

CTAPE-Level I (age range 6.0-7.6)				
ITEM #	SKILL	{-2}	{-1}	{+}
	LOCOMOTOR			
1	Running			
2	Jumping			
3	Hopping			
4	Leaping			
5	Galloping			
6	Sliding			
7	Skipping			
	MANIPULATIVE SKILLS			
8	Roll two hands			
9	Roll/1 hand			
10	Underhand toss			
11	Overhand throw-2 hands			
12	Overhand throw-1 hand			
13	Bounce and Catch			
14	Toss and Catch			
15	Strike Underhand			
16	Kick			
17	Dribble			
	BODY/SPATIAL AWARENESS			
18	Body Parts			
19	Fast/Slow			
20	Body Surfaces			
21	Non-Locomotor			
22	Left/Right			
23	Directions			
	BALANCE SKILLS			
24	Stand			
25	Walk			
Total # of items in each column				
1. Add red & yellow columns 2. Multiply total by 4 3. Subtract total from 100 to 4. Obtain percentage score		1. 2. 3. 4. %		
Meaning of percentage scores: 70-100%=Motor skills are in average range 69%-45%=Mild motor deficit 44%-20%=Moderate motor deficit 19%-0%=Severe motor deficit				

CTAPE-Level II (age range 7.7 – 8.11)				
ITEM #	SKILL	{-2}	{-1}	{+}
	LOCOMOTOR			
1	Running			
2	Jumping			
3	Jumping down			
4	Jump Forward/Backward			
5	Hopping			
6	Run & Leap			
7	Gallop			
8	Skipping			
9	Sliding			
10	Jump/Hop			
	MANIPULATIVE SKILLS			
11	Roll Ball			
12	Underhand Toss			
13	Overhand Throw			
14	Catch			
15	Strike Underhand			
16	Kick			
17	Dribble			
18	Soccer Dribble			
19	Catch Wiffle Softball			
20	Strike			
	BODY/SPATIAL AWARENESS			
21	Body Parts			
22	Fast/Slow			
23	Directions			
	BALANCE SKILLS			
24	Balance/1 leg			
25	Heel/Toe Walk			
Total # of items in each column				
1. Add # of items in red & yellow columns		1.		
2. Multiply total by 4		2.		
3. Subtract total from 100 to		3.		
4. Obtain percentage score		4. %		
Meaning of percentage score: 70-100%=Motor skills are in average range 69%-45%=Mild motor deficit 44%-20%=Moderate motor deficit 19%-0%=Severe motor deficit				

CTAPE-Level III (age range 9.0 – 10.11)				
ITEM #	SKILL	{-2}	{-1}	{+}
	LOCOMOTOR			
1	Dash			
2	Standing Long Jump			
3	Jump Rope			
4	Hopping			
5	Run Backwards			
	MANIPULATIVE SKILLS			
6	Overhand Throw			
7	Throw at target			
8	Kick w/ Outside of Foot			
9	Run & Kick			
10	Dribble			
	SPORTS SKILLS			
11	Catch			
12	Field Playground Ball			
13	Strike with Bat			
14	Overhand Pass			
15	Punt			
16	Trap			
17	Soccer Dribble			
	FITNESS SKILLS			
18	Crab Walk			
19	Walk Line			
20	Vertical Jump			
21	Windmills			
22	Trunk Rotations			
23	Jumping Jacks			
	BODY/SPATIAL AWARENESS			
24	Body Parts			
25	Directions			
Total # of items in each column				
1. Add # of items in red & yellow columns		1.		
2. Multiply total by 4		2.		
3. Subtract total from 100 to		3.		
4. Obtain percentage score		4.		
Meaning of percentage score: 70-100%=Motor skills are in average range 69%-45%=Mild motor deficit 44%-20%=Moderate motor deficit 19%-0%=Severe motor deficit				

CTAPE-Level IV (age range 11.0 – 12.11)				
ITEM #	SKILL	{-2}	{-1}	{+}
	<b>LOCOMOTOR</b>			
1	Locomotor skills			
2	Locomotor combination			
3	Standing long jump			
	<b>SPORT SKILLS</b>			
4	Overhead pass			
5	Forearm Pass			
6	Volleyball Serve			
7	Cloth softball catch			
8	Field cloth softball			
9	Strike cloth softball			
10	Catch football			
11	Catch football /moving			
12	Soccer Dribble			
13	Instep Kick			
14	Soccer Kick			
15	Dribble Basketball			
16	Chest Pass			
	<b>GYMNASTICS SKILLS</b>			
17	V-Sit			
18	Scale			
19	Jump Turn			
	<b>FITNESS SKILLS</b>			
20	Shuttle Run			
21	Sit/Reach			
22	Windmills			
23	Push ups			
24	Sit ups			
25	½ mile jog/walk			
<b>Total # of items in each column</b>				
1. Add # of items in red & yellow columns		1.		
2. Multiply total by 4		2.		
3. Subtract total from 100 to		3.		
4. Obtain percentage		4. %		
<b>70-100%=Motor skills are in average range</b>				
<b>69%-45%=Mild motor deficit</b>				
<b>44%-20%=Moderate motor deficit</b>				
<b>19%-0%=Severe motor deficit</b>				

CTAPE-Level V (age range 13.0 – 14.11)				
ITEM #	SKILL	{-2}	{-1}	{+}
	<b>LOCOMOTOR SKILLS</b>			
1	Locomotor Combination			
2	Sliding			
	<b>SPORTS SKILLS</b>			
3	Volleyball Serve			
4	Catch Cloth Softball			
5	Field Cloth Softball			
6	Cloth Softball Throw			
7	Bat			
8	Football Pass			
9	Catch Football			
10	Soccer Dribble			
11	Soccer Punt			
12	Dribble			
13	Bounce Pass			
	<b>GYMNASTICS SKILLS</b>			
14	Jump Turn			
15	Walk Outs			
	<b>FITNESS SKILLS</b>			
16	Windmills			
17	Standing Long Jump			
18	Push-Ups			
19	Crunches			
20	Vertical Jump			
21	Trunk Rotations			
22	Jumping Jacks			
23	Sit/Reach			
24	Shuttle Run			
25	Jog/Walk			
<b>Total # of items in each column</b>				
1. Add # of items in red & yellow columns		1.		
2. Multiply total by 4		2.		
3. Subtract total from 100 to		3.		
4. Obtain percentage		4. %		
<b>Meaning of percentage scores:</b> 70-100%=Motor skills are in average range 69%-45%=Mild motor deficit 44%-20%=Moderate motor deficit 19%-0%=Severe motor deficit				

CTAPE-Level VI (age range 15.0 and older)				
ITEM #	SKILL	{-2}	{-1}	{+}
	<b>SPORTS SKILLS</b>			
1	Overhead Volley			
2	Forearm Pass			
3	Volleyball Serve			
4	Soccer Dribble			
5	Soccer Kick			
6	Overhand Throw			
7	Field Cloth Softball			
8	Catch Cloth Softball			
9	Bat Cloth Softball			
10	Dribble			
11	Bounce Pass			
	<b>GYMNASTICS SKILLS</b>			
12	Jump Turn			
13	Walk Outs			
14	V-Sits			
	<b>FITNESS SKILLS</b>			
15	Vertical Jump			
16	Long Jump			
17	Shuttle Run			
18	50 YD Dash			
19	Hop			
20	Arm/Leg Lifts			
21	Push-Ups			
22	Crunches			
23	Sit/Reach			
24	Jumping Jacks			
25	Jog/Walk			
<b>Total # of items in each column</b>				
1. Add # of items in red & yellow columns		1.		
2. Multiply total by 4		2.		
3. Subtract total from 100 to		3.		
4. Obtain percentage score		4. %		
<b>Meaning of percentage score:</b> 70-100%=Motor skills are in average range 69%-45%=Mild motor deficit 44%-20%=Moderate motor deficit 19%-0%=Severe motor deficit				