

Appendix A

Powered Mobility Skills List

Scoring (adapted from Furumasu 2016)

0	Task no attempted
1	Maximal hands-on assistance on switch with verbal cueing (51-75% assist)
2	Moderate hands-on assistance on switch with verbal cueing (26-50% assist)
3	Minimal hands-on assistance on switch with verbal cueing (25% or less assist)
4	Direct stand-by guarding with verbal cueing with occasional minimal assist to redirect
5	Verbal cueing only
6	Age appropriate supervision

*Scores of 5 and above are considered to represent functional performance.

*Scores of 4 and under represent the inability to use the mobility device functionally.

Skills

	Score
Turns switch on and off	
Demonstrates concept of cause and effect (realizes that activating switch is causing movement of car – communicating verbally, expression, or action)	
Demonstrates “Stop” and “Go” concepts; follows directions of releasing switch at verbal cue of “stop” and pushing switch with verbal cue of “go”	
Maintains contact with switch for a minimum of 5 seconds	
Pushes switch to engage car in motion for 5 seconds	
Navigates car in forward direction for 10 seconds	
Looks in the direction of movement	
Turns a 90 degree corner to the left	
Turns a 90 degree corner to the right	
Navigates towards a toy, stops to play with toy	
Navigates towards a peer, teacher, or parent; stops to interact with individual	
Stops the car on command after engaging car in forward motion	
Stops after bumping into an obstacle	
Stops spontaneously to avoid stationary objects	

