standing position.	0	1	2
b. Turn 360°.	0	1	2
c. Land without losing balance.	<u>0</u>	<u>1</u>	<u>2</u>
Column Total:			

#14 Total:

Demonstrate

One Trial

15. Execute 5 consecutive walk-outs.				
	Not <u>Observed</u>	Observed at least once	Observed <u>Everytime</u>	
a. Begin on hands/feet. b. Hands walk forward to push-up	0	1	2	
position.	0	1	2	
<ul> <li>Hands walk backward to starting place.</li> </ul>	0	1	2	
d. 5 consecutive times.	<u>0</u>	<u>NA</u>	<u>2</u>	
Column Total:				

#15 Total:

## **FITNESS**

Demonstrate

One Trial

16. Execute 5 consecutive windmills.			
	Not <u>Observed</u>	Observed at least once	Observed Everytime
a. Begin standing erect, arms extended			
outward to side.	0	1	2
<ul><li>b. Feet slightly wider than shoulders.</li><li>c. Bending, touch hands to feet in</li></ul>	0	1	2
opposition alternately.	0	1	2
d. Slightly bending knees.	0	1	2
e. 5 times without stopping.	<u>0</u>	<u>NA</u>	<u>4</u>
Column Total:			

#16 Total:

Demonstrate

Three Trials

17. Execute a standing long jump as far as possible.				
	Not <u>Observed</u>	Observed at least once	Observed <u>everytime</u>	
a. Preparatory crouch	0	1	2	
b. Backward arm swing.	0	1	2	
c. Forceful arm swing at lift-off.	0	1	2	
d. Balanced two feet, bent knee landing.	0	1	2	
e. Jump a distance of 48 inches.	<u>0</u>	<u>8</u>	<u>16</u>	
Column Total:				

#17 Total:

Demonstrate

One Trial

18. Execute push-ups continuously without resting on the floor.			
	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Begin in prone position.	0	1	2
b. Hands under shoulders.	0	1	2
c. Toes on floor.	0	1	2
d. Lower body by flexing arms.	0	1	2
e. Raise body by extending arms.	0	1	2
f. Repeat 6 times.	<u>0</u>	3  times = 3	<u>6</u>

Column Total:

#18 Total:

One Trial

19. Execute bent-knee crunches with hands crossed on chest and abdominals contracted; lift head and upper body until shoulder blades leave the floor surface; then lower the upper body until shoulder blades fully contact floor surface. Continue for one minute or until the student stops. (Count the number.)

#19 Total:

Total:

Demonstrate

One Trial

20. Jump vertically 10 times consecutively. Ask the student to reach overhead in a standing position; hold a stick six inches above the extended hand. Ask the student to jump and touch the stick each time. (Not to be performed against a wall.)

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Jump a distance of 6 inches.			
(Touch the stick.)	0	4	8
b. Preparatory crouch.	0	1	2
c. Balanced two feet, bent knee landing.	0	1	2
d. 10 times consecutively.	<u>0</u>	<u>N/A</u>	<u>8</u>
Column Total:			

#20 Total:

Demonstrate

One Trial

21. Execute 5 consecutive trunk rotations.					
	Not <u>Observed</u>	Observed at least once	Observed everytime		
a. Bending forward, side, back and side.	0	1	2		
b. Circular, smooth motion.	0	1	2		
c. 5 times without stopping.	<u>0</u>	<u>NA</u>	<u>4</u>		
Column Total:					

#21 Total:

Demonstrate

One Trial

22. Execute 10 consecutive jumping jacks.			
	Not <u>Observed</u>	Observed at least once	Observed everytime
Begin standing arms at side (feet together).	0	1	2
b. Jump to side stride/arms overhead.	Ō	1	2
c. Jump back to starting.	0	1	2
d. Rhythmically.	0	NA	2
e. 10 times.	<u>0</u>	<u>NA</u>	<u>8</u>
Column Total:			

#22 Total:

$\Box$	m	1	nc.	tra	tο

One Trial

23. While seated, lean forward with hands placed on top of each other; extending the fingertips, palms down, knees extended and reach as far forward as possible and hold for one second. (A warm-up of lower back and hamstrings prior to testing is important. Slow, sustained stretching, NO BOBBING. A trial consists of four reaches.

Record the score:\_\_\_\_inches

**Evaluator's Note**: The score is the most distant point reached on the 4th reach held by both hands for one second. Measure to the nearest inch. The trial is invalid and should be re-administered if knees fail to remain fully extended, or if hands are uneven. The ruler should be accurately placed where zero is toward the trunk of the body and the nine is placed on the toes.

#23 Total:

Demonstrate

One Trial

24. Perform the shuttle run as quickly as possible. The tester gives a start signal; the runner runs 30 feet to pick-up a 5 inch bean bag, runs back to the starting line, places the bag on the starting line, repeats for the second bag, but crosses the starting line with the bag in hand.

Record Time:

#24 Total:

One Trial

25. Jog and/or walk for  $\frac{1}{2}$  mile. Test area: the  $\frac{1}{2}$  mile equals two laps around a standard track, or 880 yards measured on a straight away area.

Record time:

#25 Total:

# LEVEL VI

# LOUISIANA COMPETENCY TEST FOR ADAPTED PHYSICAL EDUCATION

### TEST LEVEL VI - Ages 15 years 0 months and older

Name	D.O.B		Date of	Test		Age_			
School	Gr	ade/Class _			Gender _	M	F		
Percentage Score:_	Program R	tecommenda	ation:						_
Item Number	Content	Circle Score							
Sport Skills		{	-2	} {	-1		} {	+	}
1	Overhead Volley	NA 0		6			12		24
2	Forearm Pass	NA 0		12			18		30
3	Volleyball Serve	NA 0		1			3		5
4	Soccer Dribble	NA 0		4			9		18
5	Soccer Kick	NA 0		1			8		16
6	Overhand Throw	NA 0		2			3		5
7	Field Cloth Softball	NA 0		2			3		5
8	Catch Cloth Softball	NA 0		1			3		5
9	Bat Cloth Softball	NA		0			2		5
10	Dribble	NA 0		5			8		12
11	Bounce Pass	NA 0		1			3		5
<b>Gymnastics Skills</b>									
12	Jump Turn	NA 0		1			3		6
13	Walk-Outs	NA 0		6			7		8
14	V-Sits	NA 0		5			10		20
Fitness Skills									
15	Vertical Jump	NA 0		13			16		20
16	Long Jump	NA 0		8			12		16
17	Shuttle Run	NA		:14.0	)		:12.6		:11.0
18	50 Yard Dash	NA		:11.0	)		:09.4		:08.4
19	Нор	NA 0		1			2		
20	Arm/Leg Lifts	NA 0		1			9		18
21	Push-Ups	NA 0		4			8		16
22	Crunches	NA 0		10			20		30
23	Sit/Reach	NA 0		4.50'	'		6.00"		9.00"
24	Jumping Jacks	NA 0		3			11		16
25	Jog/Walk	NA		7:00			6:00		4:30
		NA:-2		-1:			+:		

Comments:

		Evaluato

### **SPORT SKILLS**

Demonstrate

Three Trials

1. Overhead pass a volleyball against the wall for 1 minute.

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Begin ready position with knees bent.	0	1	2
b. Ball contact/fingertips.	0	1	2
c. Wrists and fingers are flexed on			
contact.	0	1	2
d. High follow through.	0	1	2
e. Ball goes 10 feet high.	<u>0</u>	8 times= 12	<u>16</u>

Column Total:

Column Total:

# 1 Total:

Demonstrate

Five Trials

2. Use a forearm pass to contact a volleyball tossed from 10 feet away.				
	Not <u>Observed</u>	Observed at least once	Observed everytime	
a. Contact above wrist.     b. Elbows extended and rotated-flat	0	1	2	
surface.	0	1	2	
c. Ball below waist at hit.	0	1	2	
d. Makes contact with the ball.	<u>0</u>	3 of 5= 12	<u>24</u>	

# 2 Total:

Demonstrate

Five Trials

3. Serve a volleyball for a distance of 30 feet, 7 feet high.

Trial 1\_\_\_ Trial 2\_\_ Trial 3\_\_ Trial 4\_\_ Trial 5\_\_\_

Record the number of correct trials.

# 3 Total:

Demonstrate

Three Trials

4. Soccer style dribble a soccer ball around 3 objects spaced 5 feet apart for a distance of 15 feet.

	Not <u>Observed</u>	Observed at least once	Observed <u>everytime</u>
a. Lightly tapping.	0	1	2
b. Alternate foot contact.	0	1	2
<ul><li>c. Inside edge of foot.</li><li>d. Distance of 15 feet without</li></ul>	0	1	2
losing control.	<u>0</u>	1 time= 6	<u>12</u>

Column Total:

# 4 Total:

Demonstrate	5. Kick a stationary soccer ball with the outside of the foot.					
Five Trials		Not <u>Observed</u>	Observed at least once	Observed <u>everytime</u>		
	a. Contact by side and little toe.     b. Kicking leg swings in front of	0	1	2		
	support leg. c. Ball travels 30 feet.	0 <u>0</u>	1 <u>3 times= 6</u>	2 <u>12</u>		
	Column Total:				# 5 Total:	
•					ำ	
Demonstrate	6. Overhand throw a cloth softball within rea	ach of a receive	er a distance of 6	0 feet.		
Five Trials	Trial 1 Trial 2 Trial 3	Trial 4	Trial 5		# 6	
		Reco	rd the number of s	uccessful trials.	Total:	
•					_	
Demonstrate	7. Field a cloth softball thrown overhand or at least once.)	hit from 50 fee	t. (Hint: The ball s	should bounce		
Five Trials	Trial 1 Trial 2 Trial 3				# 7 Total:	
		Record ti	ne number caught	with the hands.	<u></u>	
Demonstrate	Catch a cloth softball tossed underhand f	rom 40 feet ap	proximately 20 fe	et high.		
Five Trials	Trial 1 Trial 2 Trial 3	Trial 4	Trial 5		# 8	
		Record th	ne number caught	with the hands.	Total:	
					_	
Demonstrate	Using a standard-sized bat, strike a cloth into fair territory.	softball that is	tossed underhar	nd from 40 feet		
Five Trials	Trial 1 Trial 2 Trial 3	Trial 4	Trial 5	_	# 9 Total:	
		Recor	rd the number hit i	nto fair territory.		

Three Trials

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Fingertip contact.     b. Ball at waist or below.     c. Without stopping or losing	0	1	2 2
control.	0	1	2
d. Change hands at each object.	<u>0</u>	<u>3</u>	<u>6</u>

#10 Total:

Demonstrate

Five Trials

11. Using a baske	etball, execute a	2 hand bounce p	pass to a receive	er 10 feet away.	
Trial 1	Trial 2	Trial 3	Trial 4	Trial 5	#11
			Reco	rd the number correct trials	Total:

### **GYMNASTICS**

Demonstrate

Three Trials

12. Execute a jump with a full turn.			
	Not	Observed at	Observed
	<u>Observed</u>	least once	everytime
<ul><li>a. Begin in standing position.</li><li>b. Turn 360°.</li><li>c. Land without losing balance.</li></ul>	0	1	2
	0	1	2
	<u>0</u>	<u>1</u>	<u>2</u>
Column Total:			

#12 Total:

Demonstrate

One Trial

13. Execute 5 consecutive walk-outs.			
	Not <u>Observed</u>	Observed at least once	Observed <u>everytime</u>
a. Begin on hands/feet. b. Hands walk forward to push-up	0	1	2
position.	0	1	2
c. Hands walk backward to starting place.	0	1	2
d. 5 consecutive roll-outs.	<u>0</u>	<u>NA</u>	<u>2</u>
Column Total:			

#13 Total:

Three Trials

14. Execute a V-sit without support.			
	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Begin sitting with the legs together and arms extended to the side.     b. Elevate legs so they form a "V" with	0	1	2
the trunk.	0	1	2
c. Legs remain extended together.	0	2	4
d. Arms remain extended.	0	2	4
e. Hold position for 3 seconds.	<u>0</u>	<u>4</u>	<u>8</u>
Column Total:			

#14 Total:

### **FITNESS**

Demonstrate

One Trial

15. Jump vertically 10 times consecutively. Ask the student to reach overhead in a standing position; hold a stick 6 inches above the extended hand. Ask the student to jump and touch the stick each time. (Not to be performed against a wall)

	Not <u>Observed</u>	Observed at least once	Observed <u>everytime</u>
a. Jump a distance of six inches.	_		
(Touch the stick.)	0	4	8
<ul><li>b. Preparatory crouch.</li></ul>	0	1	2
<li>c. 2 feet, bent knee landing.</li>	0	1	2
d. 10 times consecutively.	<u>0</u>	<u>N/A</u>	<u>8</u>

# 15 Total:

Demonstrate
Three Trials

16. Execute a standing long jump as far as possible.

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Preparatory crouch.	0	1	2
b. Backward arm swing.	0	1	2
c. Forceful arm swing at lift-off.	0	1	2
d. 2 feet, bent knee landing.	0	1	2
e. Jump a distance of 48 inches.	<u>0</u>	<u>4</u>	<u>8</u>

Column Total:

Column Total:

#16 Total:

One Trial

17. Perform the shuttle run as quickly as possible. The tester gives a start signal. The runner runs 30 feet to pick up a 5 inch bean bag, runs back to the starting line, places the bag on the starting line, repeats for the second bag, but crosses the starting line with the bag in hand.

Record Time:

#17 Total:

Demonstrate

One Trial

18. Run 50 yards as fast as possible.

Record Time:

#18 Total:

Demonstrate

One Trial Each Foot 19. Hop 20 feet on each foot.

One trial right foot \_\_\_\_\_

One trial left foo t \_\_\_\_\_

Record the number of correct trials.

#19 Total:

Demonstrate

One Trial

**20.** Execute 5 repetitions of arm and leg lifter. (Both the arm and leg must be held in extension simultaneously.)

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Lie face down, arms overhead.	0	1	2
<ul> <li>b. Raise right leg-left arm simultaneously.</li> </ul>	0	1	2
c. Raise left leg-right arm simultaneously.	0	1	2
d. Hold 3 seconds.	0	3	6
e. Repeat 5 times on each side	<u>0</u>	<u>NA</u>	<u>6</u>

Column Total:

#20 Total:

Demonstrate

One Trial

21. Execute push-ups continuously without resting on the floor.

	Not <u>Observed</u>	Observed at least once	Observed <u>everytime</u>
a. Begin in prone position.	0	1	2
b. Hands under shoulders.	0	1	2
c. Toes on floor.	0	1	2
d. Lower body by flexing arms.	0	1	2
e. Raise body by extending arms.	0	1	2
f. Repeat 6 times.	<u>0</u>	4  times = 3	<u>6</u>

Column Total:

#21 Total:

One Trial

22. Execute bent-knee crunches with hands crossed on chest and abdominals contracted; lift head and upper body until shoulder blades leave the floor surface; then lower the upper body until shoulder blades fully contact floor surface. Continue for 1 minute or until the student stops. (Count the number.)

#22 Total:

Total:

Demonstrate

One Trial

23. While seated, lean forward with hands placed on top of each other - extending the fingertips, palms down, knees extended - and reach as far forward as possible and hold for 1 second. (A warm-up of lower back and hamstrings prior to testing is important. Slow, sustained stretching, NO BOBBING. A trial consists of 4 reaches.

Record the score:\_\_\_\_inches

**Evaluator's Note**: The score is the most distant point reached on the 4th reach held by both hands for one second. Measure to the nearest inch. The trial is invalid and should be re-administered if knees fail to remain fully extended, or if hands are uneven. The ruler should be accurately placed where zero is toward the trunk of the body and the nine is placed on the toes.

#23 Total:

#### Demonstrate

One Trial

24. Execute 10 consecutive jumping jacks.

	Not <u>Observed</u>	Observed at least once	Observed everytime
a. Begin standing with arms at side (feet			
together).	0	1	2
b. Jump to side stride/arms overhead.	0	1	2
c. Jump back to starting position.	0	1	2
d. Rhythmically.	0	NA	2
e. 10 times.	<u>0</u>	<u>NA</u>	<u>8</u>

Column Total:

#24 Total:

One Trial

25. Jog and/or walk for  $\frac{1}{2}$  mile. Test area: the  $\frac{1}{2}$  mile equals 2 laps around a standard track or 880 yards measured on a straight away area.

Record time:

#25 Total:

# **LaMAP**

### **Louisiana Motor Assessment for Preschoolers**

#### **TESTING PROCEDURE**

Step 1: Select the appropriate level. All test items are to be administered exactly as stated.

Step 2: Record the personal data on the test sheet (e. g. name, date of birth, etc.). Read through the test and gather the appropriate equipment. Include any pertinent information (wheelchair, blind, walker, etc.) in the comment section.

Step 3: Administer all test items. Testing must be completed within five days but may be completed within one session. **Note** the number of demonstrations and the number of trials for each item. A **passed item** indicates that a student performed the skill exactly as stated (or better) **at least once during the allotted number of trials**; otherwise, it is a **failed item**. Record the score for each item by circling the result: **pass** or **fail**.

All items should be administered using a **structured procedure**. However, observations are acceptable as deemed necessary (**maximum of 5 observations per test**). Indicate the procedure used by circling "**S**" or "**O**" for each item.

**S:** Structured Items: items administered directly to the child by the

evaluator(s).

**O: Observed Items:** evaluator(s) observed child in relevant activities.

Step 4: Count the number of passed items and failed items. Record these numbers in the appropriate space provided. Multiply the number of passed items by 5. This result will indicate the percentage score. Record this percentage score on the form in the appropriate places.

Step 5: Sign the form as the evaluator. Add additional comments as needed (non-compliant, shy, sick, etc.).

Step 6: Identify the level of deficit. Record this level on the test form by circling the correct deficit.

70% - 100%	Indicates NO motor deficit (none).
45% - 69%	Indicates a MILD motor deficit.
20% - 44%	Indicates a MODERATE motor deficit.
0% - 19%	Indicates a SEVERE motor deficit.

Step 7: Make appropriate copies. Distribute to evaluation personnel.

### **TESTING TIPS:**

- CHRONOLOGICAL AGE: The child's age in years and months needs to be calculated. Calculate the difference between the date of assessment and the child's birthday in years, months, and days. Once calculated, use the years and months for the age. Do not round up the days to months. For example, if a child is 3 years, 5 months, 29 days, he is considered 3 years, 5 months.
- **JUMP**: Taking off on 2 feet and landing on 2 feet at the same time (Boom, not Boom-Boom).
- **MEASURING JUMP**: Measure from a starting line to the back of the child's heel after landing.
- **EVALUATOR'S SIGNAL:** Can be a whistle, a cue word, such as "turn" or "change," or a gesture, such as a hand clap.
- **LEG SWINGS**: "Front-back-front" or "back-front-back" equals 3 swings. "Front-back-front-back-front-back-front-back" equals 5 swings. The leg swing is front to back, not side to side.
- WALKING SIDEWAYS: Can be side steps or feet can cross.
- RAIL SUPPORT: May use wall or adult arm for support if no rail is available.

# LOUISIANA MOTOR ASSESSMENT for PRESCHOOLERS (LaMAP) **TEST LEVEL A: Ages 2 years 6 months to 3 years 5 months**

	D.O.B			Date of		Ageyr				
School			Grade	/Clas	s			_Gend	erM _	F
		_ Level of Deficit: _	None _	_Mild	l M	loderate	•	Severe	<del>)</del>	
Evaluator:										
	(Print)									
Item		Content			Demo	Trials	Proc	edure	Sco	re
Number										
Locomotor										
Skills										
1	Walk backward				2	2	S	0	Pass	Fail
2	Walk sideways				2	2	S	0	Pass	Fail
3		of 10 feet without fallin			2	2	S	0	Pass	Fail
4		s, with alternating or no	n-alternating		2	2	S	0	Pass	Fail
	feet, with rail su									
5		eps, with alternating or	non-alternati	ng	2	2	S	0	Pass	Fail
	feet, with rail su									
6	Jump in place 3				2	2	S	0	Pass	Fail
7	Jump forward a				2	2	S	0	Pass	Fail
8		n a bottom step or simi	ilar object (5-	7	2	2	S	0	Pass	Fail
	inches high) lan									
9	Jump over 2 inc	h tall obstacle.			2	2	S	0	Pass	Fail
Manipulative										
Skills										
10		oall overhand 5 feet for			3	3	S	0	Pass	Fail
11		all with hands, while sta	anding, rolled		3	3	S	0	Pass	Fail
	from a distance	of 8 feet.								
12	Catch				3	3	S	0	Pass	Fail
		th arms and body, whil								
		nd from a distance of 5					_			
13		pall with arms and body		•	3	3	S	0	Pass	Fail
		y the evaluator from a	distance of 5	-/						
4.4	feet.	Etal Lall (a	20				_		D	F - 1
14	Kick a stationar	y 5 inch ball forward, w	itnout failing.		3	3	S	0	Pass	Fail
Balance	0 (- '   -					_	_		D	F - 1
15		resumes standing posi	tion.		1	1	S	0	Pass	Fail
16	Walk 6 steps or				2	2	S	0	Pass	Fail
17		foot for 3 seconds.			2	2	S	0	Pass	Fail
Body/Spatial		nust get all parts of each		t to						
Awareness		part of item = fail for ite								
18		rts: head, eyes, ears,			0	1	;	S	Pass	Fail
10		gs, feet, stomach (belly				_			_	- "
19		vements: swing your	arms, bend y	our	1	1	;	S	Pass	Fail
	body, and streto					4			D	<b>—</b> . 11
20	Identify body su	rface: back of body.			0	1	,	S	Pass	Fail
Comments:					Sum of	f Column	s:			
	X 5 =	9/ <b>Saara</b>								
(# Passed)	X 5 =	% Score	Evaluator	's Sin	nature:					
,				9						

# LOUISIANA MOTOR ASSESSMENT for PRESCHOOLERS (LaMAP) TEST LEVEL B: Ages 3 years 6 months to 4 years 5 months

Name	D.O.B.	Date of T	Test		Δα	e vr	mo
School	D.O.B Grade/Class _	-u.c 01 1	JJ1		—_ ∽y Gen	derN	F
Percentage Se	core: Level of Deficit:None	Mild	М	oderat	_ Oc e	_ Severe	·•
Evaluator:							
	(Print)						
Item	Content	Demo	Trials	Proc	edure	Sco	ore
Number							
Locomotor Skills							
1	Walk forward 6 steps on 4 inch wide line, alternating feet.	2	2	S	0	Pass	Fail
2	Walk backward 6 feet.	2	2	S	0	Pass	Fail
3	Run and stop within 2 steps, on evaluator's signal without falling.	2	2	S	0	Pass	Fail
4	Walk up and down 3 steps, alternating feet, with rail support.	2	2	S	0	Pass	Fail
5	Jump in place 5 times.	2	2	S	0	Pass	Fail
6	Jump forward 12 inches.	2	2	S	0	Pass	Fail
7	Jump over 6 inch tall obstacle.	2	2	S	0	Pass	Fail
8	Hop on preferred foot 2 times.	2	2	S	0	Pass	Fail
9	Gallop 3 gallops, either foot leading.	2	2	S	0	Pass	Fail
Manipulative Skills							
10	Catch a bean bag with hands only, while standing, tossed underhand from 5 feet.	3	3	S	0	Pass	Fail
11	Throw a tennis ball overhand 5 feet with direction.	3	3	S	0	Pass	Fail
12	Catch a 5 inch ball with hands only, while standing, tossed underhand from 5 feet.	3	3	S	0	Pass	Fail
13	Catch a 5 inch ball with hands only, while standing, bounced once by the evaluator from a distance of 5-7 feet.	3	3	S	0	Pass	Fail
14	Kick a rolling 5 inch ball forward, without falling.	3	3	S	0	Pass	Fail
Balance	,						
15	Balance on one foot for 5 seconds.	2	2	S	0	Pass	Fail
16	Swing one leg 3 times, without losing balance.	2	2	S	0	Pass	Fail
17	Stretch on tiptoes to touch object, without losing balance.	2	2	S	0	Pass	Fail
Body/Spatial Awareness	(Items 18-20: must get all parts of each item correct to pass; miss one part of item = fail for item).						
18	Identify body parts: head, eyes, ears, mouth, nose, arms, hands, legs, feet, stomach, shoulders, and knees.	0	1	S		Pass	Fail
19	Imitate body movements: swing your arms, bend your body, stretch your body, and twist your body.	1	1	(	3	Pass	Fail
20	Identify body surfaces: back of body, front of body.	0	1		3	Pass	Fail
Comments:		Sum of	f Column	s:			
(# Passed)	Evaluator's S	ignature:					

# LOUISIANA MOTOR ASSESSMENT for PRESCHOOLERS (LaMAP) TEST LEVEL C: Ages 4 years 6 months to 5 years 11 months

Name	D.O.B		Date of Test _	Age _	yr	_mo.
School		Grad	le/Class	Gender	M	F
Percentage Score: Evaluator:	Level of Deficit:	None	Mild	Moderate	_Severe	
Print)						

Item Number	Print) Content	Demo	Trials	Proce	edure	Sc	Score
Locomotor	Content	Demo	111013	1100	caure		,010
Skills							
1	Walk forward 6 steps on a 2 inch wide line.	2	2	S	0	Pass	Fail
2	Run, changing direction 3 times, on evaluator's signals, without falling.	2	2	S	0	Pass	Fail
3	Walk up and down 3 steps, alternating feet, without rail support.	2	2	S	0	Pass	Fail
4	Jump forward 24 inches.	2	2	S	0	Pass	Fail
5	Jump over 10 inch tall obstacle.	2	2	S	0	Pass	Fail
6	Hop 5 times on each foot.	2	2	S	0	Pass	Fail
7	Gallop 5 gallops, each foot leading.	2	2	S	0	Pass	Fail
8	Skip forward 6 feet.	2	2	S	0	Pass	Fail
Manipulative Skills							
9	Throw a tennis ball 7 feet overhand with direction.	3	3	S	0	Pass	Fail
10	Catch a t-shirt with 1 hand, while standing, tossed underhand from 8 feet.	3	3	S	0	Pass	Fail
11	Catch a 5 inch ball with hands only, while standing, tossed underhand from 8 feet.	3	3	S	0	Pass	Fail
12	Drop, let ball bounce once, catch a 5 inch ball with hands and/or body, while standing.	3	3	S	0	Pass	Fail
13	Run to and kick a rolling 5 inch ball forward, without falling.	3	3	S	0	Pass	Fail
Balance	_						
14	Balance on one foot for 7 seconds.	2	2	S	0	Pass	Fail
15	Swing each leg separately, 5 times, without losing balance.	2	2	S	0	Pass	Fail
16	Stand on tiptoes with eyes closed for 5 seconds.	2	2	S	0	Pass	Fail
Body/Spatial Awareness	(Items 17-20: must get all parts of each item correct to pass; miss one part = fail for item).						
17	Identify body parts: head, eyes, ears, mouth, nose, arms, hands,	0	1	Ç	5	Pass	Fail

	legs, feet, stomach, shoulders, knees, elbows, toes.					
18	Demonstrate body movements: swing your arms, bend your body, stretch your body, and twist your body.	0	1	S	Pass Fail	
19	Identify body surfaces: back of body, front of body, side of body.	0	1	S	Pass Fail	
20	Walk backward, walk forward.	0	1	S	Pass Fail	

Comments:				Sum of Columns:		
(# Passed)	X 5 =	% Score	Evaluator's Signature:			

# **CLAS**

### CTAPE and LaMAP Assessment Supplement

The CTAPE and LaMAP Assessment Supplement (CLAS) is to be administered when a student scores 19% or below on the CTAPE or LaMAP. The function of this supplement is to provide additional information that accurately describes the student's gross motor abilities for the initial evaluation. It will also be used to assist adapted physical educators in assessing student performance, documenting student progress, and providing appropriate adapted physical education programming for each student with severe gross motor deficits.

#### INITIAL EVALUATION PROCEDURE

- Step 1: Record the personal data (name, date of birth, age, gender, test date, student concerns/ diagnosis, assessment with score and test date, and evaluator).
- Step 2: Read through the supplement and gather the appropriate equipment.
- Step 3: Administer test items. Record the appropriate mark for each item. Items are to be marked with a +, -, E, or NA.
- (+) indicates that a student performed the skill as stated.
- (-) indicates that a student did not or could not perform the skill as stated.
- **E** indicates an **emerging** skill with the student showing progress toward the skill as stated.
- **NA** indicates **non applicable.** A comment should be included to explain all NA's.
- Step 4: Utilize the "comment section" to describe student's performance as needed.
- Step 5: Report a summary of the supplement results along with the student's CTAPE or LaMAP score on the initial evaluation. Include the student's strengths, weaknesses, and emerging skills on the APE section of the student's evaluation.
- Step 6: Make appropriate copies. Distribute to evaluation personnel.
- **NOTE:** The second purpose of this supplement is to assist adapted physical educators who service students with severe gross motor deficits. The supplement can be utilized to assess student performance at critical times during each student's educational process (i.e., grading period reports, IEP updates, and re-evaluations).

## CLAS

#### **EQUIPMENT LIST**

FLOOR MAT

**OBJECT FOR REACHING** 

**OBJECT FOR GRASPING** 

TOY OF INTEREST

TOYS FOR PLAY

CONTAINER FOR RELEASING OBJECTS

**VARIETY OF TEXTURED OBJECTS** 

**MUSIC** 

LIGHTED TOY or LIGHTED STIMULI

SOUND PRODUCING ITEM (such as bell, noise maker, musical toys, etc.)

SWITCH-ACTIVATED TOY OR EQUIPMENT

MUSICAL INSTRUMENTS (child specific)

#### **CLAS CTAPE LaMAP Assessment Supplement**

Student Name:	DOB:	Age:	Gender:	Test Date:
Student Concerns/Diagnosis:	CTAPE / LaMAP (circ	cle): Score/Date	:/	Evaluator:

#### Codes:

- indicates skill has been mastered
- indicates student cannot perform the skill
- E denotes skill is emerging NA denotes non applicable

	1. MOBILITY SKILLS	Comments/Date
AMBU	LATORY	
Score Codes	Runs	
	walks independently	
	walks independently with gait deviation	
	walks with assistive device: (circle) prosthesis / walker / gait trainer / cane	
	takes steps (circle) with / without support	
	stands (circle) with / without support	
	ascends stairs: (circle) with / without support	
	descends stairs: (circle) with / without support	
	ascends stairs: (circle) non-alternating / alternating steps	
	descends stairs: (circle) non-alternating / alternating steps	

NON-AMBULATORY (How student moves from point A to point B; i.e., rolling, crawling, scooting) explain:		Comments/Date	
Score Codes	MANUAL WHEELCHAIR	Comments/Date	
	posture in chair: (circle) poor / good & with support / without support		
	transfers: (circle) dependently / independently		
	independent mover		
	uses wheelchair for mobility in: (circle) school / home / community		
	maneuvers wheelchair around: (circle)  1 / 2 / 3 or more obstacles		
	propels wheelchair forward feet		
	propels wheelchair forward one rotation		
	propels wheelchair with assistance		
	places hands on wheels of wheelchair		
	dependent on others for moving		
Score Codes	POWER WHEELCHAIR	Comments/Date	
	posture in chair: (circle) poor / good & with support / without support		
	transfers: (circle) dependently / independently		
	independent mover		
	uses wheelchair for mobility in: (circle) school / home / community		

	maneuvers wheelchair around: (circle)	
	1 / 2 / 3 or more obstacles	
	propels wheelchair: (circle) forward / backward	
	propels wheelchair forward for feet	
	attempts to propel wheelchair	
	2. POSITION & JOINT MOBILITY	Comments/Date
	erates: (circle) <b>supine</b> / <b>prone / sitting</b> / <b>side-lying</b> / <b>ng</b> position(s)	
Score		
Codes	BODY ALIGNMENT	
	body is aligned and trunk symmetrical	
	hips/shoulders are level	
	head is maintained at midline	
Score	FLEXIBILITY	Comments/Date
Codes		
	actively performs stretching of tight muscles	
	tolerates passive movement	
	3. POSTURAL CONTROL	Comments/Date
Score Codes	BALANCE & RIGHTING REACTIONS	
	standing	
	Kneeling	

	Quadruped	
	Sitting	
Score Codes	<u>HEAD CONTROL</u> : (Indicate best position, i.e., sitting, standing)	Comments/Date
	uses head stick or touch pad: (circle) randomly / with control	
	turns head: (circle) side to side / to right / to left / up / down	
	aligns head with body	
	lifts head slightly	
	displays random head movements	
Score Codes	PRONE POSITION (Lying on stomach)	Comments/Date
	props on: (circle) forearms / two hands with arms bent / one hand	
	pushes body up from mat	
	attempts to use arms to lift body off mat	
	lifts head off mat	
	turns head from side to side	
	shows movement in prone position: (circle) voluntary / random / reflexive	

Score	SUPINE POSITION (Lying on back)	Comments/Date
Codes		
	moves: (circle) arms / legs (explain)	
	turns head from side to side	
	shows movement in supine position: (circle)	
	voluntary / random / reflexive	

	4. MANIPULATIVE SKILLS	Comments/Date
	(List preferred hand, indicate best body position)	
Score	REACHING	
Codes		
	activates switch: (circle) reaches switch / hand on switch / removes hand from switch	
	reaches across midline	
	reaches for an object: (circle) stationary / suspended	
	moves object with: (circle)	
	arm / palm / back of hand	
	extends arm: (circle)	
	more than / less than 90 degrees	
	extends: (circle) wrist / fingers in an attempt to reach	
	shows movement in attempt to reach	
Score Codes	GRASPING	Comments/Date
	reaches and grasps object	
	holds object placed in hand	
	opens then closes fingers around object	
	opens then closes fingers around object but cannot hold	
	shows movement in attempt to reach  GRASPING  reaches and grasps object  holds object placed in hand  opens then closes fingers around object	Comments/Date

	opens fingers in an attempt to grasp	
	shows some movement in fingers in an attempt to grasp	
Score Codes	RELEASING	Comments/Date
	releases object into a container	
	releases object: (circle) voluntarily / involuntarily	
	releases object by: (circle) dropping / shaking arm / (other)	
	shows movement in attempt to release	
	needs assistance to release object	

	5. PLAY & LEISURE SKILLS (Consider every item)	Comments/Date
Score Codes	makes leisure choices (list)	
	initiates participation in leisure activities	
	manipulates musical equipment, toy, or instrument for enjoyment (video/electronic)	
	demonstrates cognitive aspects (rules, strategies, safety) of leisure activities	
	participates in leisure activities: (circle) independently / with assistance	
	observes others in leisure activities	
	plays independently	
	plays with others	

exhibits parallel play	
explores objects	

6. 8	SOCIAL, BEHAVIOR, COMMUNICATION SKILLS (Consider	Comments/Date
	every item)	
Score	when playing games: (circle)	
Codes	takes turn / exhibits self control / respects others	
	follows simple commands: (explain)	
	follows directions: (circle) 1-step / 2-step / multi-step / consistently / inconsistently	
	requires close supervision due to: (explain)	
	responds to activity: (circle) appropriately / inappropriately (explain)	
	indicates wants and/or needs: (circle) verbally / non-verbally (explain)	
	responds to familiar people, favorite toys, or music, etc. (explain)	

	7. SENSORY AWARENESS SKILLS (Consider every item)	Comments/Date
Score Codes	<u>VISUAL</u>	
	visually tracks: (circle) side to side / up & down / circular motion	
	visually tracks: (circle) with head movement / without head movement	
	attends to an object/person	
	responds to light stimuli	

Score	<u>AUDITORY</u>	Comments/Date
Codes		
	responds to name	
	responds to: (circle) music / TV / video	
	looks in direction of sound	
	indicates an awareness of sound	
Score Codes	TACTUAL AWARENESS	Comments/Date
	explores objects or textures with hands: (circle) independently / with assistance	
	tolerates physical handling or positioning	
	tolerates being touched with a variety of textures	
	tolerates stroking	
	tolerates contact	
Score Codes	KINESTHETIC	Comments/Date
	travels through environment appropriately: (explain)	
	imitates movement demonstrated by the examiner	
	pushes objects	
	pulls objects	
	tolerates movement on apparatus (swing, therapy ball, etc.)	
	bears weight in various positions: (explain)	

# **APPENDIX**

### **CTAPE Level 1** Test Items/State Benchmarks

Skill	<u>Primary</u>	Elementary	Middle	High School
	Grades K-2	Grades 3-5	Grades 6-8	Grades 9-12
1. Run 50 feet.	4P1 4P2 4P3			
2. Jump forward 3 times in succession.	1P1 2P4 2P5 4P1 4P2			
	4P3			
3. Hop 10 feet on each foot.	4P1 4P2 4P3			
4. Run and leap.	4P1 4P2 4P3			
5. Gallop 10 feet on each foot.	3P2 3P4 4P1 4P2 4P3			
6. Slide 10 feet each side.	4P1 4P2 4P3			
7. Skip a distance of 15 feet.	4P1 4P2 4P3			
8. Roll an 8 ½ inch playground with 2	1P3 2P2 2P4 2P5 4P4			
hands between 2 cones set 4 feet apart.	5P3			
9. Roll a tennis ball underhanded from a	1P3 2P2 2P4 2P5 4P4			
distance of 10 feet between 2 cones,	5P3			
set 4 feet apart.				
10. Throw a tennis ball underhanded to	1P3 2P2 2P4 2P5 4P4			
a partner standing 10 feet away.	5P3			
11. With 2 hands throw overhand an 8	1P3 2P2 2P4 2P5 4P4			
½ inch playground ball as far as	5P3			
possible.				
12. Throw 5 inch bean bag overhand	1P3 2P2 2P4 2P5 4P4			
as far as possible.	5P3			
13. Standing drop—let bounce once	1P3 2P2 2P4 2P5 4P4			
and catch an 8 1/2 inch playground ball.	5P3			
14. Toss an 8 ½ inch playground ball	1P3 2P2 2P4 2P5 4P4			
above head level and catch it.	5P3			
15. Using 1 hand, underhand strike an 8	1P3 2P2 2P4 4P4 5P2			
½ inch playground ball which is placed	5P3			
2 feet in front of student.				
16. Kick a stationary 8 ½ inch	1P3 2P2 2P4 4P4 5P2			
playground ball from a running start.	5P3			
17. Dribble an 8 1/2 inch playground ball	1P3 2P2 2P4 4P4 5P2			
with each hand.	5P3			
18. Touch, upon verbal request, the	1P1 1P2 2P2 2P4 2P5			
following body parts:	5P2			
19. Upon verbal request, distinguish	1P1 2P2 2P3 2P4 2P5			
fast and slow by demonstrating pairs of	5P2			
movements.				
20. Identify upon verbal request the	1P1 1P2 2P2 2P4 2P5			
following body surfaces by touching	5P2			
them.				

21. Execute the following non-locomotor	1P1 1P2 2P2 2P4 2P5		
skills upon request:	5P2		
22. Identify right and left sides of the	1P1 2P2 2P3 2P4 2P5		
body upon request.			
23. Move in the following directions	1P1 2P2 2P3 2P4 2P5		
upon verbal request.			
24. Stand on preferred leg for 10	1P1 2P4 2P5		
seconds with hands on hips.			
25. Walk 6 consecutive steps on a 2	1P1 2P4 2P5		
inch wide, 10 foot line.			

### **CTAPE Level 2** Test Items/State Benchmarks

Skill	<u>Primary</u>	Elementary	Middle	High School
	Grades K-2	Grades 3-5	Grades 6-8	Grades 9-12
1. Run 50 feet.		4E1 4E2 4E3 4E4 4E5		
2. Jump forward a distance of 2 feet.		4E1 4E2 4E3 4E4 4E5		
3. Jump down from an adult chair.		4E1 4E5		
4. Jump forward and backward over a		1E1 1E2 1E3 1E4		
line.				
5. Hop 3 times in place on each foot.		1E1 1E2 1E3 1E4		
6. Run and leap over a 12 inch high		1E2 1E3 4E1 4E3 4E4		
obstacle.		4E5		
7. Gallop, alternating lead foot; 5		1E2 1E3 4E1 4E3 4E4		
gallops on each foot.		4E5		
8. Skip forward 20 feet.		1E2 1E3 4E1 4E3 4E4		
·		4E5		
9. Slide, alternating lead foot after 5		1E2 1E3 4E1 4E3 4E4		
slides.		4E5		
10. Perform smoothly without stopping		1E2 1E3 4E1 4E3 4E4		
2 jumps 2 hops.		4E5		
11. From a distance of 15 feet, using a		1E2 1E3 1E4 2E1		
moving approach, underhand roll a				
tennis ball between 2 cones placed 4				
feet apart.				
12. Underhand throw a tennis ball to a		1E2 1E3 1E4 2E1		
partner (evaluator) 15 feet away.				
13. Overhand throw a beanbag to a		1E2 1E3 1E4 2E1		
partner (evaluator) 15 feet away.				
14. Catch an 8½ inch playground ball		1E2 1E3 1E4		
that was tossed underhand 10 feet.				
15. With 1 hand, underhand strike a		1E2 1E3 1E4 2E1 2E2		
self-bounced 8½ inch playground ball.				
16. From a running start, kick an 8½		1E2 1E3 1E4 3E2		
inch playground ball rolled from 20 feet.				
17. Dribble an 8½ inch playground ball		1E2 1E3 1E4 2E1 2E2		
with either hand while moving forward.				
18. Soccer style dribble an 8½ inch		1E2 1E31 E4 2E1 2E2		
playground ball.				
19. Catch a plastic softball thrown		1E2 1E31E4		
overhand from 15 feet.				
20. Using an oversized plastic bat,		1E2 1E3 1E4 2E1 2E2		
strike a plastic softball tossed				
underhand from a distance of 15 feet.				

21. Upon verbal request, touch the	2E1	
following body parts.		
22. Upon verbal request, distinguish	1E2 1E3 2E2 2E3	
fast and slow movements.		
23. Upon verbal request, move in the	1E2	
following directions		
24. Stand on preferred leg for 10	1E1 1E2 1E3 1E4	
seconds with hands on hips and eyes		
closed.		
25. Walk heel-to-toe 6 consecutive	1E1 1E2 1E3 1E4	
steps on a 2 inch wide, 10 foot line.		

### **CTAPE Level 3** Test Items/State Benchmarks

Skill	<u>Primary</u>	Elementary	Middle	High School
	Grades K-2	Grades 3-5	Grades 6-8	Grades 9-12
1. Run 50 yards as fast as possible.		1E2 1E3 4E1 4E2 4E3		
		4E4 4E5		
2. Execute a standing long jump as far		1E2 1E4 4E1 4E2 4E3		
as possible.		4E4 4E5		
3. Jump a self-turned rope.		1E1 1E2 1E3 1E4 4E1		
		4E2 4E3 4E4 4E5		
4. Hop 3 times on one foot; then shift to		1E1 1E2 1E3 1E4 4E1		
the other foot, hop 3 times.		4E2 4E3 4E4 4E5		
5. Run backward for 10 feet.		1E1 1E2 1E3 1E4 4E1		
		4E2 4E3 4E4 4E5		
6. Overhand throw a tennis ball as far		1E2 1E3 1E4 2E1		
as possible.				
7. Overhand throw a tennis ball to a		1E2		
partner (evaluator) 15 feet away.		1E3 1E4 2E1		
8. Side kick a stationary 8½ inch		1E2 1E3 1E4 2E2		
playground ball with the outside of the				
foot.				
9. From a running start, kick an 8½ inch		1E2 1E3 1E4		
playground ball rolled from 20 feet.				
10. Dribble an 81/2 inch playground ball		1E2 1E3 1E4 2E1 2E2		
with dominant hand 5 times forward and				
5 times backward.				
11. Using hands only, catch a 5 inch		1E2 1E3 1E4		
playground ball tossed from 15 feet.				
12. Field a 5 inch playground ball		1E2		
thrown from a distance of 20 feet.		1E3 1E4		
13. Using a standard sized bat, strike a		1E2 1E3 1E4 2E1 2E2		
tossed cloth ball from 20 feet.		151 150 155 050 050		
14. Overhand pass a self-set 13 inch		1E1 1E3 1E5 2E3 3E3		
beach ball.		4E3 5E1 5E2 5E3 6E3		
1		7E4 7E5		
15. Punt a soccer ball.		1E2 1E3 1E4 3E2 7E		
16. From a moving position, trap a		1E2 1E3 1E4 3E2 7E1		
soccer ball rolled from 15 feet.		450 450 454 054 050		
17. Soccer style dribble a soccer ball 15		1E2 1E3 1E4 2E1 2E2		
feet.		454 450 450454 455		
18. Crab walk with stomach up for a		4E1 4E2 4E34E4 4E5		
distance of 10 feet.				

19. Walk heel-to-toe on a 2 inch wide,	1E1 1E2 1E3 1E	
10 foot line, forward and backwards.		
20. Jump vertically 10 times	4E1 4E2 4E3 4E4 4E5	
consecutively.		
21. Execute 5 consecutive windmills.	4E1 4E2 4E3 4E4 4E5	
22. Execute 5 consecutive trunk	4E1 4E2 4E3 4E4 4E5	
rotations.		
23. Execute 10 consecutive jumping	4E1 4E2 4E3 4E4 4E5	
jacks.		
24. Upon verbal request, touch the	2E1	
following body parts.		
25. Upon verbal requests, move in the	1E2	
following directions.		

### **CTAPE Level 4** Test Items/State Benchmarks

Skill	Primary	Elementary	Middle	High School
	Grades K-2	Grades 3-5	Grades 6-8	Grades 9-12
Upon verbal request, execute the following skills.		1E2	1M1	
2. Perform smoothly 2 skips, 4 gallops, 3 jumps		1E2 2E1 2E2	1M1 1M4	
3. Execute a standing long jump as far as possible.		1E2 4E1 4E2 4E3 4E4 4E5	1M1 4M1 4M2 4M3 4M4	
Overhead pass a volleyball tossed by the evaluator.		1E1 1E3 1E5 3E3 4E3 5E1 5E2 5E3 6E3 7E4 7E5	1M3 1M4 1M5 2M3 2M4 3M1 3M3 4M1 4M4 5M1 5M3 6M1 6M3 7M1 7M2	
5. Use a forearm pass to contact a volleyball tossed from 10 feet away.		1E1 1E3 1E5 3E3 4E3 5E1 5E2 5E3 6E3 7E4 7E5	1M3 1M4 1M5 2M3 2M4 3M1 3M3 4M1 4M4 5M1 5M3 6M1 6M3 7M1 7M2	
6. Serve a volleyball a distance of 20 feet, 6 feet high.		1E1 1E3 1E5 3E3 4E3 5E1 5E2 5E3 6E3 7E4 7E5	1M3 1M4 1M5 2M3 2M4 3M1 3M3 4M1 4M4 5M1 5M3 6M1 6M3 7M1 7M2	
7. Catch a cloth softball tossed from 40 feet approximately 20 feet high.		1E1 1E3 1E5 3E3 4E3 5E1 5E2 5E3 6E3 7E4 7E5	1M3 1M4 1M5 2M3 2M4 3M1 3M3 4M1 4M4 5M1 5M3 6M1 6M3 7M1 7M2	
8. Field a cloth softball thrown from a distance of 40 feet.		1E1 1E3 1E5 3E3 4E3 5E1 5E2 5E3 6E3 7E4 7E5	1M3 1M4 1M5 2M3 2M4 3M1 3M3 4M1 4M4 5M1 5M3 6M1 6M3 7M1 7M2	
9. Using a standard sized bat, strike a cloth softball tossed underhand from 30 feet.		1E1 1E3 1E5 3E3 4E3 5E1 5E2 5E3 6E3 7E4 7E5	1M3 1M4 1M5 2M3 2M4 3M1 3M3 4M1 4M4 5M1 5M3 6M1 6M3 7M1 7M2	
10. Catch a football thrown from 30 feet.		1E1 1E3 1E5 3E3 4E3 5E1 5E2 5E3 6E3 7E4 7E5	1M3 1M4 1M5 2M3 2M4 3M1 3M3 4M1 4M4 5M1 5M3 6M1 6M3 7M1 7M2	
11. Run down field at a moderate speed and catch a football thrown from 30 feet.		1E1 1E3 1E5 3E3 4E3 5E1 5E2 5E3 6E3 7E4 7E5	1M3 1M4 1M5 2M3 2M4 3M1 3M3 4M1 4M4 5M1 5M3 6M1 6M3 7M1 7M2	
12. Soccer style dribble a soccer ball around 3 objects spaced 5 feet apart for a distance of 15 feet.		1E1 1E3 1E5 3E3 4E3 5E1 5E2 5E3 6E3 7E4 7E5	1M3 1M4 1M5 2M3 2M4 3M1 3M3 4M1 4M4 5M1 5M3 6M1 6M3 7M1 7M2	
13. Kick a stationary soccer ball with the upper surface of the foot.		1E1 1E3 1E5 4E3 5E1 5E2 5E3 6E3 7E4 7E5	1M3 1M4 1M5 2M3 2M4 3M1 3M3 4M1 4M4 5M1 5M3 6M1 6M3 7M1 7M2	

14. Using a soccer ball, execute a	1E1 1E3 1E5 3E3 4E3	1M3 1M4 1M5 2M3 2M4
volley kick with the dominant foot.	5E1 5E2 5E3 6E3 7E4	3M1 3M3 4M1 4M4 5M1
l construction and administration.	7E5	5M3 6M1 6M3 7M1 7M2
15. While running at a moderate speed,	1E1 1E3 1E5 3E3 4E3	1M3 1M4 1M5 2M3 2M4
dribble a basketball 40 feet with	5E1 5E2 5E3 6E3 7E4	3M1 3M3 4M1 4M4 5M1
dominant hand.	7E5	5M3 6M1 6M3 7M1 7M2
16. Chest pass a basketball within	1E1 1E3 1E5 3E3 4E3	1M3 1M4 1M5 2M3 2M4
reach of a receiver from 15 feet away.	5E1 5E2 5E3 6E3 7E4	3M1 3M3 4M1 4M4 5M1
·	7E5	5M3 6M1 6M3 7M1 7M2
17. Execute a V-sit with support.	1E1 1E3 1E5 3E3 4E3	1M3 1M4 1M5 2M3 2M4
	5E1 5E2 5E3 6E3 7E4	3M1 3M3 4M1 4M4 5M1
	7E5	5M3 6M1 6M3 7M1 7M2
18. Execute a scale.	1E1 1E3 1E5 3E3 4E3	
	5E1 5E2 5E3 6E3 7E4	3M1 3M3 4M1 4M4 5M1
	7E5	5M3 6M1 6M3 7M1 7M2
19. Execute a 180□ jump turn.	1E1 1E3 1E5 3E3 4E3	1M3 1M4 1M5 2M3 2M4
	5E1 5E2 5E3 6E3 7E4	3M1 3M3 4M1 4M4 5M1
	7E5	5M3 6M1 6M3 7M1 7M2
20. Perform the shuttle run as quickly	1E1 1E3 1E5 3E3 4E3	1M3 1M4 1M5 2M3 2M4
as possible.	5E1	3M1 3M3 4M1 4M4 5M1
	5E2 5E3 6E3 7E4 7E5	5M3 6M1 6M3 7M1 7M2
21. Perform V-sit.	1E1 1E3 1E5 3E3 4E3	1M3 1M4 1M5 2M3 2M4
	5E1 5E2 5E3 6E3 7E4	3M1 3M3 4M1 4M4 5M1
	7E5	5M3 6M1 6M3 7M1 7M2
22. Execute 5 consecutive windmills.	1E1 1E3 1E5 3E3 4E3	1M3 1M4 1M5 2M3 2M4
	5E1 5E2 5E3 6E3 7E4	3M1 3M3 4M1 4M4 5M1
	7E5	5M3 6M1 6M3 7M1 7M2
23. Execute push-ups.	1E1 1E3 1E5 3E3 4E3	1M3 1M4 1M5 2M3 2M4
	5E1 5E2 5E3 6E3 7E4	3M1 3M3 4M1 4M4 5M1
	7E5	5M3 6M1 6M3 7M1 7M2
24. Execute bent-knee crunches.	1E1 1E3 1E5 3E3 4E3	1M3 1M4 1M5 2M3 2M4
	5E1 5E2 5E3 6E3	3M1 3M3 4M1 4M4 5M1
	7E4 7E5	5M3 6M1 6M3 7M1 7M2
25. Jog and/or walk for ½ mile.	1E1 1E3 1E5 3E3 4E3	1M3 1M4 1M5 2M3 2M4
	5E1 5E2 5E3 6E3 7E4	3M1 3M3 4M1 4M4 5M1
	7E5	5M3 6M1 6M3 7M1 7M2

### **CTAPE Level 5** Test Items/State Benchmarks

Skill	<u>Primary</u>	<b>Elementary</b>	<u>Middle</u>	High School
	Grades K-2	Grades 3-5	Grades 6-8	Grades 9-12
Perform smoothly (without stopping)			1M1 1M4 2H3	
2 skips, 4 gallops, 3 jumps				
2. Slide in the following patterns.			1M1 1M4	2H3
3. Serve a volleyball a distance of 20			1M3 1M4 1M5 2M3 2M4	
feet, 6 feet high.			3M1 3M3 4M1 4M4 5M1	
			5M3 6M1 6M3 7M1 7M2	
4. Catch a cloth softball tossed from 40			1M1 1M3 2M3	1H1 2H1 2H2
feet approximately 20 feet high.				
5. Field a cloth softball thrown or hit			1M1 1M2 1M3 1M5 2M1	1H1 1H2 2H1 2H2 2H3
from 50 feet.			2M2 2M3 2M4 3M3	5H1 7H1
6. Overhand throw a cloth softball within			1M1 1M3 2M1 2M2 2M4	1H1 2H1 2H2 2H3 5H1
reach of a receiver a distance of 50				7H1
feet.				
7. Using a standard sized bat, strike a			1M1 1M2 1M3 1M5 2M1	1H1 1H2 2H1 2H2 2H3
cloth softball tossed underhand from			2M2 2M3 2M4 3M3	5H1 7H1
40 feet.				
8. Pass a football within reach of a			1M1 1M3 2M1 2M2 2M4	1H1 2H1 2H2 2H3 5H1
receiver 30 feet away.				7H1
9. Run down field at a moderate speed			1M1 1M3 2M3	1H1 2H1 2H3
and catch a football thrown from 30				
feet.				
10. Soccer style dribble a soccer ball			1M1 1M2 1M3 1M5 2M1	1H1 1H2 2H1 2H2 2H3
around 3 objects spaced 5 feet apart			2M2 2M3 2M4 3M3	5H1 7H1
for a distance of 15 feet.				
11. Punt a soccer ball.			1M1 1M2 1M3 1M5 2M1	1H1 1H2 2H1 2H2 2H3
			2M2 2M3 2M4 3M3	5H1 7H1
12. Dribble a basketball around 4			1M1 1M5 2M3 3M1 3M3	1H1 1H2 3H1 4H1 4H3
stationary objects spaced 6 feet apart.			4M1	6H1 7H1 7H2
13. Execute a 2 hand bounce pass with			1M1 1M3 2M1 2M2 2M4	1H1 2H1 2H2 2H3 5H1
a basketball to a receiver 10 feet away.				6H2 7H1
14. Execute a jump with a full turn.			1M1 1M3 1M4 1M5	1H1 3H2 7H1
15. Execute 5 consecutive roll-outs.			1M1 1M3 1M4 1M5 4M1	1H1 3H2 4H1 4H2 4H3
			4M2 4M3 4M4	
16. Execute 5 consecutive windmills.			4M1 4M2 4M3 4M4	4H1 4H2 4H3
17. Execute a standing long jump as far			1M1 4M1 4M2 4M3 4M4	2H3 4H1 4H2 4H3
as possible.				
18. Execute push-ups for 1 minute until			4M1 4M3	4H1 4H2 4H3
student stops or body rests on floor.				
19. Execute bent-knee crunches.			4M1 4M3 4M4	4H1 4H2 4H3

20. Jump vertically 10 times	4M1 4M3 4M4 4H1 4H2 4H3 7H1 7H2	
consecutively.	7H3	
21. Execute 5 consecutive trunk	4M1 4M2 4M3 4M4 4H1 4H2 4H3	
rotations.		
22. Execute 10 consecutive jumping	4M1 4M2 4M3 4M4 4H1 4H2 4H3	
jacks.		
23. While seated, execute v-sit.	4M1 4M2 4M3 4M4 4H1 4H2 4H3	
24. Perform the shuttle run as quickly	4M1 4M2 4M3 4M4 4H1 4H2 4H3	
as possible.		
25. Jog and/or walk for ½ mile.	4M1 4M2 4M3 4M4 4H1 4H2 4H3	

#### **CTAPE Level 6** Test Items/State Benchmarks

Skill	<u>Primary</u>	Elementary	<u>Middle</u>	High School
	Grades K-2	Grades 3-5	Grades 6-8	Grades 9-12
Overhead pass a volleyball against				2H1 2H2 2H3 3H3 5H1
the wall for 1 minute.				7H1
2. Use a forearm pass to contact a				2H1 2H2 2H3 5H1 7H1
volleyball tossed from 10 feet away				
3. Serve a volleyball for a distance of 30				1H1 1H2 2H1 2H2 3H1
feet, 7 feet high.				5H1 7H1
Soccer style dribble a soccer ball				1H1 1H2 2H1 2H2 2H3
around 3 objects spaced 5 feet apart for				5H1 7H1
a distance of 15 feet.				
5. Kick a stationary soccer ball with the				1H1 1H2 2H1 3H1 4H1
outside of the foot.				4H3 6H1 7H1 7H2
6. Overhand throw a cloth softball within				1H1 2H1 2H2 2H3 5H1
reach of a receiver a distance of 60				7H1
feet.				
7. Field a cloth softball thrown or hit				1H1 2H1 2H3
from 50 feet. The ball should bounce at				
least once.				
8. Catch a cloth softball tossed from 40				1H1 2H1 2H3 7H3
feet approximately 20 feet high				
9. Using a standard sized bat, strike a				1H1 1H2 2H1 2H2 2H3
cloth softball tossed underhand from 40				5H1 7H1
feet, hitting the ball within fair territory.				
10. Dribble a basketball around 4				1H1 1H2 2H1 2H2 2H3
stationary objects spaced 6 feet apart.				5H1 7H1
11. Execute a 2 hand bounce pass to a				1H1 2H1 2H2 2H3 5H1
receiver 10 feet away				7H1
12. Execute a jump with a full turn.				1H1 3H2
13. Execute 5 consecutive roll-outs				4H1 4H2 4H3
14. Execute a V-sit without support.				4H1 4H2 4H3
15. Jump vertically 10 times				4H1 4H2 4H3 7H1 7H2
consecutively.				7H3
16. Execute a standing long jump as far				2H3 4H1 4H2 4H3
as possible.				
17. Perform the shuttle run as quickly				4H1 4H2 4H3
as possible.				
18. Run 50 yards as fast as possible.				4H1 4H2 4H3
19. Hop 20 feet on each foot.				4H1 4H2 4H3
20. Execute 5 repetitions of arm and leg				4H1 4H2 4H3

lifter.	
21. Execute push-ups.	4H1 4H2 4H3
22. Execute bent-knee crunches.	4H1 4H2 4H3
23. Sit and reach.	4H1 4H2 4H3
24. Execute 10 consecutive jumping	4H1 4H2 4H3
jacks.	
25. Jog and/or walk for ½ mile.	4H1 4H2 4H3 5H1