Kindergarten Locomotor Rubric

4	**Advanced** = Able to perform all of the Basic Locomotor Pattern, all of the Proficient Locomotor Patterns, and 1 or more Advanced Locomotor Patterns.
3	**Proficient** = Able to perform the Basic Locomotor Patterns and any 2 of the Proficient Locomotor Patterns.
2	**Basic** = Able to perform all of the Basic Locomotor Patterns.
1	**Minimal** = Unable to perform all of the Basic Locomotor Patterns.
	Blank = Not assessed at this time
	* = Must be able to repeat 4 consecutive cycles in a 60 foot span.

Basic Locomotor Patterns	Proficient Locomotor Patterns	Advanced Locomotor Patterns
*Walk *Run *Jump	*Skip *Hop *Gallop	*Slide *Leap

1st Grade Locomotor Rubric

4	**Advanced** = Able to perform all of the Basic Locomotor Pattern, all of the Proficient Locomotor Patterns, and 1 or more Advanced Locomotor Patterns**.**
3	**Proficient** = Able to perform the Basic Locomotor Patterns and any 2 of the Proficient Locomotor Patterns.
2	**Basic** = Able to perform all of the Basic Locomotor Patterns.
1	**Minimal** = Unable to perform all of the Basic Locomotor Patterns.
	Blank = Not assessed at this time
	* = Must be able to repeat 8 consecutive cycles in a 60 foot span.

Basic Locomotor Patterns	Proficient Locomotor Patterns	Advanced Locomotor Patterns
*Walk *Run *Jump	*Skip *Hop *Gallop	*Slide *Leap

2nd Grade Locomotor Rubric

4	**Advanced** = Able to perform all of the Basic Locomotor Pattern, all of the Proficient Locomotor Patterns, and the Advanced Locomotor Pattern.
3	**Proficient** = Able to perform the Basic Locomotor Patterns and any 2 of the Proficient Locomotor Patterns.
2	**Basic** = Able to perform all of the Basic Locomotor Patterns.
1	**Minimal** = Unable to perform all of the Basic Locomotor Patterns.
	Blank = Not assessed at this time
	* = Must be able to repeat 12 consecutive cycles in a 60 foot span.

Basic Locomotor Patterns	Proficient Locomotor Patterns	Advanced Locomotor Patterns
*Walk *Run *Jump	*Skip *Hop *Gallop *Slide	*Leap

3rd Grade Locomotor Rubric

4	**Advanced** = Able to perform all of the Basic Locomotor Pattern, all of the Proficient Locomotor Patterns, and the Advanced Locomotor Pattern.
3	**Proficient** = Able to perform the Basic Locomotor Patterns and any 2 of the Proficient Locomotor Patterns.
2	**Basic** = Able to perform all of the Basic Locomotor Patterns.
1	**Minimal** = Unable to perform all of the Basic Locomotor Patterns.
	Blank = Not assessed at this time
	* = Must be able to perform 4 consecutive cycles backward in a 60 foot span.

Basic Locomotor Patterns	Proficient Locomotor Patterns	Advanced Locomotor Patterns
*Walk *Run Jump	*Skip *Hop *Gallop Slide	Leap

4th Grade Locomotor Rubric

4	**Advanced** = Able to perform all of the Basic Locomotor Pattern, all of the Proficient Locomotor Patterns, and the Advanced Locomotor Pattern.
3	**Proficient** = Able to perform the Basic Locomotor Patterns and any 2 of the Proficient Locomotor Patterns.
2	**Basic** = Able to perform all of the Basic Locomotor Patterns.
1	**Minimal** = Unable to perform all of the Basic Locomotor Patterns.
	Blank = Not assessed at this time
	* = Must be able to perform 8 consecutive cycles backward in a 60 foot span.

Basic Locomotor Patterns	Proficient Locomotor Patterns	Advanced Locomotor Patterns
*Walk *Run Jump	*Skip *Hop *Gallop Slide	Leap

5th – 6th Grade Locomotor Rubric

4	**Advanced** = Able to perform all of the Basic Locomotor Pattern, all of the Proficient Locomotor Patterns, and the Advanced Locomotor Pattern.
3	**Proficient** = Able to perform the Basic Locomotor Patterns and any 2 of the Proficient Locomotor Patterns.
2	**Basic** = Able to perform all of the Basic Locomotor Patterns.
1	**Minimal** = Unable to perform all of the Basic Locomotor Patterns.
	Blank = Not assessed at this time
	* = Must be able to perform 8 consecutive cycles backward in a 60 foot span. **Adapt movements to the demands of a dynamic, unpredictable environment (i.e. game situations)**

Basic Locomotor Patterns	**Proficient Locomotor Patterns**	**Advanced Locomotor Patterns**
*Walk *Run Jump	*Skip *Hop *Gallop Slide	Leap