



**Movement Assessment Battery  
For Children • THIRD EDITION**

Movement Assessment Battery for Children - Third Edition (MABC-3)

Movement ABC-3 Score Report

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**Examinee Information**

ID:  
Name: Sam Test  
Sex:  
Birth date: 2017/09/12

**Test Information**

Test date: 2024/02/15  
Examiner name:  
Test age: 6:5  
Age band: 3:0-6:11

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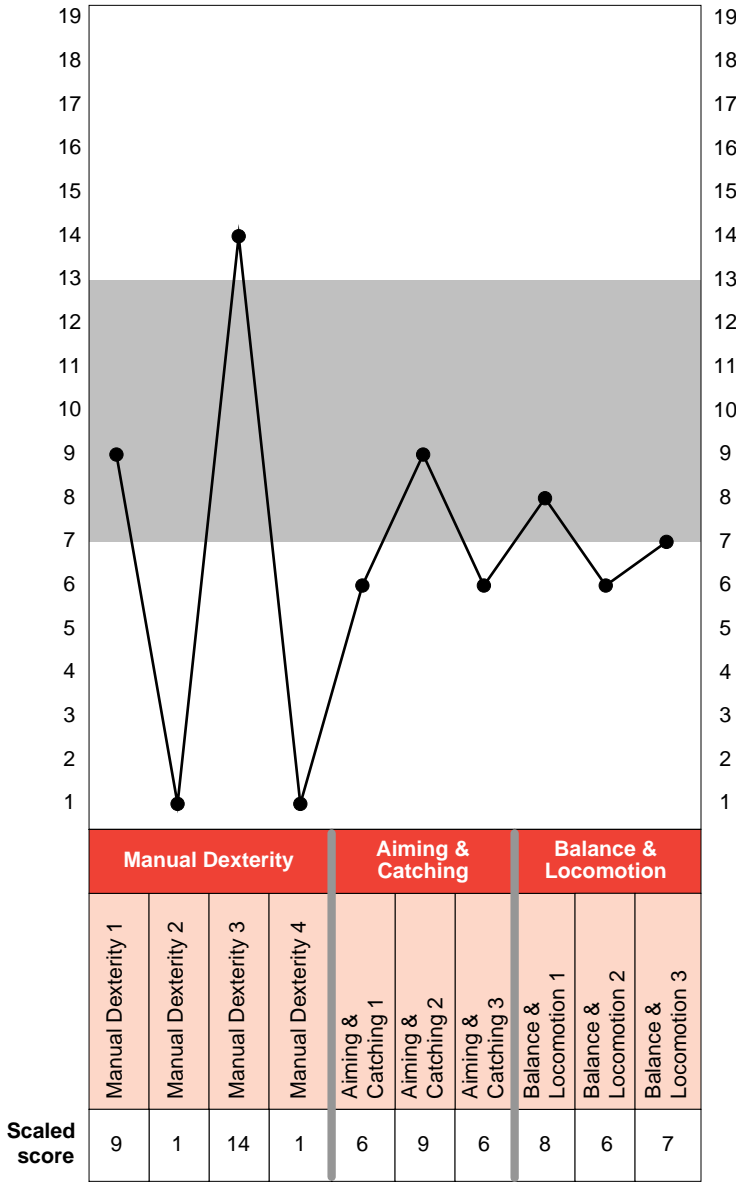
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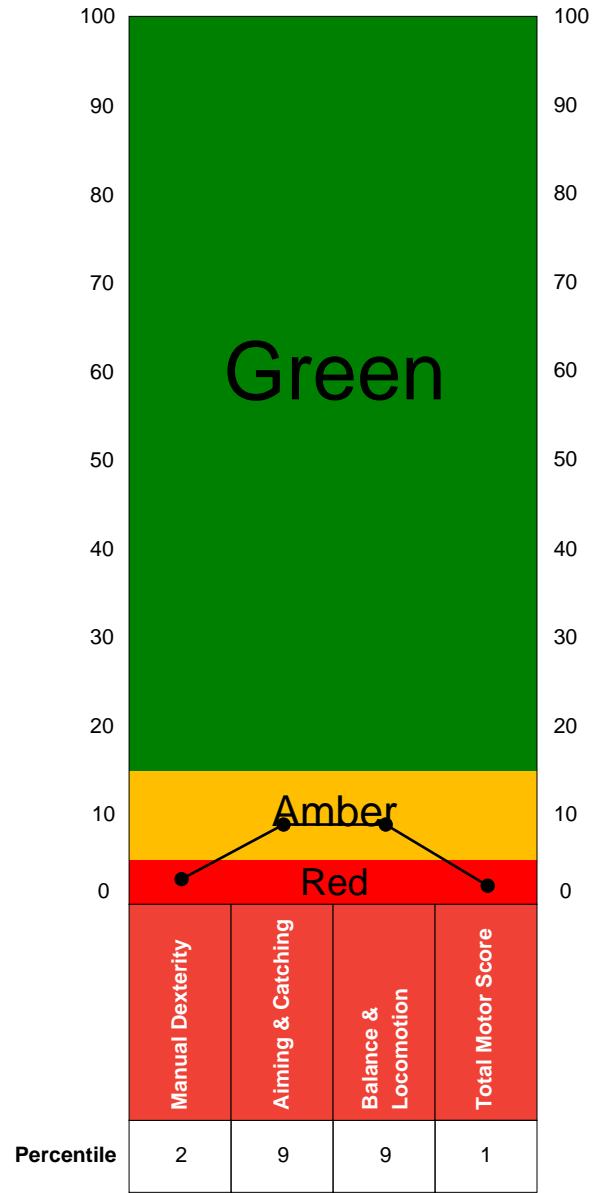
[ 1.0 / RE1 / QG1 ]

## SCORE SUMMARY PROFILE

Task Score Profile



Domain Score Profile



## SCORE SUMMARY

### Task Raw Scores

Task Code	Name of task	Raw Score 1	Raw Score 2	Hand	Practice complete?
<b>Manual Dexterity</b>					
MD1	Drawing Circles <i>Incorrect Circles</i>	7	4	Right	Yes
	Drawing Circles <i>Time</i>	94	106		
MD2	Posting Coins <i>Preferred hand</i>	45	44	Right	Yes
	Posting Coins <i>Other hand</i>	61	60	Left	Yes
MD3	Threading Beads	29	27	N/A	Yes
MD4	Threading Lace	75	70	N/A	Yes

Task Code	Name of task	Raw Score	Hand	Practice complete?
<b>Aiming &amp; Catching</b>				
A&C1	Catching Beanbag	3	N/A	Yes
A&C2	Throwing Beanbag onto Mat	5	Right	Yes
A&C3	Bouncing and Catching with Two Hands	4	N/A	Yes

### Task Raw Scores (cont.)

Task Code	Name of task	Raw Score 1	Raw Score 2	Leg	Practice complete?
<b>Balance &amp; Locomotion</b>					
B&L1	One-Leg Balance <i>Best leg</i>	12	13	Right	Yes
	One-Leg Balance <i>Other leg</i>	9	11	Left	Yes
B&L2	Walking Heels Raised	7	8	N/A	Yes
B&L3	Jumping on Mats	4	5	N/A	Yes

## Task Scaled Scores

Task Code	Name of task	Raw Score (Best attempt)	Task Scaled Score	
<b>Manual Dexterity</b>				
MD1	Drawing Circles <i>Incorrect Circles</i>	4	9	
MD2	Posting Coins <i>Preferred hand</i>	44	1	1
	Posting Coins <i>Other hand</i>	60	1	
MD3	Threading Beads	27	14	
MD4	Threading Lace	70	1	
<b>Aiming &amp; Catching</b>				
A&C1	Catching Beanbag	3	6	
A&C2	Throwing Beanbag onto Mat	5	9	
A&C3	Bouncing and Catching with Two Hands	4	6	
<b>Balance &amp; Locomotion</b>				
B&L1	One-Leg Balance <i>Best leg</i>	13	7	8
	One-Leg Balance <i>Other leg</i>	11	9	
B&L2	Walking Heels Raised	8	6	
B&L3	Jumping on Mats	9	7	

## Supplementary score

MD1	Drawing Circles <i>Time</i>	94	1	
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## Domain Scores

Domain	Sum of Scaled Scores	T Score	Percentile Rank	90% Confidence Level
Manual Dexterity	25	30	2	(21-39)
Aiming & Catching	21	37	9	(28-46)
Balance & Locomotion	21	36	9	(27-45)
Total Motor Score	67	28	1	(20-36)

## NARRATIVE

The Movement ABC-3 is an assessment tool that measures gross and fine motor competence in individuals aged 3 to 25 years as compared to a large sample of their same-age peers. The Movement ABC-3 uses a task and domain structure that highlights motor performance in the broad functional areas of manual dexterity, object interaction and balance/locomotion, as well as providing a total motor score that provides the most reliable measure of overall motor proficiency. Task scores have a mean of 10 and standard deviation of 3. *T* scores (mean = 50, standard deviation = 10) are used to report domain and total test results, in addition to confidence intervals, percentile ranks and traffic light zones. The red zone corresponds to a *T* score lower than or equal to the 5th percentile rank, suggestive of a significant difficulty. Amber corresponds to a *T* score greater than the 5th percentile rank but lower than or equal to the 15th percentile rank, and suggests potential difficulty that should be monitored or investigated further. Green corresponds to a *T* score greater than the 15th percentile rank, with no difficulty detected.

Sam was assessed using the Movement ABC-3 by the examiner. Sam's age was 6 years 5 months on the assessment date of 2024/02/15. This report describes Sam's overall performance, as well as showing results on each of three domains - Manual Dexterity, Aiming & Catching, and Balance & Locomotion. When a *T* score is reported, the corresponding 90% confidence interval is also presented in parentheses.

### Total Motor Score

Sam's Total Motor Score of 28 (20-36) reflects overall motor proficiency in the 'red' zone and corresponds to a percentile rank of 1. Sam's score is higher than 1 percent of the normative sample (the Average range includes percentile ranks between 16 and 84). In order to understand potential strengths and areas where monitoring or intervention may be beneficial, it is also useful to consider how Sam performed in each of the three motor-area domains: Manual Dexterity, Aiming & Catching, and Balance & Locomotion.

### Domain scores

**Manual Dexterity:** This domain measures control and coordination of the hands and fingers, especially for pencil control and precise manipulation of small objects needed for tasks such as buttoning, tying shoelaces and using eating utensils. Sam's Manual Dexterity score is 30 (21-39), which corresponds to a percentile rank of 2 and the 'red' zone.

**Aiming & Catching:** This domain measures the ability to coordinate eye and body movements to successfully throw and catch. The tasks use either a ball or beanbag and involve aiming at a target or catching with one or both hands. Sam's Aiming & Catching score is 37 (28-46), which corresponds to a percentile rank of 9 and the 'amber' zone.

**Balance & Locomotion:** This domain measures both static (still) and dynamic (moving) balance skills needed for everyday activities such as walking on uneven ground, standing on one leg to put on shoes or clothing, and using playground or recreational equipment. Sam's Balance & Locomotion score is 36 (27-45), which corresponds to a percentile rank of 9 and the 'amber' zone.

## NON-MOTOR FACTORS

The ability to perform movement tasks can sometimes be affected by other aspects of behaviour (e.g. if a person is distractible they might find it difficult to remain focused on watching for the ball during a throwing and catching game). This can affect performance on formal, standardised assessments such as the Movement ABC-3 but also may interfere with the person's ability to perform everyday tasks that require movement. During the Movement ABC-3 Test, Sam was observed by the examiner to show the following:

- Impulsive (e.g. starts before instructions are complete; impatient of detail).
- Distractible (e.g. lacks concentration; is easily distracted by irrelevant noises/visual stimuli).
- Disorganised (e.g. has difficulty planning the sequence of movements; gets confused during tasks with different components).

Sam's total non-motor raw score of 3 and cut-off score of 1 falls within the 'green' zone. It is important to consider whether the above factors are also present in other aspects of Sam's life and if so, the ways in which they may be hindering motor performance. If these behaviours are not typical for Sam then they may have been the result of Sam's reaction to being assessed or to the assessment environment, and scores should be interpreted with caution.



## QUALITATIVE OBSERVATION SUMMARY

Manual Dexterity										
TASK DESCRIPTION	Posture: sitting balance/head position	Grip/grasp: appropriateness for task	Grip/grasp: manipulation of objects	Coordination of hands/fingers	Consistency of hand use	Fluency	Adaptation to task requirements			
							Space	Time	Force	Planning of sequence
MD1. Unimanual task/accuracy			X			X	X		X	
MD2. Unimanual task/speed				X		X		X		
MD3. Bimanual task/speed			X			X	X			
MD4. Bimanual task with planning/speed		X		X		X	X			X
Aiming & Catching										
TASK DESCRIPTION	Posture: standing balance/head position	Grip/grasp: appropriateness for task	Eye focus/tracking	Coordination of arms/hands	Consistency of hand use	Fluency	Adaptation to task requirements			
							Space	Space	Time	Force
A&C1. Reception of a moving object			X	X		X			X	
A&C2. Aiming at a target						X				
A&C3. Projection & reception of moving object				X		X			X	
Balance & Locomotion										
TASK DESCRIPTION	Posture: standing balance/head position	Postural control	Control of lower limbs	Coordination of upper/lower limbs	Fluency	Adaptation to task requirements				
						Space	Time	Force		
B&L1. Static balance		X	X							
B&L2. Dynamic balance/slow accurate movement			X			X				
B&L3. Dynamic balance/fast explosive movement			X							

## COMMENTS

No task level comments were entered for this administration.

**End of Report**