MODAPTS® Practitioner Course

Key Concepts by Module

Module 4 Key Concepts

Concept	Definition
Auxiliary Class	Activities not depicted through the finger-hand-arm-shoulder-trunk system, but can be coded through the MODAPTS® system.
Bend & Arise	Includes a vertical change in the upper part of the body. The code B17 includes both down and upward movement.
Crank	Movement of the wrist or forearm in a circular pattern for greater than one revolution. May be coded as C3 (wrist motion) or C4 (forearm motion).
Decide	Time awarded when a binary decision needs to be made (i.e. yes/no, on/off). Only awarded when all other activity stops in order for the worker to reach a decision.
Eye Control	Time awarded for eye fixation (E2), eye travel (E2), or eye refocus (E4).
Foot Action	This code applies when there is action by the foot by the heel remains on the floor. Commonly awarded for the foot pushing a pedal on a machine.
Handwrite	Time awarded for writing (cursive) or printing letters, numbers or other characters. Coding is determined by whether letters are printed or written. Codes include H4, H5, H6, H7, H21, H26, and H35.
Juggle	Juggle is awarded when there is a change in the position of an object without giving up control. An example may be picking up a pencil and adjusting it to write. One (1) J2 is awarded per juggle.
Load Factor	Load factor is awarded when an object being handled is particularly heavy. The effective weight (different from actual weight) must be calculated and is determined based on whether the object is lifted vs. slid and whether one vs. both are utilized. Codes include L0 (effective weight less than 4.4 lbs), L1 (effective weight greater than 4.4 lbs but less than 13.3 lbs), and L2 (effective weight is greater than 13.3 lbs but less than 17.6 lbs).
Number	The element Number is awarded when items are counted. The code N3 is utilized when items are arranged (i.e. boxes stacked), and the code N6 is utilized when items are disarranged (i.e. bolts in a bucket).
Read	The element Read is awarded when one or more words need to be read. Use the code R2 when one word is read in a group of words to get the overall message. Use the code R3 when reading a group of words that all have to be registered. When reading numbers, one (1) R3 is awarded per 3 digits read.

Sit and Stand	Award a Sit and Stand when a worker is seated and then stands. The code S30 includes time for both the down and up movement.
Use	Use is awarded when there is a move not terminating in a GET or PUT (i.e. polishing or sanding in back-and-forth motions). The proper code to use is determined by the body part of the motion: finger (U0.5), hand (U1), forearm (U2), or whole arm (U3). Award one (1) use for the forward motion and one (1) use for the backward motion.
Vocalize	Vocalize is awarded when words are spoken or heard. Award one (1) V3 for each word.
Walk	The element Walk is awarded per pace when a worker is walking. Use the code W5 for each pace.