



Introduction

This diagnostic assessment is designed to evaluate the fundamental movement skills, basic game rules understanding, and social skills of children aged 3-5 years.

The assessment aims to identify basic body parts, demonstrate fundamental movement skills, understand basic game rules, and develop social skills through teamwork.

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Multiple Choice Questions

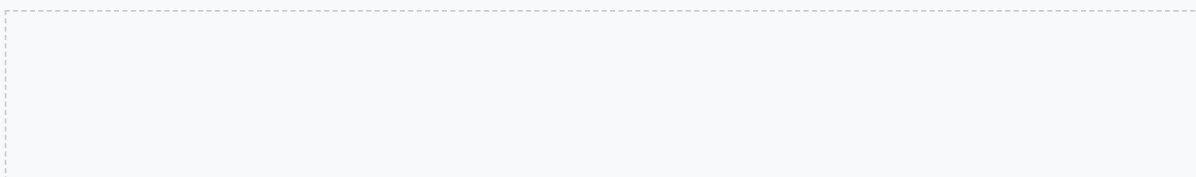
Choose the correct answer for each question.

1. What is the name of the body part that we use to run?
 1. a) Head
 2. b) Legs
 3. c) Arms
 4. d) Hands
2. Which of the following is a basic game rule?
 1. a) We always win
 2. b) We take turns
 3. c) We play alone
 4. d) We don't share
3. What do we use to throw a ball?
 1. a) Our feet
 2. b) Our hands
 3. c) Our head
 4. d) Our legs

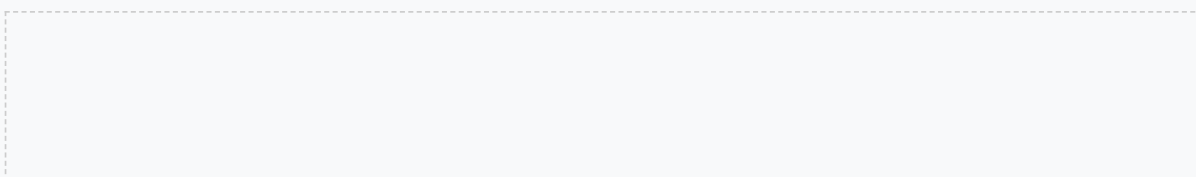
Short Answer Questions

Answer each question in complete sentences.

1. Draw a picture of your favorite body part and label it.



2. What is your favorite game to play with your friends? Why do you like it?



Performance Task

Divide the children into small groups of 3-4. Provide each group with a set of cones or small obstacles.

Teamwork Challenge:

Instruct the groups to work together to navigate through the obstacle course.

Observe and record the children's ability to demonstrate fundamental movement skills, such as running, jumping, and throwing, as well as their social skills, such as communication, cooperation, and teamwork.

Marking Guide

Use the following rubric to assess the children's performance.

1. Demonstrates fundamental movement skills (running, jumping, throwing): 3 points
2. Displays social skills (communication, cooperation, teamwork): 2 points
3. Completes the obstacle course: 1 point

Implementation Guidelines

The assessment will be administered in a 20-minute time frame.

The multiple choice and short answer questions will be completed first, followed by the performance task.

The teacher will provide clear instructions and demonstrations for each question type and will circulate around the room to provide support and guidance as needed.

Differentiation Options

To accommodate diverse learners, the following modifications can be made:

- For children with physical disabilities, provide adaptive equipment or modify the obstacle course to make it more accessible.
- For children with cognitive disabilities, provide visual aids or simplify the language used in the questions.
- For English language learners, provide translations of the questions or offer one-on-one support.
- For gifted children, provide additional challenges or extensions, such as creating their own obstacle course or designing a new game.

Bloom's Taxonomy Alignment

The assessment aligns with the following levels of Bloom's Taxonomy:

- Knowledge: Identify basic body parts, demonstrate fundamental movement skills
- Comprehension: Understand basic game rules
- Application: Apply social skills through teamwork
- Analysis: Analyze their own performance and identify areas for improvement

Multiple Intelligence Approaches

The assessment incorporates the following multiple intelligence approaches:

- Bodily-kinesthetic intelligence: Performance task, fundamental movement skills
- Linguistic intelligence: Short answer questions, multiple choice questions
- Interpersonal intelligence: Teamwork challenge, social skills
- Spatial intelligence: Obstacle course, visual aids

Clear Success Criteria

The success criteria for this assessment include:

- Identifying basic body parts
- Demonstrating fundamental movement skills
- Understanding basic game rules
- Displaying social skills through teamwork

Conclusion

This diagnostic assessment is designed to evaluate the fundamental movement skills, basic game rules understanding, and social skills of children aged 3-5 years.

The assessment aims to identify basic body parts, demonstrate fundamental movement skills, understand basic game rules, and develop social skills through teamwork.

