

# ACTION RESEARCH ARM TEST

**Patient Name:** \_\_\_\_\_

**Rater Name:** \_\_\_\_\_

**Date:** \_\_\_\_\_

## Instructions

There are four subtests: Grasp, Grip, Pinch, Gross Movement. Items in each are ordered so that:

- if the subject passes the first, no more need to be administered and he scores top marks for that subtest;
- if the subject fails the first *and* fails the second, he scores zero, and again no more tests need to be performed in that subtest;
- otherwise he needs to complete all tasks within the subtest

Activity	Score
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### Grasp

- |  |       |
|--|-------|
| 1. Block, wood, 10 cm cube (If score = 3, total = 18 and to Grip)<br>Pick up a 10 cm block   | _____ |
| 2. Block, wood, 2.5 cm cube (If score = 0, total = 0 and go to Grip)<br>Pick up 2.5 cm block | _____ |
| 3. Block, wood, 5 cm cube  | _____ |
| 4. Block, wood, 7.5 cm cube  | _____ |
| 5. Ball (Cricket), 7.5 cm diameter   | _____ |
| 6. Stone 10 x 2.5 x 1 cm   | _____ |
| Coefficient of reproducibility = 0.98  |       |
| Coefficient of scalability = 0.94  |       |

### Grip

- |   |       |
|---|-------|
| 1. Pour water from glass to glass (If score = 3, total = 12, and go to Pinch) | _____ |
| 2. Tube 2.25 cm (If score = 0, total = 0 and go to Pinch)                     | _____ |
| 3. Tube 1 x 16 cm   | _____ |
| 4. Washer (3.5 cm diameter) over bolt   | _____ |
| Coefficient of reproducibility = 0.99   |       |
| Coefficient of scalability = 0.98   |       |

### Pinch

- |  |       |
|--|-------|
| 1. Ball bearing, 6 mm, 3 <sup>rd</sup> finger and thumb (If score = 3, total = 18 and go to Grossmt) | _____ |
| 2. Marble, 1.5 cm, index finger and thumb (If score = 0, total = 0 and go to Grossmt)                | _____ |
| 3. Ball bearing 2 <sup>nd</sup> finger and thumb   | _____ |
| 4. Ball bearing 1 <sup>st</sup> finger and thumb   | _____ |
| 5. Marble 2 <sup>nd</sup> finger and thumb   | _____ |
| 6. Marble 1 <sup>st</sup> finger and thumb   | _____ |
| Coefficient of reproducibility = 0.99  |       |
| Coefficient of scalability = 0.98  |       |

## Grossmt (Gross Movement)

1. Place hand behind head (If score = 3, total = 9 and finish) \_\_\_\_\_
2. (If score = 0, total = 0 and finish) \_\_\_\_\_
3. Place hand on top of head \_\_\_\_\_
4. Hand to mouth \_\_\_\_\_

Coefficient of reproducibility = 0.98

Coefficient of scalability = 0.97

## References

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