

MOTOR IMITATION – LEVEL 2

IMITATION 6-M	Imitates 10 actions that require selecting a specific object from an array (e.g., selects a drumstick from an array also containing a horn and a bell, and imitates an adult’s drumming). (T)
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Objective: To determine if the child imitates a particular modeled motor behavior with a particular object. Thus, there are two tasks involved both of which require attending, discriminating, and imitating. The goal is to build the basic repertoires necessary for imitating other people (especially other children) during play, social interactions, and academic activities. This type of imitation also begins to build the motor skills necessary for noun-verb listener behaviors (i.e., performing motor actions with objects on verbal command, for example, “spin the wheel”).

Materials: A list of possible actions and a collection of objects from the child’s natural environment.

Examples: Drinking, kissing, hugging, rolling, squeezing, eating, blowing, hiding, spinning, pushing, dressing, climbing, flying, and waving.

1 point score: Give the child 1 point if he imitates 10 different actions with an object that matches the adult’s object selected from an array of 3 when prompted, “Do this.”

½ point score: Give the child ½ point if he imitates 5 different actions with an object that matches the adult’s object selected from an array of 3 when prompted, “Do this.”

IMITATION 7-M	Imitates 20 different fine motor actions when prompted, <i>Do this</i> (e.g., wiggling fingers, pinching, making a fist, making a butterfly). (T)
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Objective: To determine if the child’s fine motor imitative behavior is becoming stronger and generalized.

Materials: A list of possible fine motor imitative behaviors.

Examples: Claw fingers, pointing at items, wiggle index finger, clasp hands, touch fingertips, hold up the number 2, pretend walking on two fingers, wiggle rabbit ears, making letters from fingerspelling, making signs from sign language.

1 point score: Give the child 1 point if he imitates 20 different fine motor actions when prompted, “Do this.”

½ point score: Give the child ½ point if he imitates 10 different fine motor actions when prompted, “Do this.”

IMITATION 8-M	Imitates 10 different three-component sequences of actions when prompted, <i>Do this</i> (e.g., clapping, jumping, touching toes; pick up a doll, place her in a crib, and rock the crib). (T)
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Objective: To determine if the child can imitate multiple behaviors in a contrived or natural context.

Materials: No special materials.