Example of a Full Continuum Measure

Developmental Domain

Measure

Definition

Developmental Domain: PD-HLTH — Physical Development-Health

PD-HLTH 2: Gross Locomotor Movement Skills

Child shows increasing proficiency in fundamental locomotor skills (e.g., rolling, crawling, cruising, walking, running, jumping, galloping)

Developmental Level

Moves in basic and often involuntary ways - Examples - Turns head in response to stimulation or nourishment Turns head to seek source of stimulation or nourishment Responds involuntarily to a sudden loud noise or movement by extending arms and legs.	Earlier	Respo
Moves two or more body parts together, often with intention Turns head and reaches for a toy. • Kicks at a mobile when lying on back. • Rolls from stomach to back or from back to stomach.	Later	Responding
Coordinates movements of body parts to move whole body, such as creeping, crawling, or scooting on bottom Creeps or crawls toward a familiar adult. Moves from lying down to a sitting position. Moves by rolling body on the floor. Moves by using arms to pull self forward.	Earlier	
Coordinates movement of whole body while upright, using support Takes steps sideways or forward while holding onto furniture. Walks forward steadlly while pushing a cube chail position while grasping an adult's hands. Stands up with support of a mobility aid, such as a walker.	Middle	Exploring
Coordinates basic movements in an upright position without using support - Walks forward with a wide base (legs farther apart) and arms held high Stands up from squatting, unassisted, after ckling up a toy. Examples - Moves forward on a flat surface, using a mobility aid, such as a walker.	Later	
Attempts to coordinate movements, in an upright position, that momentarily mo whole body Descriptor Uneven steps, arms to the side, and often loses balance. Crouches down and aftempts to jump up, with heels barely coming off of the ground. Hops with two feet leaving the ground momentarily.	Earlier	
Coordinates and controls individual locomotor movements, with some success Ins with short strides, and sometimes has difficulty stopping. Moves along a low balance beam or along the side of a curb, stepping sideways. Navigates changes in surface and direction, using a mobility aid, such as a walker.	Middle	Building
Combines and coordinates two or more locomotor movements together in effective ways, with some success Runs with long strides, showing arm and leg opposition (e.g., right arm and left leg). Crouches down and then jumps forward using both legs. Hops on one foot, holding arms out for balance and sometimes putting a foot down in between hops.	Later	
Combines a variety of locomotor movements and moves effectively across a range of activities Runs fast with long stride and speed, consistently showing arm and leg opposition (e.g., right arm and stops quickly and easily while running. Changes direction and stops quickly and easily while running. Swings arms back and then forward in preparation for jumping. Moves wheelchair through an obstacle course, first going straight, then turning quickly, then turning quickly again.	Earlier	Integrating

