



Movement Skills: Locomotion

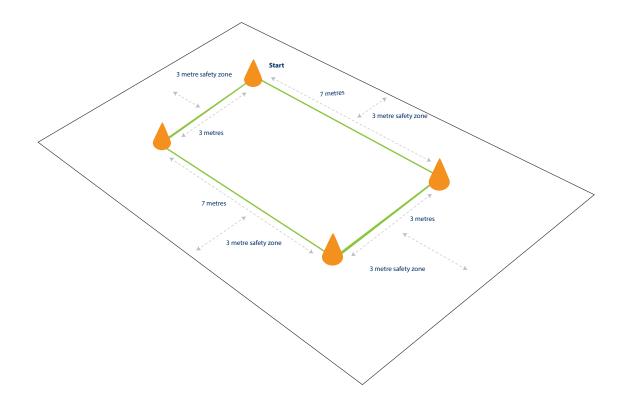
Objective: To assess the students' locomotor ability.

Rationale: The ability to move efficiently, with confidence and competence, is a key component of numerous activities, games, sports and leisure pursuits. Therefore, locomotor skills are important to teach and assess.

EQUIPMENT:	
☐ flat surface – 13 m x 9 m (includes the safety zone)	☐ 1 clipboard
4 cones	☐ 1 pencil
☐ measuring tape	

Set-Up: Place four cones - one in each corner of a rectangular formation (7 m x 3 m) - on a flat, clean surface free of obstacles or debris (e.g., gymnasium or multi-purpose room).

For safety, ensure that there are at least 3 metres of open space available on all sides of the rectangular area.







The student should stand to the **left** of the pylon facing the 7-metre length of the rectangle.

- 1. On your prompt, the student is to run as fast as he or she can up to and **slightly** past the pylon at the 7 metres distant.
- 2. The student then performs a rightward side shuffle to the adjacent pylon 3 metres to the right
- 3. Upon reaching this pylon, the student then back pedals toward the final pylon 7 metres to the rear and stops.

The student does not return to the original pylon. In all, the student performs a "U" shaped motion—running forward, then side shuffling, then back pedaling to a stop.

The student will perform this as quickly and as controlled as possible.

Each student will do this activity **twice**. After the first trial, the student may wish to change something about his or her running technique based on what he or she learned.



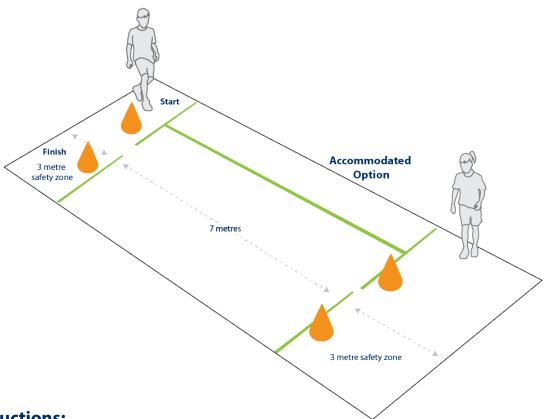
Accommodation Options for Students with a Disability:

SUGGESTED EQUIPMENT	
scooter board	tether (e.g., short rope, towel)

Set-Up: Have a volunteer stand near each pylon to serve as a visual and audible marker and to remind students what to do next.







The student should start to the left of the pylon facing the 7-metre length of the rectangle.

- 1. On your prompt, the student is to move as fast as he or she can up to and slightly past the pylon 7 metres away. The volunteer should verbally guide the student to move around them and then move sideways to the right.
- 2. The student then performs a rightward side movement (e.g., shuffle) to the adjacent pylon 3 metres to the right

Note: The volunteers standing at each pylon make guiding calls similar to the volunteer at the first pylon.

3. Upon reaching this pylon, the student then moves backwards toward the final pylon 7 metres to the rear and stops.

The objective of the assessment can be achieved in a wheelchair the same way it is achieved by running. However, in place of a side shuffle, the wheelchair user will turn and wheel to the third pylon, coming to a controlled stop, before turning and wheeling backwards to the final pylon.

The student does not return to the original pylon. In all, the student performs a "U" shaped motion—moving forward, then sideways then backwards to a stop.

The student will perform this as quickly and as controlled as possible.

Each student will do this activity **twice**. After the first trial, the student may wish to change something about his or her movement technique based on what he or she learned.







Additional Accommodation Options:

Motor

• The student uses a scooter board or any other form of movement to get to the line and back as fast as they can.

Sensory

• The student has a partner, each holding one end of a tether (a short rope or piece of towel) and guides the student on the course.

Behavioural and/or Intellectual

• Model the assessment first.

Assessment:

Observers are looking for

- a strong acceleration (speeding up)
- a well-planned slowing down suitable to the turn-around point
- controlled right-ward cutting action (not a rounded corner)
- converting fluidly into a side movement to the pylon 3 metres away
- followed by a cutting action at this pylon fluidly converting from a side movement to a backwards movement
- an immediate re-acceleration after turn-around to show speeding up
- a deceleration to a controlled stop

Observers are looking for the overall quality of competence in this movement sequence. Slight deviations from proper form are permissible (for instance, arms may not be exhibiting perfectly reciprocal movements with legs when running).

Observers are looking for signs of lack of control (e.g., tripping, stumbling), signs of lack of balance (e.g., flailing arms, sliding, falling down) and overall smoothness or fluidity of the movement.

Complete the assessment twice. Allow 30 seconds between trials. On the recording form, record the trial results in each column and the better trial in the rating column.

Use the teacher rubric to determine the level the student achieves in each trial.





TEACHER RUBRIC

Grades 7-9	EMERGING	DEVELOPING	ACQUIRED	ACCOMPLISHED
Locomotion	Stumbles on the	Either stumbles on	Clearly illustrates a	Moves quickly to
	start, and/or trips	the start OR trips/	speed up and slow	the pylon with a
	or stumbles during	stumbles when	down for both the	mature movement
	moving forward or	running in either	forward and	pattern*.
	backward.	direction.	backward sections	
			(medium speed or	Cuts efficiently (90
	Is unable to stop in	Stop is more	higher).	degrees) and
	a controlled	controlled, but there		converts fluidly to a
	manner	is evidence of	Illustrates a clear	sideways movement
	demonstrated by	'sliding' or extra	sideways motion.	with speed, and then
	overs-hooting or	steps, with arm	Minimal number of	cuts efficiently from
	under-shooting the	movements to	corrective or slowing	side shuffle to
	pylons.	maintain balance at	movements at each	backwards
		turn.	corner.	movement.
	Does not exhibit a			
	side movement.	Uses extra smaller	May lack fluid	Shows an increase
	Performs the	movements	conversion from	and decrease in
	backwards	(shuffling or stutter	forward to sideway	backwards speed and
	movement very	movements)	motion and from	a controlled stop.
	tentatively with low	during cutting	sideway to backward	
	speed (less than a	forwards to side	motion.	Motion appears
	jog).	movement OR side		rectangular and not
		movement to	Able to control	rounded.
	A mature	backwards	body motion to	
	movement* pattern	movement.	allow cutting and	
	is not evident.		stops to occur at each	
		The speed is	pylon.	
		limited, but		
		approaching	Mature movement*	
		medium speed.	pattern is evident.	
		Motion appears		
		rounded at the		
		corners.		
		Mature movement*		
		pattern is		
		developing.		

^{*} Mature movement pattern includes: arms moving opposite to legs with bent elbows, brief period where both feet are off the ground, narrow foot placement landing on the heel-toe (not flat-footed or on toes).







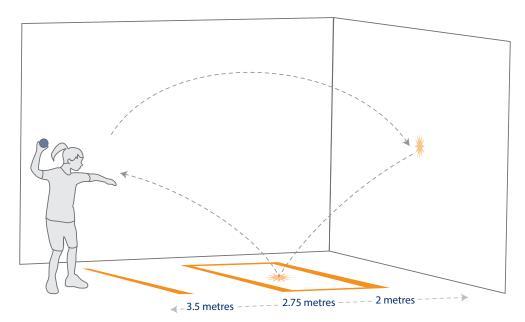
Movement Skills: Object Control

Objective: To assess the students' ability to throw a ball with accurate direction, velocity and trajectory and to catch the same ball that they threw.

Rationale: Throwing and catching are considered core movement skills. This task will require the student to appropriately coordinate a throw in order to achieve a ball trajectory to bounce off a wall, to hit a target area on the floor and be suitable to catch. This assessment considers the **overall performance** of the task and **not** specific throwing form. It is implicit that adequate throwing form will be required to undertake this task.

EQUIPMENT	
☐ 1 tennis ball (that bounces easily)	☐ 1 clipboard
☐ 1 wall – free from obstructions – for bouncing	☐ 1 assessment recording form
gym-friendly floor tape	

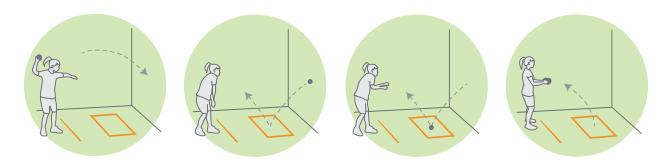
Set-Up: Ensure that the gymnasium floor is clear of debris and obstacles. On the floor, tape three lines—each 1 metre in length and parallel to the wall – at 2.0 metres, 2.75 metres and 3.5 metres from the wall. The target box is between the 2.0 metre and the 2.75-metres lines and is 1 metre wide (the length of the taped lines). Tape the perimeter of the target area. It should measure 1 m x 0.75 m.







The student will stand behind the 3.5 metre line on the floor. The student will throw the ball at the wall, have the ball bounce in the target area and then catch the ball after the bounce. The student will do this activity three times. The first trial will be for practice. The second and third trials will be assessed.



Accommodation Options for Students with a Disability:

SUGGESTED EQUIPMENT	
☐ ball - provide options for students who may need a different sized ball	gym-friendly floor tape
☐ Boccia-style ramp (2 hockey sticks taped together, pvc pipe, etc.)	

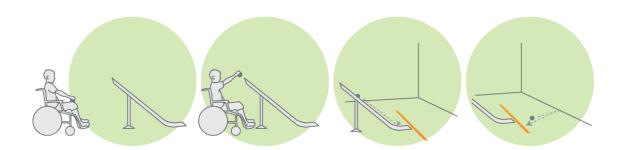
Set-up: Set up the Boccia ramp and tape lines down to to create a target box and sending line as appropriate for the student.

Instructions:

Using a ramp (Boccia), the student sends the ball so that it rolls or bounces to the wall within the target box and then receives the ball without going over the line.







Additional Accommodation Options:

Motor

- The student uses another body part to send and receive the ball.
- The student uses a target to receive the ball rather than receiving it himself or herself.
- The student has a partner receive the ball.
- The student uses a ball they think is the most appropriate for them to send and receive.

Sensory

- Use a ball with a bell or rice inside or wrap plastic around a ball for an auditory cue.
- The student has a partner that taps the target as student aims for an auditory cue.
- The student has a partner that provides verbal feedback to assist with receiving the ball.

Behavioural and/or Intellectual

• The student sends the ball against a Tchoukball net and catches it after after it rebounds off the net.

Assessment:

Observers are looking for

- whether the ball bounces (or rolls for the accommodated option) in designated target area (designated floor bounce)
- whether the ball hits above the line on the wall (designated wall bounce) or within the target box (for the accommodated option)
- whether the student receives the ball
- whether the student crosses the throwing line (3.5 m) on the floor when sending or receiving





Use the teacher rubric to determine the level the student achieves in each trial. Complete this activity **three times**. Allow **5-10 seconds** between trials. The first trial will be for practice. The second and third trials will be recorded. Record the better trial in the rating column on the recording form.

TEACHER RUBRIC

Grades 7-9	EMERGING	DEVELOPING	ACQUIRED	ACCOMPLISHED
Object Control	Student moves over the line to send the ball, the ball bounces well short of the target area. (i.e., student is unable to demonstrate a well propelled ball).	Ball bounces in target area and student fumbles to catch or trap ball, or requires multiple movements to intercept the ball. A fumbled or sloppy receiving of the ball is permissible.	Ball bounces in the target area but student must move (1 step or major trunk motion) to Receive the ball. Student does not cross line to receive it.	Ball bounces in target area. The student receives the ball easily e.g., with one hand in a controlled manner without major body movement. Student remains in same position to receive the ball.
	If student is rolling the ball, they move over the line to roll the ball on the floor. The ball hits the wall but not within the target box. Student does not retrieve the ball.	If student is rolling the ball, ball hits the wall but not within the target box. Student receives the ball as it rolls back but crosses the line on the floor.	If student is rolling the ball, ball hits the wall within the target box and student receives the ball with one or two steps or shuffles necessary but not crossing the line.	If student is rolling the ball, ball hits the wall within the target box and the student receives the ball with control and adjusts body or ramp according to ball's trajectory. No steps or shuffles required to receive the ball.

^{*} Sidearm, underhand or overhand throwing is permissible.





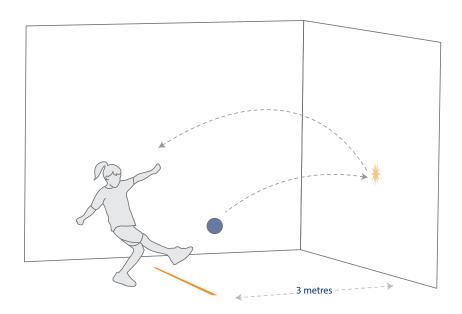
Movement Skills: Object Manipulation

Objective: To assess the students' object control and manipulation skills using a task that involves both the upper and lower body and a ball.

Rationale: Students in Grades 7–9 should be capable of well controlled projecting skills and should be able to demonstrate the ability to coordinate the upper and lower body motion, as well as predict motion of a ball to pursue and intercept.

EQUIPMENT	
☐ flat, non-slip surface	gym-friendly tape (for line marked on the floor)
clear wall space (i.e., no nets, boards or attachments)	☐ 1 clipboard
☐ soccer ball	☐ 1 pencil
☐ 1 assessment recording form	

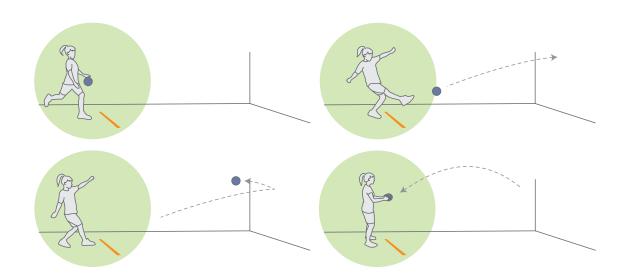
Set-Up: Ensure that the gymnasium floor is clear of debris and obstacles. On the floor, tape a line that runs parallel to the wall. This line should be 3 metres away from the wall and 1.5 metres in length.







The student will punt kick the soccer ball from behind the 3 metre line and catch the ball after it bounces off the wall. The student will perform a punt kick where the ball is in both hands and is dropped and kicked before it hits the ground. The student may take steps while kicking. The student should not cross the line to kick or to catch the ball. The student will have one practice trial and will then do the assessment twice.



Accommodation Options for Students with a Disability:

SUGGESTED EQUIPMENT:	
☐ ball (e.g, soccer ball, gator gall, utility ball) - provide a choice of different sized, coloured, or textured balls	skipping ropes (i.e., to create tactile lines)
a roll of tape or flying disk to hold the ball	☐ auditory ball
☐ batting tee	

Set-up: On the floor, tape a tactile line* that runs parallel to the wall. This line should be 3 metres away from the wall and 1.5 metres in length.

*Tactile lines are created by taping a rope along the line that students use as boundaries. This allows students with a visual impairment to be able to feel the raised line if they cannot see it. It is important to tape the rope securely for safety (i.e., tape should run along top of the rope the entire length).



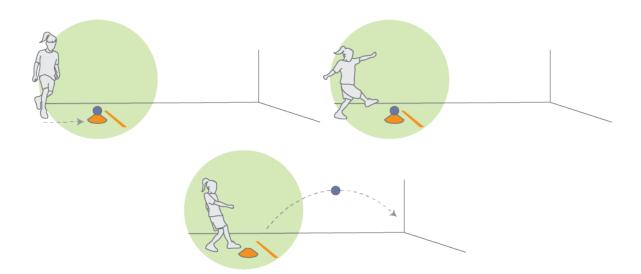




Students work with a partner. The partner provides support and feedback as needed. The student is not sending the object for distance or speed – rather to achieve the object hitting the wall and returning back to them.

Students position themselves behind the line on the floor and place the ball on a roll of tape or flying disk that will keep it stationary. The student can then perform the send from the stationary position and aim to trap the ball after it bounces off the wall.

Model different ways the ball can be sent away from the body (e.g., use a tee and hit the ball with an arm or implement). Students can move closer or further away from the wall as needed. Allow one practice trial before the assessment trials.



Additional Accommodation Options:

Motor

• The student has a partner provide support with stability during the projection and/or receiving phase of the skill.

Sensory

- The students has a partner that taps the target for an auditory cue and provide verbal feedback to help describe the result.
- The student uses an auditory ball to complete the send.

Behavioural and/or Intellectual

- Model the assessment first.
- Provide verbal or visual prompts as required.





Assessment:

Observers are looking for

- whether the student is able to contact the ball
- whether the ball bounces back over the line
- whether the student moves to catch or trap the ball

The student will have one practice trial and will then do the assessment twice. Place a check for every successful trial. Use the teacher rubric to determine the level the student achieves and record this information in the rating column.

TEACHER RUBRIC

Grades 7-9	EMERGING	DEVELOPING	ACQUIRED	ACCOMPLISHED
Object	Unable to contact	Sends the ball to the	Sends the ball to the	Sends and catches or
Manipulation	the ball. Unable to	wall for at least one	wall for both	traps the ball on
	send with sufficient	attempt. May or	attempts and	both trials with
	force to return ball	may not catch or	catches or traps at	minor movement (a
	back to the line for	trap the ball.	least one without	step).
	both trials. Ball	Trajectory of ball	moving more than a	
	trajectory	must be within	couple of steps (or	
	uncontrolled.	proximity of the	minor adjustments	
		student.	to positioning).	