

GROSS MOTOR FUNCTION MEASURE (GMFM) SCORE SHEET (GMFM-88 and GMFM-66 scoring)

Child's Name: _____ ID#: _____

Assessment Date: _____ GMFCS Level¹:
year / month / day I II III IV V

Date of Birth: _____
year / month / day

Chronological Age: _____ Evaluator's Name: _____
year / month / day

Testing Condition (e.g., room, clothing, time, others present):

The GMFM is a standardized observational instrument designed and validated to measure change in gross motor function over time in children with cerebral palsy. The scoring key is meant to be a general guideline. However, most of the items have specific descriptors for each score. It is imperative that the guidelines contained in the manual be used for scoring each item.

SCORING KEY

- 0 = does not initiate
- 1 = initiates
- 2 = partially completes
- 3 = completes
- 9 (or leave blank) = not tested (NT) [used for the GMAE-2 scoring*]

It is important to differentiate a true score of "0" (child does not initiate) from an item which is Not Tested (NT) if you are interested in using the GMFM-66 Ability Estimator (GMAE) Software.

The most accurate version of the GMFM-66 scoring program is the GMAE-3. It is included in the GMFM App+ which is available from the CanChild shop (<https://www.canchild.ca/en/shop>). The GMAE-2 is available at www.canchild.ca but is incompatible with newer computer operating systems. The GMFM-66 is only valid for use with children who have cerebral palsy tested without shoes, orthoses, or aides.

Contact for Research Group:

CanChild Centre for Childhood Disability Research,
Institute for Applied Health Sciences, McMaster University,
1400 Main St. W., Room 408,
Hamilton, ON Canada L8S 1C7
Email: canchild@mcmaster.ca Website: www.canchild.ca



¹GMFCS level is a rating of severity of motor function. Definitions for the GMFCS-E&R (expanded & revised) are found in Palisano et al. (2008). *Developmental Medicine & Child Neurology*. 50:744-750 and in the GMAE-3 scoring software. <http://motorgrowth.canchild.ca/en/GMFCS/resources/GMFCS-ER.pdf>

Check (3) the appropriate score: if an item is not tested (NT), circle the item number on the right column

Item	A: LYING & ROLLING	SCORE				NT
1.	SUP, HEAD IN MIDLINE: TURNS HEAD WITH EXTREMITIES SYMMETRICAL	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	1.
* 2.	SUP: BRINGS HANDS TO MIDLINE, FINGERS ONE WITH THE OTHER.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	2.
3.	SUP: LIFTS HEAD 45°	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	3.
4.	SUP: FLEXES R HIP & KNEE THROUGH FULL RANGE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	4.
5.	SUP: FLEXES L HIP & KNEE THROUGH FULL RANGE.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	5.
* 6.	SUP: REACHES OUT WITH R ARM, HAND CROSSES MIDLINE TOWARD TOY.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	6.
* 7.	SUP: REACHES OUT WITH L ARM, HAND CROSSES MIDLINE TOWARD TOY	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	7.
8.	SUP: ROLLS TO PR OVER R SIDE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	8.
9.	SUP: ROLLS TO PR OVER L SIDE.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	9.
* 10.	PR: LIFTS HEAD UPRIGHT	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	10.
11.	PR ON FOREARMS: LIFTS HEAD UPRIGHT, ELBOWS EXT., CHEST RAISED.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	11.
12.	PR ON FOREARMS: WEIGHT ON R FOREARM, FULLY EXTENDS OPPOSITE ARM FORWARD.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	12.
13.	PR ON FOREARMS: WEIGHT ON L FOREARM, FULLY EXTENDS OPPOSITE ARM FORWARD	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	13.
14.	PR: ROLLS TO SUP OVER R SIDE.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	14.
15.	PR: ROLLS TO SUP OVER L SIDE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	15.
16.	PR: PIVOTS TO R 90° USING EXTREMITIES	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	16.
17.	PR: PIVOTS TO L 90° USING EXTREMITIES.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	17.
TOTAL DIMENSION A						

Item	B: SITTING	SCORE				NT
* 18.	SUP, HANDS GRASPED BY EXAMINER: PULLS SELF TO SITTING WITH HEAD CONTROL.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	18.
19.	SUP: ROLLS TO R SIDE, ATTAINS SITTING	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	19.
20.	SUP: ROLLS TO L SIDE, ATTAINS SITTING	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	20.
* 21.	SIT ON MAT, SUPPORTED AT THORAX BY THERAPIST: LIFTS HEAD UPRIGHT, MAINTAINS 3 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	21.
* 22.	SIT ON MAT, SUPPORTED AT THORAX BY THERAPIST: LIFTS HEAD MIDLINE, MAINTAINS 10 SECONDS.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	22.
* 23.	SIT ON MAT, ARM(S) PROPPING: MAINTAINS, 5 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	23.
* 24.	SIT ON MAT: MAINTAIN, ARMS FREE, 3 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	24.
* 25.	SIT ON MAT WITH SMALL TOY IN FRONT: LEANS FORWARD, TOUCHES TOY, RE-ERECTS WITHOUT ARM PROPPING	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	25.
* 26.	SIT ON MAT: TOUCHES TOY PLACED 45° BEHIND CHILD'S R SIDE, RETURNS TO START	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	26.
* 27.	SIT ON MAT: TOUCHES TOY PLACED 45° BEHIND CHILD'S L SIDE, RETURNS TO START.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	27.
28.	R SIDE SIT: MAINTAINS, ARMS FREE, 5 SECONDS.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	28.
29.	L SIDE SIT: MAINTAINS, ARMS FREE, 5 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	29.
* 30.	SIT ON MAT: LOWERS TO PR WITH CONTROL	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	30.
* 31.	SIT ON MAT WITH FEET IN FRONT: ATTAINS 4 POINT OVER R SIDE.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	31.
* 32.	SIT ON MAT WITH FEET IN FRONT: ATTAINS 4 POINT OVER L SIDE.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	32.
33.	SIT ON MAT: PIVOTS 90°, WITHOUT ARMS ASSISTING	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	33.
* 34.	SIT ON BENCH: MAINTAINS, ARMS AND FEET FREE, 10 SECONDS.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	34.
* 35.	STD: ATTAINS SIT ON SMALL BENCH	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	35.
* 36.	ON THE FLOOR: ATTAINS SIT ON SMALL BENCH	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	36.
* 37.	ON THE FLOOR: ATTAINS SIT ON LARGE BENCH	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	37.
TOTAL DIMENSION B						

Item	C: CRAWLING & KNEELING	SCORE				NT
38.	PR: CREEPS FORWARD 1.8m (6')	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	38.
* 39.	4 POINT: MAINTAINS, WEIGHT ON HANDS AND KNEES, 10 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	39.
* 40.	4 POINT: ATTAINS SIT ARMS FREE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	40.
* 41.	PR: ATTAINS 4 POINT, WEIGHT ON HANDS AND KNEES	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	41.
* 42.	4 POINT: REACHES FORWARD WITH R ARM, HAND ABOVE SHOULDER LEVEL	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	42.
* 43.	4 POINT: REACHES FORWARD WITH L ARM, HAND ABOVE SHOULDER LEVEL	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	43.
* 44.	4 POINT: CRAWLS OR HITCHES FORWARD 1.8m(6')	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	44.
* 45.	4 POINT: CRAWLS RECIPROCALLY FORWARD 1.8m (6')	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	45.
* 46.	4 POINT: CRAWLS UP 4 STEPS ON HANDS AND KNEES/FEET	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	46.
47.	4 POINT: CRAWLS BACKWARDS DOWN 4 STEPS ON HANDS AND KNEES/FEET	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	47.
* 48.	SIT ON MAT: ATTAINS HIGH KN USING ARMS, MAINTAINS, ARMS FREE, 10 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	48.
49.	HIGH KN: ATTAINS HALF KN ON R KNEE USING ARMS, MAINTAINS, ARMS FREE, 10 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	49.
50.	HIGH KN: ATTAINS HALF KN ON L KNEE USING ARMS, MAINTAINS, ARMS FREE, 10 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	50.
* 51.	HIGH KN: KN WALKS FORWARD 10 STEPS, ARMS FREE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	51.

TOTAL DIMENSION C

Item	D: STANDING	SCORE				NT
* 52.	ON THE FLOOR: PULLS TO STD AT LARGE BENCH	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	52.
* 53.	STD: MAINTAINS, ARMS FREE, 3 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	53.
* 54.	STD: HOLDING ON TO LARGE BENCH WITH ONE HAND, LIFTS R FOOT, 3 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	54.
* 55.	STD: HOLDING ON TO LARGE BENCH WITH ONE HAND, LIFTS L FOOT, 3 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	55.
* 56.	STD: MAINTAINS, ARMS FREE, 20 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	56.
* 57.	STD: LIFTS L FOOT, ARMS FREE, 10 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	57.
* 58.	STD: LIFTS R FOOT, ARMS FREE, 10 SECONDS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	58.
* 59.	SIT ON SMALL BENCH: ATTAINS STD WITHOUT USING ARMS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	59.
* 60.	HIGH KN: ATTAINS STD THROUGH HALF KN ON R KNEE, WITHOUT USING ARMS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	60.
* 61.	HIGH KN: ATTAINS STD THROUGH HALF KN ON L KNEE, WITHOUT USING ARMS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	61.
* 62.	STD: LOWERS TO SIT ON FLOOR WITH CONTROL, ARMS FREE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	62.
* 63.	STD: ATTAINS SQUAT, ARMS FREE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	63.
* 64.	STD: PICKS UP OBJECT FROM FLOOR, ARMS FREE, RETURNS TO STAND	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	64.

TOTAL DIMENSION D

Item	E: WALKING, RUNNING & JUMPING	SCORE				NT
* 65.	STD, 2 HANDS ON LARGE BENCH: CRUISES 5 STEPS TO R	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	65.
* 66.	STD, 2 HANDS ON LARGE BENCH: CRUISES 5 STEPS TO L	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	66.
* 67.	STD, 2 HANDS HELD: WALKS FORWARD 10 STEPS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	67.
* 68.	STD, 1 HAND HELD: WALKS FORWARD 10 STEPS.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	68.
* 69.	STD: WALKS FORWARD 10 STEPS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	69.
* 70.	STD: WALKS FORWARD 10 STEPS, STOPS, TURNS 180°, RETURNS	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	70.
* 71.	STD: WALKS BACKWARD 10 STEPS.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	71.
* 72.	STD: WALKS FORWARD 10 STEPS, CARRYING A LARGE OBJECT WITH 2 HANDS.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	72.
* 73.	STD: WALKS FORWARD 10 CONSECUTIVE STEPS BETWEEN PARALLEL LINES 20cm (8")APART	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	73.
* 74.	STD: WALKS FORWARD 10 CONSECUTIVE STEPS ON A STRAIGHT LINE 2cm (3/4") WIDE	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	74.
* 75.	STD: STEPS OVER STICK AT KNEE LEVEL, R FOOT LEADING	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	75.
* 76.	STD: STEPS OVER STICK AT KNEE LEVEL, L FOOT LEADING	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	76.
* 77.	STD: RUNS 4.5m (15'), STOPS & RETURNS.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	77.
* 78.	STD: KICKS BALL WITH R FOOT	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	78.
* 79.	STD: KICKS BALL WITH L FOOT.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	79.
* 80.	STD: JUMPS 30cm (12") HIGH, BOTH FEET SIMULTANEOUSLY	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	80.
* 81.	STD: JUMPS FORWARD 30 cm (12"), BOTH FEET SIMULTANEOUSLY.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	81.
* 82.	STD ON R FOOT: HOPS ON R FOOT 10 TIMES WITHIN A 60cm (24") CIRCLE.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	82.
* 83.	STD ON L FOOT: HOPS ON L FOOT 10 TIMES WITHIN A 60cm (24") CIRCLE.....	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	83.
* 84.	STD, HOLDING 1 RAIL: WALKS UP 4 STEPS, HOLDING 1 RAIL, ALTERNATING FEET	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	84.
* 85.	STD, HOLDING 1 RAIL: WALKS DOWN 4 STEPS, HOLDING 1 RAIL, ALTERNATING FEET	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	85.
* 86.	STD: WALKS UP 4 STEPS, ALTERNATING FEET	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	86.
* 87.	STD: WALKS DOWN 4 STEPS, ALTERNATING FEET	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	87.
* 88.	STD ON 15cm (6") STEP: JUMPS OFF, BOTH FEET SIMULTANEOUSLY	0 <input type="checkbox"/>	1 <input type="checkbox"/>	2 <input type="checkbox"/>	3 <input type="checkbox"/>	88.

TOTAL DIMENSION E

Was this assessment indicative of this child's "regular" performance? YES NO

COMMENTS:

GMFM-88 SUMMARY SCORE

DIMENSION	CALCULATION OF DIMENSION % SCORES				GOAL AREA
(indicated with ✓ check)					
A. Lying & Rolling	$\frac{\text{Total Dimension A}}{51}$	=	$\frac{\quad}{51}$	$\times 100 =$	_____ %
B. Sitting	$\frac{\text{Total Dimension B}}{60}$	=	$\frac{\quad}{60}$	$\times 100 =$	_____ %
C. Crawling & Kneeling	$\frac{\text{Total Dimension C}}{42}$	=	$\frac{\quad}{42}$	$\times 100 =$	_____ %
D. Standing	$\frac{\text{Total Dimension D}}{39}$	=	$\frac{\quad}{39}$	$\times 100 =$	_____ %
E. Walking, Running & Jumping	$\frac{\text{Total Dimension E}}{72}$	=	$\frac{\quad}{72}$	$\times 100 =$	_____ %
TOTAL SCORE = $\frac{\%A + \%B + \%C + \%D + \%E}{\text{Total \# of Dimensions}}$					
= $\frac{\quad}{5}$ = _____ = _____ %					
GOAL TOTAL SCORE = $\frac{\text{Sum of \%scores for each dimension identified as a goal area}}{\text{\# of Goal areas}}$					
= _____ = _____ %					

GMFM-66 Gross Motor Ability Estimator Score ¹

GMFM-66 Score = _____ to _____
95% Confidence Intervals

previous GMFM-66 Score = _____ to _____
95% Confidence Intervals

change in GMFM-66 = _____

¹ from the Gross Motor Ability Estimator (GMAE-3) Software

TESTING WITH AIDS/ORTHOSES USING THE GMFM-88

Indicate below with a check (✓) which aid/orthosis was used and what dimension it was first applied. (There may be more than one).

AID	Dimension	Orthosis	Dimension
Rollator/pusher	<input type="checkbox"/> _____	Hip Control	<input type="checkbox"/> _____
Walker	<input type="checkbox"/> _____	Knee Control	<input type="checkbox"/> _____
H Frame crutches	<input type="checkbox"/> _____	Ankle-foot Control	<input type="checkbox"/> _____
Crutches	<input type="checkbox"/> _____	Foot Control	<input type="checkbox"/> _____
Quad Cane	<input type="checkbox"/> _____	Shoes	<input type="checkbox"/> _____
Cane	<input type="checkbox"/> _____	None	<input type="checkbox"/> _____
None	<input type="checkbox"/> _____	Other	<input type="checkbox"/> _____
Other	<input type="checkbox"/> _____	_____ (please specify)	
_____ (please specify)			

GMFM-88 SUMMARY SCORE USING AIDS/ORTHOSES

DIMENSION	CALCULATION OF DIMENSION % SCORES				GOAL AREA
					<small>(indicated with ✓ check)</small>
A. Lying & Rolling	Total Dimension A	=	_____ × 100 =	_____ %	A. <input type="checkbox"/>
	51		51		
B. Sitting	Total Dimension B	=	_____ × 100 =	_____ %	B. <input type="checkbox"/>
	60		60		
C. Crawling & Kneeling	Total Dimension C	=	_____ × 100 =	_____ %	C. <input type="checkbox"/>
	42		42		
D. Standing	Total Dimension D	=	_____ × 100 =	_____ %	D. <input type="checkbox"/>
	39		39		
E. Walking, Running & Jumping	Total Dimension E	=	_____ × 100 =	_____ %	E. <input type="checkbox"/>
	72		72		
TOTAL SCORE =	$\frac{\%A + \%B + \%C + \%D + \%E}{\text{Total \# of Dimensions}}$				
	=		=	=	%
			5		
GOAL TOTAL SCORE =	$\frac{\text{Sum of \%scores for each dimension identified as a goal area}}{\text{\# of Goal areas}}$				
	=		=	=	%