HANDOUT 3 DRDP-K (2105) Physical Development Measures

DRDP-K (2015)

For use with transitional kindergarten and kindergarten-aged children

























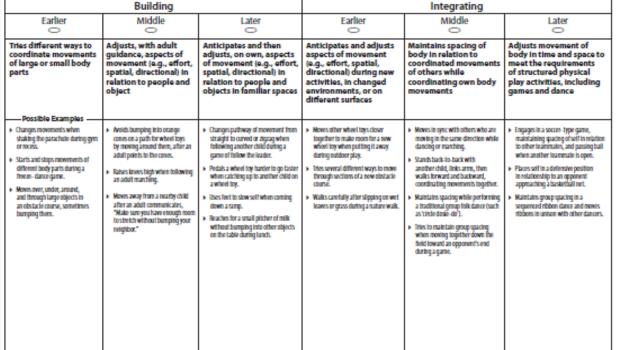
California Department of Education Sacramento, 2015

Developmental Domain: PD - Physical Development

PD 1: Perceptual-Motor Skills and Movement Concepts

Child moves body and interacts with the environment, demonstrating increasing awareness of own physical effort, body awareness, spatial awareness, and directional awareness

Mark the latest developmental level the child has mastered:



Child is emerging to the next developmental level

Unable to rate this measure due to extended absence

PD 2: Gross Locomotor Movement Skills

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

Mark the latest developmental level the child has mastered:

	Building		Integrating			
Earlier	Middle	Later	Earlier	Middle	Later	
Coordinates movements, in an upright position, that momentarily move whole body off the ground Possible Examples	Coordinates and controls individual locomotor movements, with some success	Combines and coordinates two or more locomotor movements together in effective ways, with some success	Combines a variety of locomotor movements and moves effectively across a range of activities	Combines a variety of locomotor movements with refined coordination (with control, flexibility, speed, rhythm)	Applies a variety of locomotor skills with manipulative and stability skills to organized games and dance activities	
Prossibility Examination Rains with shart, uneven slops with arms to the side. Crouches down and jumps up, with heels barely coming oil of the ground. Hops with theo feet leaving the ground momentarily.	Runs with short strictes, and sometimes has difficulty stopping. Gallops for a law stops at a time. Moves along a low balance beam or along the side of a curb, stopping sideways. Ranigates changes in surface and direction using a mobility aid, such as a walker.	Runs with long strider, showing arm and leg opposition (e.g., right arm and left leg). Crouches down and then jumps forward using both logs. Hope an one feet, holding arms out for balance and conventions putting a foot down in between hops.	Runs tast with long stride and speed, considerity showing arm and log opposition loug, right arm and left legi. Changes direction and slops quickly and castly white running. Swings arms back and then forward in proparation for jumping. Moves wheelchair through an obstack course, first going straight, then turning quickly again.	Changes body speed and position with guick movements to match rhythmic changes in music. Leaps were low objects by carying speed and stride while running. Dodges to avoid being touched by another player during a game of tag. Uses arms to propel wheelchair through narrow speers, making adjustments in speed and direction to avoid bumping into objects.	Moves body while bouncing and calching a bail in response to changes in a rhytmrical beat. Runs and moves a ball down the field, as in the game of societ. Stryps towards the T-ball stand while swhoging a bat to hit the ball. Prays: a modified game of volleyball with a beach ball or targe balloon, laceping the object in the air while passing it to a transmale.	

Child is emerging to the next developmental level

Unable to rate this measure due to extended absence

Gross Locomotor Movement Skills

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Developmental Domain: PD - Physical Development

PD 2 (of 4)

PD 3: Gross Motor Manipulative Skills

Child shows increasing proficiency in gross motor manipulative skills (e.g., reaching, kicking, grasping, throwing, and catching)

Mark the latest developmental level the child has mastered:							
Building			Integrating				
Earlier	Middle	Later	Earlier	Middle O	Later		
Manipulates objects using one or more body parts, with stability but limited coordination	Uses two or more movements sequentially to manipulate objects, sometimes pausing briefly between movements	Coordinates arms, legs, or body to manipulate objects, with connected sequential or simultaneous movements	Applies a variety of manipulative skills, in combination with locomotor skills, in different physical activities	Combines a variety of manipulative skills with locomotor and stability skills in play activities with refined coordination (with control, flaxibility, speed, rhythm)	Applies a variety of manipulative skills with locomotor and stability skills to organized games and dance activities		
Procisible Examples Practices throwing a ball by bringing it behind the head, sometimes dropping it but continuing the arm motion. Bends taxes and jumps up to move a paractuse or bod sheet that is also being held by others, sometimes looking held by others, sometimes looking grap. Falling the standing in place. Hands out carpet squares to peers at drive time, sometimes dropping them.	Calichers a shaffed animal, with hands, knepling arms extended and flown uses fuench to hold onto it. Steps and kicks a stationary ball, showing arm and leg opposition leg., left host floward, right arm back), passing breitly between stopping and kicking. Reachers up to take a hat off a hook, passes to regain balance, and then puts hat on head.	thes hands to catch a beambag tossed to either side of the body. Sifikes a ball off a one, using a bat, with a hor toest alwing and relation of upper trunk. Runs up to a stationary ball, plants too the ball, and then swings leg for a forceful kick.	Runs, with armand leg opposition (e.g., left foot forward, right arm back), to try to catch a bufferfly with a net. Runs and tocks a moving ball forcetally, showing arm and leg opposition (e.g., left tood torward, right arm back), maintaining balance. Browness a ball several times while walking.	Plays catch with a triend using progressively more tons to throw the ball while moving far ther away from the Inlend. Moves guickly and prochely to catch a bombag or tennis ball thrown just outside of mach. Stops forward, tennediately rotating the hips and forso loward the legithat stepped forward, using lotor and speed to swing a bat at a tossed ball. Throws and catches a ball while playing 1-ball with pers, sometimes dropping the ball or not throwing the ball directly to a peer.	Trouses and catches a from boll with a peer while moving clear to and away from the port, tracing the boll higher or lower and to the left or right. Those for accuracy and distance and catches fit hals and ground balls while playing I-ball with peers. Plays soccer with peers, moving a ball down the field, licking the ball to a traummate or goal, and sometimes treasing ball in-bounds. Uses a hoop, ball, or other manipulative object, while moving in a flythmic sequence.		

Child is emerging to the next developmental level Unable to rate this measure due to extended absence

PD 4: Fine Motor Manipulative Skills

Child demonstrates increasing precision, strength, coordination, and efficiency when using muscles of the hand for play and functional tasks

1	Mark the l	latest o	devel	opmental	level t	the child	has	mastered:	
		k the latest developmental level the child has mastered: Building							

Building			Integrating			
Earlier	Middle	Later	Earlier	Middle	Later	
Manipulates objects with one hand while stabilizing the objects with other hand or with another part of body	Manipulates objects with both hands doing different movements	Manipulates objects using hands with strength, accuracy, and coordination	Performs with efficiency a variety of tasks that require precise manipulation of small objects	Performs a variety of tasks with sequential steps that require precise and coordinated use of both hands to manipulate or reposition small objects	Performs a variety of tasks with sequential steps that require precision of one hand while manipulating or repositioning small objects in that hand	
Possible Examples Holds play dough with one hand while cutting it with a wooden kinfe. Standes a container of block accessaries on lay while picking out the two-shaped blocks. Scoops sand into a container with one hand while holding the container with other hand.	Uses schoors to cut out simple shapes (e.g. circle, square) on paper. Pushes a cord through a large bead, using one hand, while moving the bead onto the cord with the other hand. Peels a banana or orange after adult starts the peel. Buttons two to three large front buttons on a shirt.	Takes a cap off of a marker by twisting with one hand, then pulling with that hands in opposite directions. Starts the peef on a banana or mandarin orange. Infrasters budde on chest strap of whoer class. Factors snaps on pants made of thicker, stiffer materials, such as denim joans.	Makes a necktoor by stringing a variety of small beads with narrow holds. I be a computer mouse to draw details of a picture on a computer screen. Rotates pencil within the hand to use the eraser when scribbling with a pencil. Uses screen to the continue of the continu	Ties a bowusing thick shoetaces. Uses scisors held in one hand to cut a pattern that has angles and curves, pacing to reposition the schoors with the other hand. Felds paper with edges parallel. Latches and rips small appeas on clothing.	Ties a bow using thin laces or ribbon. Uses seasors held in one hand to cut a pathern that has angles and curves, while maintains continuous cutting motion. Helds and manipulates multiple machies in one hand. Hidds several cards in one hand while using the other hand to pull out a card to play during a card game.	

Child is emerging to the next developmental level Unable to rate this measure due to extended absence

PD 4 (of 4)

Fine Motor Manipulative Skills

PD 4 (of 4)

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Developmental Domain: HLTH - Health

HLTH 3: Active Physical Play

Child engages in physical activities with increasing endurance and intensity



Building			Integrating			
Earlier	Middle	Later	Earller	Middle	Later	
Engages in active physical activities or play for moderate amounts of time	Engages in active physical activities or play for sustained amounts of time	Engages regularly in active physical activities or play for sustained periods of time, with occasional bursts of intensity	Seeks to engage in active physical activities or play routinely, with increased intensity and duration	Participates in moderate physical activity on own and with others, increasing endurance while building coordination of motor skills; and Communicates a basic understanding that physical activity promotes bealth	Participates in vigorous physical activity on own and with others, increasing endurance while refining the coordination of motor skills; and Communicates an explanation of health benefits gained from physical activity	
Possible Examples John In a dance started by a poer and then dance until the song ends. Climbs up and down around a climbing structure several times. Jumps tope and takes turns with peers on the playground. Note: Indensity of active physical preguined to engage in the activity hold. When colorer ving a child, it is acquaitly for engaging in vigorous.	will vary greatly from child to important to consider the child's	➤ Rides around the playground several times, increasing speed to pass a peet. ■ Cances to several different songs, moving slewly, then quickly, in response to changes in music. ■ Kicks a socor hall back and forth with a peer, sometimes running laster and sometimes running slawer, during most of the time during outdoor play.	Creates an obstacle course with peers and challenges others to see who can move the tastest through the course here times. Joins a group of children playing chase, while propelling own wheelchair. Initiates a dance activity, keeping up with a tast beat until the music ends.		Communicates to an adult, "My heart beats real lost after I non and play on the playground." Jumps rope on own or with others during news and communicates, "The faster and longer I jump, the harder I breathe." During parachule play, asks the adult if the class can shake the chute to build stronger arms.	

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HLTH 3 (of 5)

Active Physical Play

HLTH 3 (of 5)