GRADES K-2

SPARK™ MANIPULATIVES ✸ PERFORMANCE RUBRIC	MOTOR DEVELOPMENT	COGNITIVE DEVELOPMENT	AFFECTIVE DEVELOPMENT	
			SOCIAL DEVELOPMENT	PERSONAL DEVELOPMENT
	• Demonstrates non-locomotor skills with objects • Demonstrates locomotor skills with objects • Tosses a ball to oneself and catches it before it bounces twice	• Identifies examples of underhand and overhand movement patterns • Compares changes in force needed when rolling balls various distances • Explains why 1 hand or foot is preferred when practicing manipulative skills	• Cooperates with partner/group • Demonstrates courtesy towards others • Shares with others	• Applies skills to play situations • Creates new ways to manipulate objects • Shows respect for equipment
STUDENTS				

Scale: 3 Demonstrates all 3 cues all the time with no mistakes
2 Demonstrates 2 cues all the time with no mistakes
1 Demonstrates 1 cue all the time with no mistakes
0 Cannot demonstrate any of the cues