

Cool Kids Scoring System:

5 = correct for age, 4 = one error, 3 = two or more errors, 2 = unable to complete task, 1 = unable to perform task

ROLLING		COMMANDO CRAWL	
Score	Points to look for	Score	Points to look for
5	Smooth, organised, straight	5	Smooth, organised, straight—head up, elbows to do the pulling and legs straight/ Arms and legs moving rhythmically
4 & 3	Errors: *Flexion, early reflexes, watch for self correcting *Body awareness — space unable to position self *Rhythm	4 & 3	Errors: * Flexion, bum up or head down, early reflexes * Lack of rhythm * Unable to position self, body awareness/ space
2	Starts but doesn't complete	2	Starts but doesn't complete
1	Cannot roll	1	Cannot commando creep

HOPPING		CRAB WALK	
Score	Points to look for	Score	Points to look for
5	Smooth, organised, straight	5	Smooth, organised, walk forwards and backwards moving rhythmically
4 & 3	Errors: *Body awareness – space unable to position self *Loses rhythm * Loses balance	4 & 3	Errors: * hips not off the floor * Lack of rhythm * Unable to position self, body awareness
2	Starts but doesn't complete	2	Starts but doesn't complete
1	Cannot hop	1	Cannot crab crawl

REVERSE CRAWL		STORK	
Score	Points to look for	Score	Points to look for
5	Crawls backwards symmetrically on hands and knees Smooth rhythm	5	Smooth, organised, straight—head up, staring straight ahead, keeping a steady balance
4 & 3	Errors: *Uses arms to move and 'bunny hops' legs * Lack of rhythm * Unable to position self, body awareness, space	4 & 3	Errors: * wobbles in position * Keeps looking at feet * keeps putting foot back on the floor
2	Starts but doesn't complete	2	Starts but doesn't complete
1	Cannot roll backwards	1	Cannot hold Stork position

AROUSAL LEVELS		SPACE	
Score	Points to look for	Score	Points to look for
5	Calm but keen to complete the task	5	Creates own space and is aware of others around them
4 & 3	Getting over excited now and again Getting silly at times	4 & 3	Occasionally bumps into other people or furniture Loses balance occasionally
2	Overexcited, silly but calmer when spoken to	2	Often bumps into people and is unaware of surrounding furniture.
1	Over excited	1	Unable to assess how much space is needed and constantly bumping into people, furniture.

JUMPING		REVERSE JUMPING	
Score	Points to look for	Score	Points to look for
5	Smooth, even, rhythmic 2 feet together jumping able to jump side to side/left to right and right to left	5	Smooth, even, rhythmic 2 feet together jumping backwards
4 & 3	<p>Errors</p> <ul style="list-style-type: none"> * Unable to keep 2 feet together when jumping * Loses rhythm * Loses balance 	4 & 3	<p>Errors</p> <ul style="list-style-type: none"> * Unable to keep 2 feet together when jumping * Loses rhythm * Loses balance * goes in wrong direction
2	Starts but doesn't complete	2	Starts but doesn't complete
1	Cannot jump	1	Cannot jump backwards

RELAXATION		ABILITY TO LISTEN AND FOLLOW INSTRUCTIONS	
Score	Points to look for	Score	Points to look for
5	Ability to lie still, breathe deeply	5	Follows all instructions competently
4 & 3	Moves around while relaxing, * twitches, wriggles, pulls faces or is distracted by others or things around them	4 & 3	Waits to see what others do then follows their lead Doesn't follow instructions first time.
2	Starts to relax but doesn't complete	2	Follows instructions but only after been repeatedly told what to do. Needs constant prompting.
1	Cannot lie still and relax	1	Cannot follow any instructions