CLAS
CTAPE and LaMAP Assessment Supplement

The CTAPE and LaMAP Assessment Supplement 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. For this purpose, the supplement should 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)

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CTAPE LaMAP Assessment Supplement

Student Name: _____ DOB: _____ Age: _____ Gender: _____ Test Date: _____

Student Concerns/Diagnosis: _____ CTAPE / LaMAP (circle): Score/Date: _____ /_____ Evaluator: _____

Codes:
+ indicates skill has been mastered
- indicates student can not perform the skill
E denotes skill is emerging
NA denotes non applicable

Score Codes	1. MOBILITY SKILLS	Comments/Date
	AMBULATORY	
	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	

Score Codes	**NON-AMBULATORY** **(How student moves from point A to point B; i.e., rolling, crawling, scooting)**	**Comments/Date**
	explain:	

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	

Score Codes	**2. POSITION & JOINT MOBILITY** *Best tolerates*: (circle) **supine / prone / sitting / side-lying / standing** position(s)	**Comments/Date**
	BODY ALIGNMENT	

	body is aligned and trunk symmetrical	
	hips/shoulders are level	
	head is maintained at midline	

Score Codes	**FLEXIBILITY**	**Comments/Date**
	actively performs stretching of tight muscles	
	tolerates passive movement	

Score Codes	**3. POSTURAL CONTROL**	**Comments/Date**
	BALANCE & RIGHTING REACTIONS	
	standing	
	kneeling	
	quadruped	
	sitting	

Score Codes	**HEAD CONTROL:** (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 Codes	***SUPINE POSITION*** (Lying on back)	**Comments/Date**
	moves: (circle) **arms** / **legs** (explain)	

	turns head from side to side	
	shows movement in supine position: (circle) **voluntary** / **random** / **reflexive**	

Score Codes	**4. MANIPULATIVE SKILLS** **(List preferred hand, indicate best body position)**	**Comments/Date**
	REACHING	
	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	
	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	

Score Codes	**5. PLAY & LEISURE SKILLS** **(Consider every item)**	**Comments/Date**
	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	

Score Codes	**6. SOCIAL, BEHAVIOR, COMMUNICATION SKILLS** **(Consider every item)**	**Comments/Date**
	when playing games: (circle) **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)	

Score Codes	**7. SENSORY AWARENESS SKILLS** **(Consider every item)**	**Comments/Date**
	VISUAL	
	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 Codes	**AUDITORY**	**Comments/Date**
	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)	