

BASIC CONCEPTS PROGRAMME

A TEST OF BASIC CONCEPTS KNOWLEDGE

A test developed by Dr. Louis Benjamin, 2007 | 2017 -R

Average Fine Motor Score



Name of learner:

.....

Age of learner:

.....

Gender:

.....

Grade:

.....

School:

.....

Date of test:

.....

Name of tester:

.....

COLOUR		4
SHAPE		4
SIZE		3
POSITION		5
NUMBER		4
LETTER		4
TOTAL		24

Guide to interpret total score:

21-24 = good to very good

18-20 = average

11-17 = weak (intervention recommended)

0-10 = very weak (intervention recommended)

Fine Motor Score:

1: Very poor control. Line quality is wavy, squiggly, there are broken lines, hard pressure

2: Poor control. The line quality is mainly poor, but with a few exceptions in part of the drawing

3: Average control. The line quality is reasonably stable in most of the drawing (50%)

4: Good control. The line quality is almost perfect, but with some, small imperfections

5: Very good control. Continuous lines, solid lines that are well formed and directed.

Indicate (tick) scoring method used:

Quick scoring:

Accurate scoring:



RED	YELLOW
BLUE	BLACK

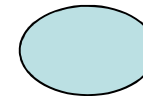
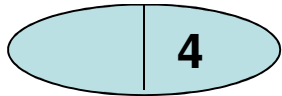
Instruction: 'Draw something that is in colour. You may draw anything you like. You could even use other colours, but the main colour in your drawing should be ...' **Note:** Give only one instruction at a time.

Materials: Give each learner a number of colour pencils/crayons which include the above colours, but they should also be given other colours. Learners may cross out and try again, but are not to be given a new sheet of paper.

Scoring:

Quick Scoring: Look at the drawings of the learners and if they are easily recognizable and correct, then score one for each item.

Accurate Scoring: Ask each learner to tell you what they drew. If the learner correctly names the colour and gives a logical explanation which is appropriate (even if the drawing was not accurate), then score one for each item.



SHAPE

Fine Motor Score

CIRCLE	SQUARE
TRIANGLE	RECTANGLE

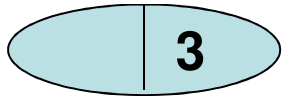
Instruction: 'Please draw shapes for me. Wait for me to tell you what to draw. Draw a'. Note: Give only one instruction at a time.

Materials: Give each learner a pencil. Learners may cross out and try again, but are not to be given a new sheet of paper.

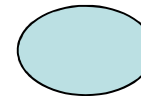
Scoring:

Quick Scoring: Look at the drawings of the learners and if they are easily recognizable and correct, then score one for each item.

Accurate Scoring: Ask each learner to tell you what they drew. If they are able to correctly tell you the name of each shape and if the drawing is accurate, then score one for each item.



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SIZE

Fine Motor Score

1a. BIG	1b. MEDIUM	1c. SMALL
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Instruction: 'Draw three stones of different sizes.' 1a. 'First draw a stone that is BIG over here (point)'. 1b. 'Next draw a stone that is MEDIUM in size over here (point)'. 1c. 'Now draw a stone that is SMALL over here (point)'. Note: First give the full instruction first and then give one instruction at a time.

Materials: Give each learner a pencil. Learners may cross out and try again, but are not to be given a new sheet of paper.

Scoring:

Quick Scoring: Look at the drawings of the learners and if they are easily recognizable and correct, then score one for each item.

Accurate Scoring: Ask each learner to tell you about the size dimensions in their drawings. If the learner correctly tells you about the size dimensions and if the drawings were accurate, then score one for each item.

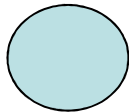
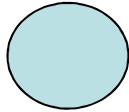
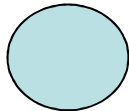
POSITION

Fine Motor Score

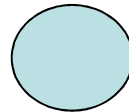
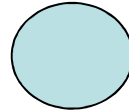
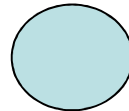
1a&b. LEFT & RIGHT



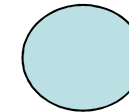
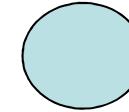
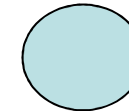
2a. MIDDLE



2b. TOP



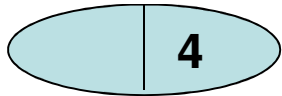
2c. BOTTOM



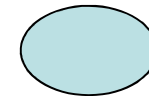
Instruction: 1a. 'Please draw a stone on the line on the right hand side of the page' (do not point). 1b. 'Now draw a sun on the line on the left hand side of the page (do not point).' 2a. 'Please draw a cross through the circle in the middle position' (point to block 2a). 2b. 'Draw a cross through the circle in the top position' (point to block 2b). 2c. 'Draw a cross through the circle in the bottom position. (point to block 2c).'

Materials: Give each learner a pencil.

Scoring: Score one for each correct answer.



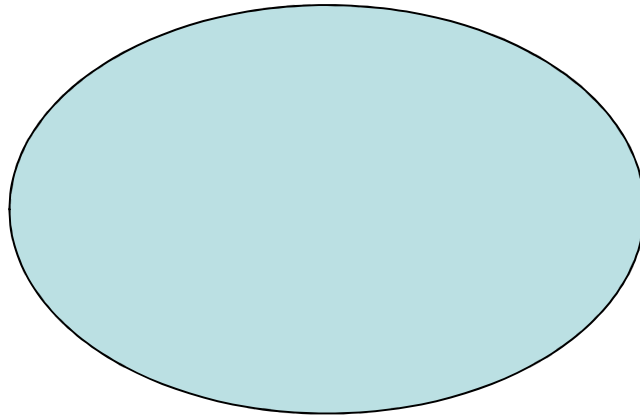
NUMBER



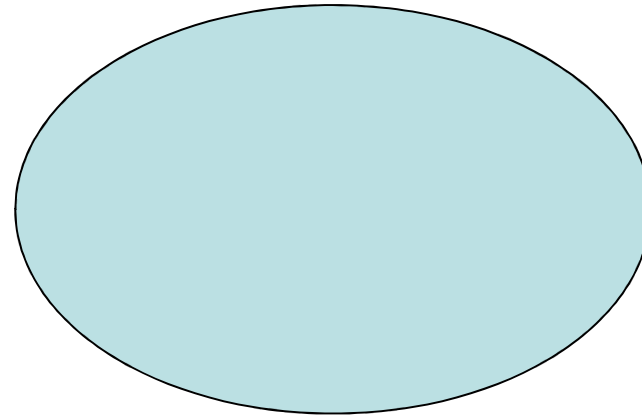
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Fine Motor Score

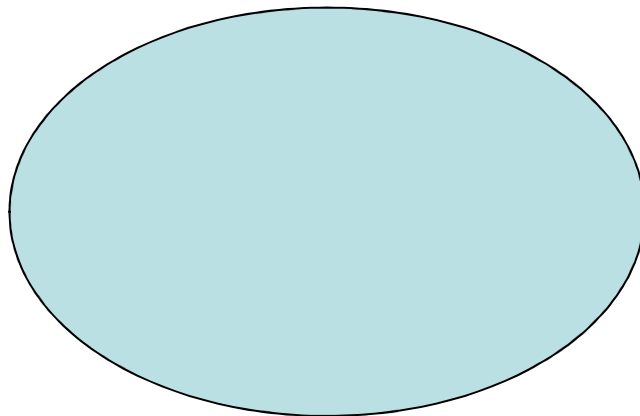
1. MORE



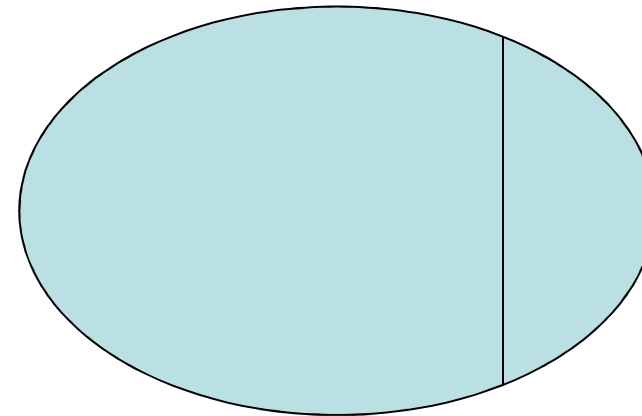
1. LESS



2. DRAW 10 DOTS



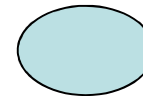
3. DRAW 10 + 3 DOTS



Instruction: 1. 'Please draw MORE dots in this circle (point) and LESS dots in this circle' (point). 2. 'Now draw 10 dots in this circle' (point). 3. 'In this circle (point), please draw another 10 dots and when you have finished add another three dots over here' (in the space provided).

Materials: Give each learner a pencil. Learners may cross out, but are not to be given a new sheet of paper.

Scoring: Score one for each correct answer.



LETTER

Fine Motor Score

1. WRITE YOUR NAME

2. WRITE THE ALPHABET

Instruction: 1. 'Please write your name in this space' (point). 2. 'Please write all the letters of the alphabet that you know over here' (point). It does not matter if they are not in the correct order'. (Please remove evidence of the learners' name and alphabet from the classroom during this test).

Materials: Give each learner a pencil. Learners may cross out, but are not to be given a new sheet of paper.

Scoring: Score one if the learner is able to write his/her name, even if the learner could not write the letters accurately. Letters of the Alphabet: The learners are given the following scores if they can write (not accurately) the following number of letters of the alphabet: for 26 letters score 3; for 13 letters and more score 2; for four letters score 1.