Attachment 3

Functional Motor Assessment Scale

The FMAS

	nd controling position:	lying on prone on a mat
Situat	1011.	On a mat
O	Able to turn	head from left to right
O	Able to lift u	p the head at a 90 degree angle and to stabilize it symmetrical
	or to lay head	d in neck
O	Able to hold	head up at a 45 degree angle for a longer period of time
O	Is able to hol	ld up head for a few seconds
О	Is NOT able	to hold up head for a few seconds
- Not	able to judge b	pecause,
2. Ro	lling over	
	ng position:	lying on the back
Situat		on a mat
O	Rolls from b	back to prone over his/her side and rolls back from prone to be
Ō	Rolls from b	back to prone over his/her side but cannot roll back
ŏ	Rolls from b	back onto his/her side and rolls back to the back
Ŏ		side onto the back
ŏ		from side onto the back
- Not	able to judge	because,
2 T v	to sit	
	ing position:	lying on the back
	nig position: ition:	on a mat
Situa		
O	Sits from ly	ring position without using arms
O	Sits from ly	ring position with using arms
O	Sits from ly	ring position with the help of a caregiver
O	Is NOT able	e to get up from the lying position, but is raising the head
О	Is NOT able	e to get up from the lying position and is NOT raising the hea
- No	t able to judge	because,
4. C	rawling	
	ting position:	lying on the ground on the prone
	tion:	on a mat
Alte	rnate =	alternating hands and alternating knees
	ny hopping =	hands simultaneously and knees simultaneously
0	Crawls on	hand and feet/knees (alternate)
Ö	Crawls on	hand an knees (bunny hopping / shoving)
Ø	Creeps on a	prone over the ground
Ö	Moves thro	ough rolling over, minimal 2 times the body spindle, axle?
_	1,10 t wo water t	·

Is NOT able to move on the above ways

- Not able to judge because,......

0

5. Sitting on a chair

Starting position:

sitting on a chair

Situation:

on a mat

- O Able to sit on a stool
- Able to sit on a chair with only a back support
- O Able to sit on a chair with back support and arm support
- O Able to sit in a wheelchair with feet support
- O Is NOT able to sit on the above ways
- Not able to judge because,......

6. Sitting on the ground

Starting position:

sitting on a mat

Situation:

sitting on a mat

- O Able to sit loose on the ground without support of hands
- O Able to sit loose on the ground and is supporting with hands
- O Able to sit on the ground with the back leaning against the wall
- O Able to sit with the back leaning against the wall supported by hand
- O Is NOT able to sit on the above ways
- Not able to judge, because,......

7. Standing

Starting position:

sitting on the ground

Situation:

next to a wall bars where the child can pull himself up and

support himself

- O Able to get into a standing position, without support
- O Able to get into a standing position, with support
- O Able to pull himself up to a standing position
- O Not able to pull himself up to a standing position, is standing with support
- O Can't pull himself up to a standing position, is NOT able to stand
- Not able to judge, because,......

8. Walking

Starting position:

standing

Situation:

child is walking 10 meters, the distance is shown by pawns

- O Walks without support 10 meters
- O Walks with crutches/ tripod 10 meters
- O Walks with walker 10 meters
- O Walks less than 10 meters
- O Is NOT able to move on the above ways
- Not able to judge, because,......

9. Riding in a wheelchair
Starting position: standing/ sitting in a wheelchair
Situation: 400 meters has been put off with pawns in a hall
O Is NOT riding in a wheelchair
O Riding a hand controllable wheelchair, makes turn at a pawn
O Riding a hand controllable wheelchair, cannot make turn
O Riding an electric wheelchair
O Is in a push wagon
- Not able to judge, because,
10. Walking special
Starting position: standing
Situation: in a hall with pawns
O Child is able to walk backwards around the pawns
O Child is able to walk 3 meters backwards
O Child is able to walk around the pawns
O Child is able to walk around the pawns with support
O Child is not able to do the above skills
- Not able to judge, because,
11. Jumping
Starting position: standing
Situation: in a hall
O Jumps up and down with the left- and the right leg
O Jumps up and down with one leg
O Jumps up and down with both legs, without help
O Jumps up and down with help/ support
O Child is not able to do the above activities
- Not able to judge, because,
12. Biking (this item is left out)
Starting position: sitting on a bike
Situation: child is biking 200 meters, the distance is shown with pawr
O Bikes on a two-wheeler
O Bikes on a two-wheeler with adjustments
O Bikes on a three-wheeler
O Bikes on a three-wheeler with adjustments
O Is NOT biking on the above way

- Not able to judge, because,......

Attachment 4

Level of Intervention

Datum: 3. Guidance by means of thythm, music, 4. Guidance by means of structuring the environment 2. Guidance through physical objects 7. Free exploration after a given task 5. Guidance through demonstration 1. Guidance of body parts 2. Personal contact 6. Verbal Guidance 0. No judgement 1. Evaluation Educational actions 8. No task

0. No judgement

Levels of intervention

Naam:

Attachment 5

Pediatric Evaluation of Disability Inventory

Pediatric Evaluation of Disability Inventory

VERSION 1.0

Stephen M. Haley, Ph.D., P.T., Wendy J. Coster, Ph.D., OTR/L, Larry H. Ludlow, Ph.D., Jane T. Haltiwanger, M.A., Ed.M., Peter J. Andrellos, Ph.D.

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SCORE FORM

ABOUT THE CH	ILD	ID#		ABOUT THE R	ESPONDENT (Parent or Guardian)
Name				Name	
Sex M□ F□ E	Ethnic group o	r race		_ Sex M□ F□	
Age	Year	Month	Day	Relationship to c	hild
Interview Date				Type of work (be	e specific)
Birth Date				Years of education	on
Chronological o	age			ABOUT THE IN	ITERVIEWER !
Diagnosis (if any)				Name	
AND SEC. 10.					
	primary	additio	nal	Facility	
				ABOUT THE A	
CURRENT STATUS					and the state of t
☐ hospital inp	atient [lives at home	3	Reason for the a	
acute ca	re 🗆	lives in resid	ential facility	Reason for the a	ssessmenr
☐ rehabilit	ation				
other (specify)			Secretaria de la constitución de	_	
School or other	facility			Notes	
Grade placeme	•				
GENERAL DIREC	3, 4 - 2	Below are the Consult the M	e general gui lanual for inc	delines for scoring. lividual item scoring	All the items have specific description g criteria.
PART I Functions	al Skills: rete items of	PART	II Caregiver		PART III Modifications:
functions			20 comple activities	ex functional	20 complex functional activities.
Self-care, Mobili 0 = unable, or lim	ited in capability,			, Social Function	Self-care, Mobility, Social Function N = No Modifications
perform item i 1 = capable of per	n most situations		Supervise/Prom		C = Child-oriented (non-specialized) Modifications
situations, or i		J =	Minimal Assista Moderate Assis		R = Rehabilitation Equipment
	gressed beyond	1 =	Maximal Assista Total Assistance	ance _	E = Extensive Modifications
	Z	PLEASE BE S	URE YOU HA	AVE ANSWERED AL	L ITEMS.

PEDI Research Group, c/o Stephen M. Haley, Department of Rehabilitation Medicine, New England Medical Center Hospital, #

750 Washington St, Boston, MA 02111-1901 • Phone (617) 956-5031, Fax (617) 956-5353

Part I: Functional Skills

SELF-CARE DOMAIN Place a check corresponding tem scores: 0 = unable; 1=	ng to each iten capable	n:
 A. Food Textures Eats pureed/blended/strained foods Eats ground/lumpy/foods Eats cut up/chunky/diced foods Eats all textures of table food 	0 0 0	1 1 1
 B. Use of Utensils 5. Finger feeds 6. Scoops with a spoon and brings to mouth 7. Uses a spoon well 8. Uses a fork well 9. Uses knife to butter bread, cut soft foods 	0 0 0 0	1 1 1 1
C. Use of Drinking Containers 10. Holds bottle or spout cup 11. Lifts cup to drink, but may tip 12. Lifts open cup securely with two hands 13. Lifts open cup securely with one hand 14. Pours liquid from carton or pitcher	0 0 0 0	1 1 1 1
D. Toothbrushing 15. Opens mouth for teeth to be brushed 16. Holds toothbrush 17. Brushes teeth; but not a thorough job 18. Thoroughly brushes teeth 19. Prepares toothbrush with toothpaste	0 0 0 0	1 1 1 1
E. Hairbrushing 20 Holds head in position while hair is combed 21. Brings brush or comb to hair 22. Brushes or combs hair 23. Manages and tangles and parts hair	0 0 0	1 1 1
F. Nose Care 24. Allows nose to be wiped 25. Blows nose into held tissue 26. Wipes nose using tissue on request 27. Wipes nose using tissue without request 28. Blows and wipes nose without request	0 0 0 0	1 1 1 1
G. Handwashing 29. Holds hands out to be washed 30. Rubs hands together to clean 31. Turns water on and off, obtains soap 32. Washes hands thoroughly 33. Dries hands thoroughly	0 0 0 0	1 1 1 1
H. Washing Body & Face 34. Tries to wash parts of body 35. Washes body thoroughly, not including face	0 0	1 1

36. Obtains soap (and soaps washcloth, if used)	0	1
	0	1
	0	1
50. Washes and dries most more more again,	20-20	
I. Pullover/ front-Opening Garments		
	0	1
40. Removes T-shirt, dress or sweater	0	1
(pullover garment without fasteners)		•
41. Puts on t-shirt, dress or sweater	0	1
42. Puts on and removes front-opening shirt,	0	î
not including fasteners	·	•
43. Puts on and removes front-opening shirt,	0	1
	Ū	•
Including fasteners		
Y Estatement		
J. Fasteners 44. Tries to assist with fasteners	0	1
	0	1
45. Zips and unzips, doesn't separate or hook zipper	0	1
46. Snaps and unsnaps	0	1
47. Buttons and unbuttons	0	1
48. Zips and unzips, separates and hooks zipper	U	1
K. Pants	0	1
49. Assists, such as pushing legs through pants	0	1
50. Removes pants with elastic waist	0	
51. Puts on pants with elastic waist	0	1
52. Removes pants, including unfastening	0	1
53. Puts on pants, including unfastening	0	1
L. Shoes/ Socks	0	1
54. Removes socks and unfastened shoes	0	1
55. Puts on unfastened shoes	0	1
56. Puts on socks	0	1
57. Puts shoes on correct feet; manages velcro fasteners	0	1
58. Ties shoelaces	0	1
M. Toileting Tasks (clothes, toilet		
management; and wiping only)	0	1
59. Assists with clothing management		1
60. Tries to wipe self after toileting	0	
61. Manages toilet seat, gets toilet paper and flushes	0	1
toilet	^	
62. Manages clothes before and after toileting	0	1
63. Wipes self thoroughly after bowel movements	0	1
N. Management of Bladder (Score = 1 if child had		
previously mastered skill)	0	1
64. Indicates when wet in diapers or training pants	1000	1
65. Occasionally indicates need to urinate (daytime)	0	.1
66. Consistently indicates need to urinate with time	0	- 1
to get to toilet (daytime)	0	1
67. Takes self into bathroom to urinate (daytime)	0	1
68. Consistently stays dry day and night	0	. 1
i) (f		

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O. Management of Bowel (Score = 1		
if child had previously mastered skill)		
69. Indicate need to be changed	0	1
70. Occasionally indicates need to use toilet (daytime)	0	1
71. Consistently indicates need to use toilet with time to get to toilet (daytime)	0	1
72. Distinguishes between need for urination and bowel movements	0	. 1
73. Takes self into bathroom for bowel movements, has no bowel accidents.	0	1

Self-Care Domain Sum

Please be sure you have answered all items

Comments

MOBILITY DOMAIN

place a check corresponding to each item: Item scores: 0 = unable; 1 = capable

 A. Toilet Transfers 1. Sits if supported by equipment or caregiver 2. Sits unsupported on toilet or potty chair 3. Gets on and off low toilet or potty 4. Gets on and off adult adult-sized toilet 5. Get on and off toilet, not needing own arms 	0 0 0 0	1 1 1 1
 B. Chair/ Wheelchair Transfers 6. Sits if supported by equipment or caregiver 7. Sits unsupported on chair or bench 8. Gets on and off low chair or furniture 9. Gets in and out of adult-sized chair/wheelchair 10. Gets in and out of chair, not needing own arms 	0 0 0 0	1 1 1 1
C. Car Transfers 11. Moves in car, scoots on seat or gets in and out of	0	1
car seat 12. Gets in and out of car with little assistance or instruction	0	1.
13. Gets in and out of car with no assistance or instruction	0	1
14. Manages seat belt or chair restraint 15. Gets in and out of car and closes car door	0	1
D. Bed Mobility/Transfers16. Raises to sitting position in bed or crib17. Comes to sit at edge of bed; lies down from	0 0	1 1
sitting at edge of bed 18. Gets in and out of own bed 19. Gets in an out of own bed, not needing own arms	0 0	1
E. Tub Transfers 20. Sits if supported by equipment or caregiver in a tub or sink	0	1
21. Sits unsupported and moves in tub	0	1
22. Climbs or scoots in an out of tub	0	1
23. Sits down and stands up from inside tub	0	. 1
24. Steps/transfers into and out of an adult-sized tub	0	1
F. Indoor Locomotion Methods Score 11 mastered 25. Rolls, scoots, crawls, or creeps on floor	0	1
26. Walks, but holds onto furniture, walls, caregivers or uses devices for support	0	1
27. Walks without support	0	1
G. Indoor Locomotion: Distance/Speed Score = 1 if m	astered	
28. Moves within a room but with difficulty (falls; slow for age)	0	1
29. Moves within a room with no difficulty	0	1
30. Moves between rooms but with difficulty (falls; slow for age)	0	1
31. Moves between rooms with no difficulty	0	1

32. Moves indoors 50 feet; opens and closes inside and outside doors	0	1
H. Indoor Locomotion: Pulls/Carries Objects		
33. Changes physical location purposefully	0	1
34. Moves objects along floor	0	1
35. Carries objects small enough to be held in one hand	0	1
36. Carries objects large enough to require two hands	0	1
37. Carries fragile or spillable objects	0	1
57. Carries hagne of spinaole objects	•	-
I. Outdoor Locomotion: Methods		
38. Walks, but holds onto objects caregiver, or devices	0	1
for support		
39. Walks without support	0	1
J. Outdoor Locomotion: Distance/ Speed (Score = 1 if Mastered)		
40. Moves 10 – 50 feet (1 - 5 car lengths)	0	1
41. Moves 50 – 100 feet (5 – 10 car lengths)	0	1
42. Moves 100 – 150 feet (35 – 50 yards)	0	1
43. Moves 150 feet and longer, but with difficulty	0	1
(stumbles; slow for age)		
44. Moves 150 feet and longer with no difficulty	0	1
K. Outdoor Locomotion: Surfaces 45. Level surfaces (smooth sidewalks, driveways)	0	1
46. Slightly uneven surfaces (cracked pavement)	0	1
47. Rough, uneven surfaces (lawns, gravel driveway)	0	1
48. Up and down incline or ramps (1-2 inches rise per foot)	0	1
49. Up and down curbs	0	1
L. Upstairs (Score = 1 if child has (previously mastered skill)		
50. Scoots or crawls up partial flight (1 – 11 steps)	0	1
51. Scoots or crawls up full flight (12 – 15 steps)	0	1
52. Walks up partial flight	0	1
53. Walks up full flight, but with difficulty	0	1
(slow for age)	0	2
74. Walks up entire flight with no difficulty	0	1
M. Downstairs (Score = 1 if child has previously mastered skill)		
55. Scoots or crawls down partial flight (1 – 11 steps)	0	1
56. Scoots or crawls down full flight, but with difficulty	0	1
(slow for age)	0	1
57. Walks down partial flight	0	1
88. Walks down full flight, but with difficulty	v	1.
(slow for age) 89. Walks down full flight with no difficulty	0	1
Mobility Domain Sum		

()

Comments

SOCIAL FUNCTION DOMAIN

Place a check corresponding to each Item: Item scores: 0 = unable; 1 = capable

A. Comprehension of Word Meanings		22
1. Orients to sound	0	1
2. Responds to "no"; recognizes own name or that	0	1
of familiar people		
3. Understands 10 words	0	1
4. Understands when you talk about relationships among	0	1
people and/ or things that are visible		
5. Understands when you talk about time and sequence	0	1
of events		
B. Comprehension of Sentence		
Complexity		
6. Understands short sentences about familiar objects	0	1
and people	U	r
7. Understands 1 - step commands with words that	0	1
describe people or things	U	1
8. Understands directions that describe where something is	0	1
9. Understands 2 – step commands, using if/ then,	0	1
before/ after, first/ second, etc.	U	1
10. Understands two sentences that are about the same	0	1
subject but have a different form	U	
*		
C. Functional Use of Communication		
11. Names things	0	1
12. Uses specific words or gestures to direct or	0	î
request action by another person		n
13. Seeks information by asking questions	0	1
14. Describes an object or action	0	1
15. Tells about own feelings or thoughts	0	1
St. Common		•
D. Complexity of Expressive Communication		
16. Uses gestures with clear meaning	0	1
17. Uses single word with meaning	0	1
18. Uses two words together with meaning	0	1
19. Uses 4-5 word sentences	0	1
20. Connects two or more thoughts to tell a simple	0	1
story		
7 7 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		
E. Problem-resolution		
21. Tries to show you the problem or communicate	0	1
what is needed to help the problem	90000	
22. If upset because of a problem, child must be	0	1
helped immediately or behavior deteriorates	* *	
23. If upset because of a problem, child can seek	0	1
help and wait if it is delayed a short time		,
24. In ordinary situations, child can describe the	0	1
problem and his/her feelings with some detail		
(usually does not act out)	0	
25. Faced with an ordinary problem, child can join	0	1

adult in working out a solution

F. Social Interactive Play (Adults) 26. Shows awareness and interest in others	0	1
27. Initiates a familiar play routine	0	1
28. Takes turn in simple play when cued for turn	0	1
29. Attempts to imitate adult's previous action	0	1
during a play activity	J.	1
30. During play child may suggest new or different	0	1
steps, or respond to adult suggestion with another	U	1
idea		
G. Peer Interactions: (Child of similar age)		
31. Notices presence of other children, may vocalize	0	1
and gesture toward peers		
32. Interacts with other children in simple and	0	1
brief episodes		
33. Tries to work out simple plans for a play activity	0	1
with another child		
34. Plans and carries out cooperative activity with	0	1
other children; play is sustained and complex		
35. Plays activities or games that have rules	0	1
H. Play with Objects		
36. Manipulates toys, objects or body with intent	0	1
37. Uses real or substituted objects in simple	0	1
pretend sequences	U	1
38. Puts together materials to make something	0	1
39. Makes up extended pretend play routines	0	1
involving things the child knows about	U	1
AND THE PERSON OF THE PERSON O	0	1
40. Makes up elaborate pretend sequences from	U	1
imagination		
I. Self-Information		
41. Can state first name	0	1
42. Can state first and last name	0	1
43. Provides names and descriptive information	0	1
about family members		
44. Can state full home address; if in hospital, name	0	1
of hospital and room number		
45. Can direct an adult to help child return home or	0	1
back to the hospital room		
J. Time Orientation		
46. Has a general awareness of time of mealtimes	0	1
and routines during the day		
47. Has some awareness of sequence of familiar	0	1
events in a week	•	•
48. Has very simple time concepts	0	1
49. Associates a specific time with actions/events	0	1
50. Regularly checks clock or asks for the time in	0	1
order to keep track of schedule	U	1
order to keep track of schedule		
K. Household Chores		
51. Beginning to help care for own belongings if	0	1
200 mind out out own ocionisms if	U	1

given constant direction and guidance		
52. Beginning to help with simple households	0	1
chores if given constant direction and guidance	U	1
53. Occasionally initiates simple routines to care	0	1
for own belongings; may require physical help or	ŭ	î
reminders to complete		
54. Occasionally initiates simple households	0.	1
chores; may require physical help or reminders		
to complete		
55. Consistently initiates and carries out at least	0	1
one household task involving several steps and		
decisions; may require physical help.		
L. Self-Protection		
56. Shows appropriate caution around stairs	0	1
57. Shows appropriate caution around hot or	. 0	1
sharp objects	v	
58. When crossing the street with an adult	0	1
present, child does not need prompting about		
safety rules	i i	
59. Knows not to accept rides, food or money from	0	1
strangers		
60. Crosses busy street safely without an adult	0	1
M. Community Franchis		
M. Community Function 61. Child may play safely at home without being watched	0	1
constantly	0	1
62. Goes about familiar environment outside of home	0	1
with only periodic monitoring for safety	v	
63. Follows guidelines/ expectations of school and	0	1
community setting.		
64. Explores and functions in familiar community settings	0	1
without supervision		
65. Makes transaction in neighborhood store without	0	1
assistance.		
,		

Social Function Domain Sum

Please be sure you have answered all items

Comments

Parts II and III: Caregiver Assistance and Modification

Circle the appropriate score for Caregiver Assistance and Modification for each item.

| Caregiver Assistance Scale

				-
sion		υ υ		
Supervi	Minima	Moderat	Maxima	Total
	Supervision	Supervision Minimal	Supervision Minimal Moderate	Supervision Minimal Moderate Maximal

SELF-CARE DOMAIN

- A. Eating: eating and drinking regular meal; do not include cutting steak opening containers or serving food from serving dishes
- B. Grooming: brushing teeth, brushing teeth, brushing or combing hair and caring for nose
- C. Bathing: washing and drying face and hands, taking a bath or shower; do not include getting in and out of a tub or shower, water preparation, or washing back or hair\
- D. Dressing Upper Body: all indoor clothes, not including back fasteners; include help putting on or taking off splint or artificial limb; do not include getting clothes from closet or drawers
- E. Dressing Lower Body: all indoor clothes, include putting on or taking off brace or artificial limb; do not include getting clothes from closet or drawers
- F. Toileting: clothes, toilet management or external device use, and hygiene; do not include toilet transfers, monitoring schedule, or cleaning up after accidents
- G. Bladder Management: control of bladder day and night, clean-up after accidents, monitoring schedule
- H. Bowel Management: control of bowel day and night, clean-up after accidents, monitoring schedule

Self-Care Sum

Self-Care Total s

MOBILITY DOMAIN

- A. Chair/Toilet Transfers: child's wheelchair, adultsized chair, adult-sized toilet
- B. Car Transfers: mobility within car/van, seat belt use, transfers, and opening and closing doors
- C. Bed Mobility/Transfers: getting in and out and changing positions in child's own bed
- D. Tub Transfers: getting in and out of adult-sized tub
- E. Indoor Locomotion: 50 feet (3-4 rooms); do not include opening doors or carrying objects
- F. Outdoor Locomotion: 150 feet (15 car lengths) on level surfaces; focus on physical ability to move outdoors (do not consider compliance or safety issues such as crossing streets)

Stairs: climb and descend a full flight of stairs (12-15 steps)

5	4	3	2	1	0	I
5	4	3	2	1	0	
5	4	3	2	1	0	1
5	4	3	2	1	0	1
5	4	3	2	1	0	1
5	4	3	2	1	0	
5	4	3	2	1	0	

Mobility Totals

Mobility Sum

SUCIAL FUNCTION DOMAIN

- A. Functional Comprehension: understanding of request and instructions
- B. Functional Expression: ability to provide information about own activities and make own needs known; include clarity of articulation
- C. Joint Problem Solving: include communication of problem and working with caregiver or other adult to find a solution; include only ordinary problems occurring during daily activities; (for example, lost toy; conflict over clothing choices.)
- D. Peer Play: ability to plan and carry out joint activities with a familiar peer
- E. Safety: caution in routine daily safely situations, including stairs, sharp or hot objects and traffic

5	4	3	2	1	0	
5	4	3	2	1	0	1
5	4	3	2	1	0	
5	4	3	2	1	0	+
5	4	3	2	1	0	+

Social Function Totals Social Function Sum

Pediatric Evaluation of Disability Inventory

VERSION 1.0

Vi.		,
Name	Test Date	Age
ID#	Respondent/Interviewer	

SCORE SUMMARY

		Co	nposite S	cores			
DOMAIN		RAW SCORE	Normative Standard Score	STANDARD ERROR	SCALED SCORE	STANDARD ERROR	Fit Score*
Self-Care	Functional Skills	*******					
Mobility	Functional Skills						
Social Function	Functional Skills						
Self-Care	Caregiver Assistance						
Mobility	Caregiver Assistance						
Social Function	Caregiver Assistance						

*Obtainable only through use of software program

				Mo	DIFICATION	1 FREQUE	4CIES				
	SELF-CARE	(8 ITEMS)		MOBILITY	(7 ITEMS)		So	CIAL FUNC	11 (5 IT	EMS)
None	Child	Rehab	Extensive	None	Child	Rehab	Extensive	None	Child	Rehab	Extensive

Score Profile SCALED SCORES DOMAIN STANDARD SCORES Self-Care Functional Skills 10 90 0 Mobility Functional Skills 10 90 0 Social Function Functional Skills 10 90 0 Self-Care Caregiver Assistance 10 90 0 Mobility Caregiver Assistance 90 0 10 Social Function Caregiver Assistance 10 90 0 ± 2 standard errors

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