

# GMFM SCORE INTERPRETATION SHEET

## GMFM-88 and GMFM-66 scoring

Child's Name: \_\_\_\_\_

ID#: \_\_\_\_\_

Assessment Date: \_\_\_\_\_

Date of Birth: \_\_\_\_\_

Chronological Age: \_\_\_\_\_

Evaluator's Name: \_\_\_\_\_

Testing Condition (e.g., room, clothing, time, others present):

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The GMFM is a standardized observational instrument designed and validated to measure change in gross motor function over time in children with cerebral palsy. The scoring key is meant to be a general guideline.

However, most of the items have specific descriptors for each score. The guidelines contained in the manual must be used for scoring each item.

### SCORING KEY

0 = does not initiate

1 = initiates

2 = partially completes

3 = completes

9 (or leave blank) = not tested (NT) [used for the GMAE-2 scoring\*]

It is important to differentiate a true score of "0" (child does not initiate) from an item that is Not Tested (NT) if you are interested in using the GMFM-66 Ability Estimator (GMAE) Software.

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Item	A: LYING & ROLLING	Scoring				NT
1	SUP, HEAD IN MIDLINE: TURNS HEAD WITH EXTREMITIES SYMMETRICAL	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*2	SUP: BRINGS HANDS TO MIDLINE, FINGERS ONE WITH THE OTHER.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
3	SUP: LIFTS HEAD 45°	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>

4	SUP: FLEXES R HIP & KNEE THROUGH FULL RANGE.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
5	SUP: FLEXES L HIP & KNEE THROUGH FULL RANGE.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*6	SUP: REACHES OUT WITH R ARM, HAND CROSSES MIDLINE TOWARD TOY.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*7	SUP: REACHES OUT WITH LARM, HAND CROSSES MIDLINE TOWARD TOY.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
8	SUP: ROLLS TO PROVER R SIDE	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
9	SUP: ROLLS TO PR OVER L SIDE.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*10	PR: LIFTS HEAD UPRIGHT.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
11	PR ON FOREARMS: LIFTS HEAD UPRIGHT, ELBOWS EXT., CHEST RAISED.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
12	PR ON FOREARMS: WEIGHT ON R FOREARM, FULLY EXTENDS OPPOSITE ARM FORWARD.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
13	PR ON FOREARMS: WEIGHT ON L FOREARM, FULLY EXTENDS OPPOSITE ARM FORWARD	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
14	PR: ROLLS TO SUP OVER R SIDE.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
15	PR: ROLLS TO SUP OVER L SIDE	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
16	PR: PIVOTS TO R 90° USING EXTREMITIES	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
17	PR: PIVOTS TO L 90° USING EXTREMITIES.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>

**Total Dimension A**

Item	B: SITTING	Scoring					NT
*18	18. SUP, HANDS GRASPED BY EXAMINER: PULLS SELF TO SITTING WITH HEAD CONTROL.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
19	19. SUP: ROLLS TO R SIDE, ATTAINS SITTING	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
20	20. SUP: ROLLS TO L SIDE, ATTAINS SITTING.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*21	21. SIT ON MAT, SUPPORTED AT THORAX BY THERAPIST: LIFTS HEAD UPRIGHT, MAINTAINS 3 SECONDS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*22	22. SIT ON MAT, SUPPORTED AT THORAX BY THERAPIST: LIFTS HEAD MIDLINE, MAINTAINS 10 SECONDS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*23	23. SIT ON MAT, ARM(S) PROPPING: MAINTAINS, 5 SECONDS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*24	24. SIT ON MAT: MAINTAIN, ARMS FREE, 3 SECONDS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*25	25. SIT ON MAT WITH SMALL TOY IN FRONT: LEANS FORWARD, TOUCHES TOY, RE-ERECTS WITHOUT ARM PROPPING	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*26	26. SIT ON MAT: TOUCHES TOY PLACED 45° BEHIND CHILD'S R SIDE, RETURNS TO START.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*27	27. SIT ON MAT: TOUCHES TOY PLACED 45° BEHIND CHILD'S L SIDE, RETURNS TO START.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
28	28. R SIDE SIT: MAINTAINS, ARMS FREE, 5 SECONDS.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
29	29. L SIDE SIT: MAINTAINS, ARMS FREE, 5 SECONDS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*30	30. SIT ON MAT: LOWERS TO PR WITH CONTROL	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*31	31. SIT ON MAT WITH FEET IN FRONT: ATTAINS 4 POINT OVER R SIDE.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	

*32	32. SIT ON MAT WITH FEET IN FRONT: ATTAINS 4 POINT OVER L SIDE.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
33	33. SIT ON MAT: PIVOTS 90°, WITHOUT ARMS ASSISTING	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*34	34. SIT ON BENCH: MAINTAINS, ARMS AND FEET FREE, 10 SECONDS.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*35	35. STD: ATTAINS SIT ON SMALL BENCH	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*36	36. ON THE FLOOR: ATTAINS SIT ON SMALL BENCH	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*37	37. ON THE FLOOR: ATTAINS SIT ON LARGE BENCH.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>

### Total Dimension B

Item	C: CRAWLING & KNEELING	Scoring					NT
38	PR: CREEPS FORWARD 1.8m (6')	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*39	4 POINT: MAINTAINS, WEIGHT ON HANDS AND KNEES, 10 SECONDS.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*40	4 POINT: ATTAINS SIT ARMS FREE.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*41	PR: ATTAINS 4 POINT, WEIGHT ON HANDS AND KNEES	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*42	4 POINT: REACHES FORWARD WITH R ARM, HAND ABOVE SHOULDER LEVEL	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*43	4 POINT: REACHES FORWARD WITH LARM, HAND ABOVE SHOULDER LEVEL.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*44	4 POINT: CRAWLS OR HITCHES FORWARD 1.8m(6')..	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	

*45	4 POINT: CRAWLS RECIPROCALLY FORWARD 1.8m (6').	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*46	4 POINT: CRAWLS UP 4 STEPS ON HANDS AND KNEES/FEET.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
47	4 POINT: CRAWLS BACKWARDS DOWN 4 STEPS ON HANDS AND KNEES/FEET	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*48	SIT ON MAT: ATTAINS HIGH KN USING ARMS, MAINTAINS, ARMS FREE, 10 SECONDS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
49	HIGH KN: ATTAINS HALF KN ON R KNEE USING ARMS, MAINTAINS, ARMS FREE, 10 SECONDS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
50	HIGH KN: ATTAINS HALF KN ON L KNEE USING ARMS, MAINTAINS, ARMS FREE, 10 SECONDS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*51	HIGH KN: KN WALKS FORWARD 10 STEPS, ARMS FREE	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>

**Total Dimension C**

Item	D: STANDING	Scoring					NT
*52	ON THE FLOOR: PULLS TO STD AT LARGE BENCH	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*53	STD: MAINTAINS, ARMS FREE, 3 SECONDS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*54	STD: HOLDING ON TO LARGE BENCH WITH ONE HAND, LIFTS R FOOT, 3 SECONDS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*55	STD: HOLDING ON TO LARGE BENCH WITH ONE HAND, LIFTS L FOOT, 3 SECONDS.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*56	STD: MAINTAINS, ARMS FREE, 20 SECONDS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*57	STD: LIFTS L FOOT, ARMS FREE, 10 SECONDS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	

*58	STD: LIFTS R FOOT, ARMS FREE, 10 SECONDS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*59	SIT ON SMALL BENCH: ATTAINS STD WITHOUT USING ARMS.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*60	HIGH KN: ATTAINS STD THROUGH HALF KN ON R KNEE, WITHOUT USING ARMS.	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*61	HIGH KN: ATTAINS STD THROUGH HALF KN ON L KNEE, WITHOUT USING ARMS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*62	STD: LOWERS TO SIT ON FLOOR WITH CONTROL, ARMS FREE	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*63	STD: ATTAINS SQUAT, ARMS FREE	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*64	STD: PICKS UP OBJECT FROM FLOOR, ARMS FREE, RETURNS TO STAND	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>

### Total Dimension D

Item	E: WALKING, RUNNING & JUMPING	Scoring					NT
*65	STD, 2 HANDS ON LARGE BENCH: CRUISES 5 STEPS TO R	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*66	STD, 2 HANDS ON LARGE BENCH: CRUISES 5 STEPS TO L	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*67	STD, 2 HANDS HELD: WALKS FORWARD 10 STEPS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*68	STD, 1 HAND HELD: WALKS FORWARD 10 STEPS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*69	STD: WALKS FORWARD 10 STEPS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	
*70	STD: WALKS FORWARD 10 STEPS, STOPS, TURNS 180°, RETURNS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>	

*71	STD: WALKS BACKWARD 10 STEPS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*72	STD: WALKS FORWARD 10 STEPS, CARRYING A LARGE OBJECT WITH 2 HANDS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*73	STD: WALKS FORWARD 10 CONSECUTIVE STEPS BETWEEN PARALLEL LINES 20cm (8") APART	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*74	STD: WALKS FORWARD 10 CONSECUTIVE STEPS ON A STRAIGHT LINE 2cm (3/4") WIDE	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*75	STD: STEPS OVER STICK AT KNEE LEVEL, R FOOT LEADING	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*76	STD: STEPS OVER STICK AT KNEE LEVEL, L FOOT LEADING	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*77	STD: RUNS 4.5m (15'), STOPS & RETURNS	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*78	STD: KICKS BALL WITH R FOOT	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*79	STD: KICKS BALL WITH L FOOT	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*80	STD: JUMPS 30cm (12") HIGH, BOTH FEET SIMULTANEOUSLY	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*81	STD: JUMPS FORWARD 30 cm (12"), BOTH FEET SIMULTANEOUSLY	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*82	STD ON R FOOT: HOPS ON R FOOT 10 TIMES WITHIN A 60cm (24") CIRCLE	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*83	STD ON L FOOT: HOPS ON L FOOT 10 TIMES WITHIN A 60cm (24") CIRCLE	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*84	STD, HOLDING 1 RAIL: WALKS UP 4 STEPS, HOLDING 1 RAIL, ALTERNATING FEET	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*85	STD, HOLDING 1 RAIL: WALKS DOWN 4 STEPS, HOLDING 1 RAIL, ALTERNATING FEET	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>

*86	STD: WALKS UP 4 STEPS, ALTERNATING FEET	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*87	STD: WALKS DOWN 4 STEPS, ALTERNATING FEET	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>
*88	STD ON 15cm (6") STEP: JUMPS OFF, BOTH FEET SIMULTANEOUSLY	<input type="checkbox"/> 0	<input type="checkbox"/> 1	<input type="checkbox"/> 2	<input type="checkbox"/> 3	<input type="checkbox"/>

Total Dimension E

## GMFM-88 Summary Score

DIMENSION	CALCULATION OF DIMENSION % SCORES	Goal Area
A. Lying & Rolling	Total Dimension A ÷ 51 = _____ ÷ 51 × 100 = _____ %	<input type="checkbox"/> A.
B. Sitting	Total Dimension B ÷ 60 = _____ ÷ 60 × 100 = _____ %	<input type="checkbox"/> B.
C. Crawling & Kneeling	Total Dimension C ÷ 42 = _____ ÷ 42 × 100 = _____ %	<input type="checkbox"/> C.
D. Standing	Total Dimension D ÷ 39 = _____ ÷ 39 × 100 = _____ %	<input type="checkbox"/> D.
E. Walking, Running & Jumping	Total Dimension E ÷ 72 = _____ ÷ 72 × 100 = _____ %	<input type="checkbox"/> E.

Total Score = (%A + %B + %C + %D + %E) ÷ (Total # of Dimensions) = \_\_\_\_\_ ÷ 5 = \_\_\_\_\_ = \_\_\_\_\_ %

Goal Total Score = (Sum of %scores for each dimension identified as a goal area) ÷ (# of Goal areas) = \_\_\_\_\_ = \_\_\_\_\_ %

## GMFM-66 Gross Motor Ability Estimator Score

from the Gross Motor Ability Estimator (GMAE-2) Software

GMFM-66 Score = \_\_\_\_\_  
 \_\_\_\_\_ to \_\_\_\_\_ (95% Confidence Intervals)



previous GMFM-66 Score = \_\_\_\_\_  
 \_\_\_\_\_ to \_\_\_\_\_ (95% Confidence Intervals)  
 change in GMFM-66 = \_\_\_\_\_

## TESTING WITH AIDS/ORTHOSES USING THE GMFM-88

Indicate below with a check which aid/orthosis was used and what dimension it was first applied.  
 (There may be more than one).

AID	Dimension	
Rollator/pusher	<input type="checkbox"/>	
Walker	<input type="checkbox"/>	
H Frame crutches	<input type="checkbox"/>	
Crutches	<input type="checkbox"/>	
Quad Cane	<input type="checkbox"/>	
Cane	<input type="checkbox"/>	
None	<input type="checkbox"/>	
Other (Please Specify)	<input type="checkbox"/>	
Orthosis	Dimension	
Hip Control	<input type="checkbox"/>	
Knee Control	<input type="checkbox"/>	
Ankle-foot Control	<input type="checkbox"/>	

Foot Control	<input type="checkbox"/>	
Shoes	<input type="checkbox"/>	
None	<input type="checkbox"/>	
Other (Please Specify)	<input type="checkbox"/>	

## GMFM-88 Summary Score Using Aids/Orthoses

DIMENSION	CALCULATION OF DIMENSION % SCORES	Goal Area
F. Lying & Rolling	Total Dimension A ÷ 51 = _____ ÷ 51 × 100 = _____ %	<input type="checkbox"/> A.
G. Sitting	Total Dimension B ÷ 60 = _____ ÷ 60 × 100 = _____ %	<input type="checkbox"/> B.
H. Crawling & Kneeling	Total Dimension C ÷ 42 = _____ ÷ 42 × 100 = _____ %	<input type="checkbox"/> C.
I. Standing	Total Dimension D ÷ 39 = _____ ÷ 39 × 100 = _____ %	<input type="checkbox"/> D.
J. Walking, Running & Jumping	Total Dimension E ÷ 72 = _____ ÷ 72 × 100 = _____ %	<input type="checkbox"/> E.

**Total Score = (%A + %B + %C + %D + %E) ÷ (Total # of Dimensions) = \_\_\_\_\_ ÷ 5 = \_\_\_\_\_ = \_\_\_\_\_%**

**Goal Total Score = (Sum of %scores for each dimension identified as a goal area) ÷ (# of Goal areas) = \_\_\_\_\_ = \_\_\_\_\_%**