Step 1: Choo	se the goals/objectives to be assessed.				
SOL/Goal/ Objective(s)	By September 2018, Student will improve his walking with the use of his walker in combination with his continued wheelchair mobility. (Background: Student is in second grade and has cerebral palsy. Currently he is confined to his wheelchair, due to latest surgeries on both legs. Before his surgeries, he was progressing with walking with his walker. His PT said at the end of the school year, that by the start of next school year, he should have use of his walker again.)				
Sten 2: Comi	nlete at least one hullet in each GRASPS area helow to h	elp you create an authentic scenario to assess the identified			
objectives.	nete at least one banet in each on sold area below to h	cip you create an authentic section to assess the facilityica			
Acronym	Choose 1 sentence-starter for each letter and complete it in the third column below.				
<b>G</b> oal	Your task is     The goal is to     The problem or challenge is	The goal is to have Student use his walker 20% of the time that he is mobile.			
Role	You are You have been asked to Your job is	Your job is to use your walker in short spurts as your legs continue to gain strength.			
<b>A</b> udience	Your clients are     The target audience is     You need to convince	The target audience is your parents and other siblings and family members.			
<b>S</b> ituation	The context you find yourself in is  The challenge involves dealing with	The challenge involves dealing with frustrations of using a walker when not motivated by PT or teachers.			
<b>P</b> roduct	You will create a in order to  You need to develop so that	You need to develop strength in your lower body so that you can become more mobile and less dependent on wheelchair.			
<b>S</b> tandards & Criteria for Success	Your performance needs to     Your work will be judged by     Your product must meet the following standards:	Your performance needs to satisfy your parents and physical therapist who have infested time and energy to see that you can become less dependent on your wheelchair.			

Step 3: Use the completed sentences above to write a scenario students will read and follow to complete this performance-based assessment. Type it in the empty box that follows: Student will be more mobile with the use of his walker in combination with his wheelchair. He will use the summer spent with family and friends to include his walker in more daily tasks, family outings and fun activities. He will be more independently mobile when wheelchair is needed instead of being pushed by parents/siblings. He will make his PT proud when he returns in September, not to mention Coach Bender.

Step 4: Align your summative, performance-based assessment with a grading rubric.

CATEGORY	4	3	2	1	Total
Summer Activities	Mobile at major park/theme park. Mobile around neighborhood. Mobile around the house. Other i.e. swimming, canoeing	Mobile around park/neighborhood. Mobile around house. Played active video games i.e. the Wii.	Mobile around the house. Played active video games.	Watched T.V.	/4
Walker	Self motivated to use walker as much as possible. Used walker around neighborhood. Used walker around city park. Worked on upper body strength to help balance	Used walker more than wheelchair. Showed visiting relatives use of walker. Woke using walker first thing.	Used walker for mobility in morning only. Prefer to use wheelchair	Only used walker when parents asked you to.	/4
Wheelchair	Able to get in and out of wheelchair without help. Pushed self most of the time. Was happy when not in wheelchair. Did not use wheelchair in restaurants/stores.	When in wheelchair, still able to help around the house If used in public, able to get in and out on your own most of the time. Still happy go lucky kid when using wheelchair, (good attitude since Kindergarten)	Spent most of the day in wheelchair. Was tired after short time of pushing self.	Wanted to be pushed all the time.	/4
Overall Fitness	Worked on upper body strength. Played games that increased heart rate. Tried new activities, even for short bursts. Exercised to exercise DVDs.	Exercised with DVD, Wii video games Short bursts of activity Watched TV less than two hours a day.	Played tag around the house. Played active video games.	Watched other friends and family have fun at city park. Did not participate.	/4