Name	

Classroom _____

Physical Development Rubric

DRDP Code		1 Below Basic	2 Basic	3 Proficient	4 Advanced
PD- HLTH 4 (41)	Fine Motor: Scissor skills	Lacks appropriate scissor skills OR tears rather than cutting OR holds scissors incorrectly.	Cuts paper in small pieces (snipping) OR attempts to cut out object AND holds scissors correctly with reminders.	Cuts out object within one inch of line (either side) AND Independently holds scissors correctly.	Cuts out object within ¼ inch of line.
PD- HLTH 4 (41)	Fine Motor: Pencil/Crayon Grasp	Lacks grasp or firmness.	Uses appropriate firmness AND grasp with help.	Uses appropriate grasp AND firmness independently.	Using grasp and firmness, can copy simple shapes including plus sign, AND triangle, AND trapezoid.
PD- HLTH 2 (39)	Gross Motor: Movement Skills	Hops on 2 feet with feet barely leaving the ground OR runs with short uneven steps, arms to side, often loses balance.	Runs with short strides, sometimes has difficulty stopping; AND walks on line at least 5 steps without stepping off.	Runs with long strides, showing arm and leg opposition AND jumps forward using both legs AND hops on one foot 3+ times	Runs fast, changing directions or elevations easily AND hops on one foot 5+ times AND walks on balance beam
PD- HLTH 3 (40)	Gross Motor: Manipulative Skills	Practices throwing a ball by bringing it behind head but sometimes drops it OR swings leg back to kick stationary ball while standing in place OR passes items out to peers but sometimes drops them.	Attempts to throw a ball/beanbag to someone AND catches a stuffed animal keeping arms extended AND steps to kick a stationary ball showing arm and leg opposition, pausing briefly between stepping and kicking	Throws ball/beanbag close to intended target AND Catches a bean bag tossed to either side of the body AND runs up to a stationary ball, plants foot next to the ball and then swings leg for a forceful kick	Accurately throws ball/beanbag (to child or target) AND Integrates 2 or more physical activities (runs and kicks ball, bounces a ball while walking)