



## Tip Sheet for BDI-2 Motor Domain

### Gross Motor

**GM 7: Holds his or her head parallel to the body when pulled from a supine to a seated position. (Structured or Interview)**

- Do they have head control is the bottom line
- If you are beginning to pull them up and you see that they are not in control, you should stop
- Repeat to see if consistent behavior

*Check manual for scoring.*

**GM 17: Moves from a standing position to a sitting position while holding on to a solid object. (Structured, Observation, or Interview)**

- Please make sure to read the criteria for each score, it is the quality of the movement that determines the scoring
- Stand by close to protect the child from falling

**GM 25: Walks up 4 stairs with support. (Structured or Interview)**

- If the child begins crawling up the steps for the first trial, **take the child's hand and repeat the instructions to walk up.**
- **Do not allow for more than two trials.**

*Scoring: At least 4 steps = Score 2; At least 1 step = Score 1; 0 steps or does not attempt any steps = Score 0.*

**GM 26: Walks down 4 stairs with support. (Structured or Interview)**

- If the child begins crawling or scooting down the steps for the first trial, **take the child's hand and repeat the instructions to walk down.**
- **Do not allow for more than two trials.**

*Scoring: 4 steps = Score 2; 1 to 3 steps = Score 1; 0 steps or does not attempt any steps = Score 0.*

**GM 28: Kicks a ball forward without falling. (Structured or Interview)**

- Allow three trials; 2 of the 3 trials for full credit
- Do not give credit if the child kicks the ball on the backswing, steps on the ball, or uses some support while kicking
- Basketball size ball

*Scoring: 2 or 3 trials = Score 2; 1 trial = Score 1; 0 trials = Score 0.*

**GM 31: Throws a ball 5 feet forward with direction. (Structured)**

- Allow three trials
- Repeat the directions before each trial

*Scoring: 2 or 3 trials = Score 2; 1 trial = Score 1; 0 trials = Score 0.*

**GM 33: Walks forward 2 or more steps on a line on the floor, alternating feet. (Structured)**

- Allow two trials
- The child's feet only need to touch the line, but not necessarily heel to toe on the line

*Scoring: 2 or more steps, alternating feet, in one or more trials = Score 2; 1 step in one or more trial = Score 1; 0 steps = Score 0.*

**GM 35: Imitates the bilateral movements of an adult. (Structured)**

- Movements should be separate, not continuous movements.
- Must use both arms and legs for this item

*Scoring: 2 positions = Score 2; 1 position = Score 1; 0 positions = Score 0.*

**GM 37: Catches an 8-inch ball from 5 feet away using both hands. (Structured) video needed**

- A playground ball approximately 8-10 inches in diameter must be used for this item
- Do not use tennis ball for this item
- Child must use both hands to catch the ball

*Scoring: 2 or more trials = Score 2; 1 trial = Score 1; 0 trials = Score 0.*

**Fine Motor**

**FM 1: Holds hands in an open, loose-fisted position when not grasping an object. (Observation)**

**FM 2: Holds his or her hands together at the midline. (Observation)**

**FM 5: Holds hands in an open position when not grasping an object. (Observation)**

FM1, FM2, FM5 – Per Riverside Trainer, this should be the natural position that the baby/child is in and you as the evaluator would observe it. Please check the criteria in the manual or MDS for scoring.

**FM 4: Holds an object for 1 minute. (Structured)**

- Allow two trials for each hand, alternating hands.

*Scoring: 1 minute on any trial = Score 2; 30-59 seconds on any trial = Score 1; Less than 30 seconds on all 4 trials = Score 0.*

**FM7: Transfers an object from one hand to the other. (Structured)**

- Must use blue cubes that come with the kit
- Present cubes to the same side instead of at midline
- Child must transfer cubes twice

*Scoring: 2 times = Score 2; 1 time = Score 1; 0 times = Score 0.*

**FM 9: Drops an object intentionally with demonstration. (Structured)**

Allow three trials.

Child must release cube above the table for credit

*Scoring: 3 trials = Score 2; 2 trials = Score 1; 1 or 0 trials, or does not release the cube = Score 0.*

**FM 13: Removes forms from a form board. (Structured)**

Place the circle and the square in the form board. Say,

**“Watch me.”**

Demonstrate removing the forms from the form board and placing them on the table between the child and the form board. Then place them in the form board again and say,

**“Now you do it. Take them out.”**

If the child does not respond, repeat the demonstration one more time.

*Scoring: 2 forms = Score 2; 1 form = Score 1; 0 forms or dumps forms out or does not respond= Score 0.*

**FM 15: Scribbles linear and/or circular patterns spontaneously. (Observation or Interview)**

Not a structured item, but the materials should be provided and see what the child does with them. **Do not prompt the child.**

*Check manual for scoring.*

**FM 16: Uses pads of fingertips to grasp pencil. (Structured or Observation)**

**Structured.** Place the paper on the table in front of the child. Give the child the pencil or crayon and say, **“Take the pencil (crayon) and make some marks here** (point to the paper).”

If the child does not respond, demonstrate by using another pencil or crayon to draw on the paper.

Observe how the child holds the pencil while making marks.

*Check manual for scoring.*

**FM 21: Traces designs with curved edges. (Structured)**

**FM 22: Traces designs with corners. (Structured)**

Seat the child at a table so that his or her elbows are on the table and the child can reach and manipulate the materials easily. Place the Student Workbook in front of the child and say,

**“Watch how I use a pencil to draw on the dotted line.”**

Trace the first sample design on the dotted line. Then say,

**“Now you try it.”**

Give the child the pencil and point to the sample design.

*Scoring: 0 errors = Score 2; 1 error = Score 1; 2 or more errors = Score 0.*

**FM 23: Folds a sheet of paper. (Structured)**

Show the child the half sheet of paper and say,

**“Watch what I do. I’m going to make a little book with this paper. See? I fold it over this way and then press it down like this to make a little book.”**

Show the child the folded paper. Then give the child another sheet of paper and say,

**“Now you make a book just like mine. Here is your paper.”**

Leave the folded demonstration paper exposed as the child folds his or her paper. If the child makes no attempt to fold the paper, repeat the demonstration and instructions. Allow three trials. Discontinue after three consecutive failures.

Give credit if the child continues to fold the paper, making two or three folds, instead of just one. The child does not need to fold the paper exactly in half. The child may fold the paper lengthwise or crosswise.

**FM 27: Crumples pieces of paper into balls with each hand. (Structured)**

Demonstrate how to crumple a sheet of paper into a ball **using only one hand.**

*Check manual for scoring.*

**Perceptual Motor**

**PM 4: Places a raisin in a bottle. (Structured)**

**PM 5: Dumps a raisin from a bottle. (Structured)**

Recommendation of an edible item such as cheerios or puffs, it does not have to be a raisin.

*Check manual for scoring.*