| Participant | Child carrying out the motor activity. |
|-------------|---------------------------------------|
| Participant 1 | Participant 1 carries out the motor activity. |
| Participant 2 | Participant 2 carries out the motor activity. |
| ... | The participant... carries out the motor activity. |

| Recreational motor activity | Playful activity or task performed by the participant. |
|-----------------------------|-------------------------------------------------------|
| Leaping hare | Activity in which the participant, situated on a specific point, jumps forward with both feet together, propelling themselves with their arms. The participant should land on his/her feet, not touching the ground with his/her hands. |
| Blind frog | Activity in which the participant, with eyes closed, should remain in a squatting position over the balls of his/her feet, which should be separated by approximately 30 cm, with his/her body bent and arms extended horizontally to the sides (that is, extended in the form of a cross). |
| Jumping flea | Activity in which the participant, situated on a point that is the center of a square measuring 25 cm per side, and looking forward, should jump up and down ten times in a row, landing on the same point where he/she began. |
| Flamethrower dragon | Activity in which the participant should throw a tennis ball horizontally so that it passes through a hoop that is situated at a distance of 1.5 meters away from them. |
| Ball-catching dog | Activity in which the participant should catch a ball that is thrown by an adult from a distance of 1.5 meters. |
| Centipede wiping its feet | Activity in which the participant should use their thumb to touch the fingertips of the other fingers of the same hand, one at a time, first touching the pinky finger, and continuing in reverse order. |
| Cunning fox | Activity in which the participant should copy 6 shapes of distinct complexities: cross, triangle, square, arrow cross, rhombus, triangle within another triangle. |

| Specific motor skill | Specific motor skill carried out by the participant. |
|---------------------|-----------------------------------------------------|
| Locomotor skills | Actions of large muscle and postural groups that involve the coordination of the entire body, permitting the body’s transfer from one point in space to another, through body movement. |
| Static Balance | The ability to hold a position during stationary tasks such as standing or sitting. |
| Dynamic Balance | The ability to hold a position during activities requiring movement, such as walking. It is obtained when the body’s stability is maintained during movement performance. |
| Propulsive skills | The ability to send an object away from the body. |
| Receptive skills | The ability to receive an object. |
| Fine Motor Coordination | It refers to small muscle movements but not to the integration of these muscle movements with other input, such as visual-spatial information, from the environment. |
| Fine Motor Integration | Organization of small muscle movements in the hand and fingers with the processing of visual stimuli. Visual information from the environment must be processed and integrated with fine motor. |

| Extremity | Upper or lower limb (depending on the activity at hand) with which the participant carries out the movement. It applies to the following activities: Flamethrower dragon and Centipede wiping its feet. |
|-----------|----------------------------------------------------------|
| Right | The (upper or lower) right limb is used by the participant to carry out the movement. |
| Left | The (upper or lower) left limb is used by the participant to carry out the movement. |

| Arm position | Posture in which the arms are positioned while the participant performs the action. It applies to the following activities: Blind frog, Leaping hare (to each of the jump phases) and Flamethrower dragon. |
|--------------|-------------------------------------------------------------------------------------------------------------------------------------|
| Backwards | The arms are placed behind the participant’s shoulders while he/she performs the action (which may be a throw from the back to the front or another action with the arm). |
| Forwards | The arms are placed in front of the participant’s shoulders while he/she performs the action, without having been, at any time, behind them during the course of the action. |
| Across the body | The arms are extended outwards, following the directionality of the participant’s body while he/she performs the action. |
| In the form of a cross | Upon performing the activity, the participant keeps his/her arms extended horizontally in the form of a... |
### Trunk position
- **Upright**: The participant’s torso is positioned vertically with respect to the ground, that is, their torso is at a 90° angle to the ground.
- **Inclined**: The participant’s torso is not vertical with respect to the ground, that is, the participant’s torso forms an angle different from 90° with the ground.

### Jump phase
- **Impulse**: Jump phase where the trajectory to be followed by the participant is determined. It requires a bending, followed by a quick extension of the lower trunk.
- **Flight**: Jump phase in which the participant loses contact with the surface. It implies a horizontal displacement across the air.
- **Landing**: Jump phase in which the participant comes into contact with the ground once again. In this phase, the accumulated energy is absorbed or transformed.

### Leg position
- **Knees bent**: While performing the activity, the participant keeps his/her knees bent, so that his/her abductor muscles and calves are close together.
- **Knees not bent**: While performing the activity, the participant keeps his/her knees extended, without bending them.

### Distance to the ground
- **Feet on the floor**: The balls of the participant’s feet are kept fully on the ground. (In the *Jumping flea* activity, this only applies to the landing of the jump phase).
- **Heels lifted**: Only the balls of the participant’s feet touch the ground, with their heels being lifted up from the ground.
- **Feet in the air**: The participant’s feet are in the air, not touching the ground with any part of them. This category is not applicable to the *Jumping flea* activity.

### Centimeters
- **Quarter 1 distance**: The participant has jumped a distance that is situated between 0 and 25% from the lowest distances jumped by the study participants.
- **Quarter 2 distance**: The participant has jumped a distance that is situated between 26% and 50% from the lowest distances jumped by the study participants.
- **Quarter 3 distance**: The participant has jumped a distance that is situated between 51% and 75% from the greatest distances jumped by the study participants.
- **Quarter 4 distance**: The participant has jumped a distance that is situated between 76% and 100% from the greatest distances jumped by the study participants.

### Base of support
- **Feet together**: The participant’s feet touch one another.
- **Feet separated**: The participant’s feet are separated by a distance of less than 15 cm.
- **Feet widely separated**: The participant’s feet are separated by a distance of more than 15 cm.

### Type of landing
- **Without bouncing**: During the landing phase of the jump in the *Leaping hare* activity, the participant keeps his/her feet immobile with respect to the first position in which he/she landed. It is considered a correct jump.
- **With a bounce**: During the landing phase of the jump in the *Leaping hare* activity, the participant moves his/her feet with respect to the first position in which he/she landed. It is considered an incorrect jump.

### Precision of the jump
- **The 2 feet within the square**: During the landing phase of the jump, the participant lands with both feet touching the ground. The category is not applicable to the *Jumping flea* activity.
- **At least one foot steps on a line of the square**: During the landing phase of the jump, the participant lands with at least one of their feet touching the ground. The category is not applicable to the *Jumping flea* activity.
- **Outside of the square**: During the landing phase of the jump, the participant lands outside the marked area. The category is not applicable to the *Jumping flea* activity.

| Trunk position | Type of landing | Precision of the jump | Distance to the ground | Base of support | Type of support |
|----------------|-----------------|-----------------------|------------------------|----------------|-----------------|
| **Position adopted by the torso. It applies to the following activities: Blind frog, Flamethrower dragon and Ball-catching dog.** | **Means in which the landing of the jump takes place in the Leaping hare activity.** | **Jump phase in which the participant comes into contact with the ground once again. In this phase, the accumulated energy is absorbed or transformed.** | **Space between the ground and the participant’s feet.** | **Space, distance measured in cm from the point where the propelling takes place, as done by the participant when jumping, to the point where the landing of said jump occurs. This only applies to the Leaping hare activity.** | **Jump phase in which the participant comes into contact with the ground once again. In this phase, the accumulated energy is absorbed or transformed.** |

### Others
- Upon performing the activity, the participant keeps his/her arms in a position that differs from those mentioned above.

### With arms extended
- **Cross**: Upon performing the activity, the participant keeps his/her arms horizontally bent in the form of a cross.

### With arms bent
- Upon performing the activity, the participant keeps his/her arms horizontally bent in the form of a cross.

### Others
- Upon performing the activity, the participant keeps his/her arms in a position that differs from those mentioned above.
| Time                                                                 | Quartile 1 time                                                                 | Quartile 2 time                                                                 | Quartile 3 time                                                                 | Quartile 4 time                                                                 |
|----------------------------------------------------------------------|--------------------------------------------------------------------------------|--------------------------------------------------------------------------------|--------------------------------------------------------------------------------|--------------------------------------------------------------------------------|
| Seconds in which the participant carries out the activity. This applies to the Blind frog activity. | The time that the participant spends performing the activity falls within quartile 1 of the times used by all of the participants. | The time that the participant spends performing the activity falls within quartile 2 of the times used by all of the participants. | The time that the participant spends performing the activity falls within quartile 3 of the times used by all of the participants. | The time that the participant spends performing the activity falls within quartile 4 of the times used by all of the participants. |
| Finger                                                               | Finger touched by the participant with his/her thumb. This applies to the Centipede wiping its feet activity. | Finger touched by the participant with his/her thumb. This applies to the Centipede wiping its feet activity. | Finger touched by the participant with his/her thumb. This applies to the Centipede wiping its feet activity. | Finger touched by the participant with his/her thumb. This applies to the Centipede wiping its feet activity. |
| Part of the finger                                                   | Part of the finger that is touched by the thumb. This only applies to the Centipede wiping its feet activity. | Part of the finger that is touched by the thumb. This only applies to the Centipede wiping its feet activity. | Part of the finger that is touched by the thumb. This only applies to the Centipede wiping its feet activity. | Part of the finger that is touched by the thumb. This only applies to the Centipede wiping its feet activity. |
| Way of catching the ball                                             | Way in which the participant catches the ball that has been thrown, using or not using his/her body to help. This only applies to the Ball-catching dog activity. | Way in which the participant catches the ball that has been thrown, using or not using his/her body to help. This only applies to the Ball-catching dog activity. | Way in which the participant catches the ball that has been thrown, using or not using his/her body to help. This only applies to the Ball-catching dog activity. | Way in which the participant catches the ball that has been thrown, using or not using his/her body to help. This only applies to the Ball-catching dog activity. |
| Hand position                                                        | Posture adopted by the participant’s hands when catching the ball. This only applies to the Ball-catching dog activity. | Posture adopted by the participant’s hands when catching the ball. This only applies to the Ball-catching dog activity. | Posture adopted by the participant’s hands when catching the ball. This only applies to the Ball-catching dog activity. | Posture adopted by the participant’s hands when catching the ball. This only applies to the Ball-catching dog activity. |
| Height of the catch                                                  | Vertical distance at which the ball is recovered with respect to the ground. This only applies to the Ball-catching dog activity. | Vertical distance at which the ball is recovered with respect to the ground. This only applies to the Ball-catching dog activity. | Vertical distance at which the ball is recovered with respect to the ground. This only applies to the Ball-catching dog activity. | Vertical distance at which the ball is recovered with respect to the ground. This only applies to the Ball-catching dog activity. |
| Attempt                                                             | A participant’s attempt to perform the task. This applies to the following activities: Leaping hare. Blind frog. Centipede wiping its feet and Cunning fox. | A participant’s attempt to perform the task. This applies to the following activities: Leaping hare. Blind frog. Centipede wiping its feet and Cunning fox. | A participant’s attempt to perform the task. This applies to the following activities: Leaping hare. Blind frog. Centipede wiping its feet and Cunning fox. | A participant’s attempt to perform the task. This applies to the following activities: Leaping hare. Blind frog. Centipede wiping its feet and Cunning fox. |
| Passing through                                                     | It indicates whether or not the ball passes through the hoop. This applies to the Flamethrower dragon activity. | It indicates whether or not the ball passes through the hoop. This applies to the Flamethrower dragon activity. | It indicates whether or not the ball passes through the hoop. This applies to the Flamethrower dragon activity. | It indicates whether or not the ball passes through the hoop. This applies to the Flamethrower dragon activity. |
| Shape orientation                                                   | Spatial location of the shape copied by the participant. This applies to the Cunning fox activity. | Spatial location of the shape copied by the participant. This applies to the Cunning fox activity. | Spatial location of the shape copied by the participant. This applies to the Cunning fox activity. | Spatial location of the shape copied by the participant. This applies to the Cunning fox activity. |

- **Time**
- **Finger**
- **Direction**
- **Part of the finger**
- **Way of catching the ball**
- **Hand position**
- **Height of the catch**
- **Attempt**
- **Passing through**
- **Shape orientation**

**Quadrate 1 time**
- The time that the participant performs the activity falls within quartile 1 of the times used by all of the participants.

**Quadrate 2 time**
- The time that the participant performs the activity falls within quartile 2 of the times used by all of the participants.

**Quadrate 3 time**
- The time that the participant performs the activity falls within quartile 3 of the times used by all of the participants.

**Quadrate 4 time**
- The time that the participant performs the activity falls within quartile 4 of the times used by all of the participants.

**Finger**
- Finger touched by the participant with his/her thumb. This applies to the Centipede wiping its feet activity.

**Direction**
- Direction or order in which each finger is touched within the touching sequence. This only applies to the Centipede wiping its feet activity.

**Part of the finger**
- Part of the finger that is touched by the thumb. This only applies to the Centipede wiping its feet activity.

**Way of catching the ball**
- Way in which the participant catches the ball that has been thrown, using or not using his/her body to help. This only applies to the Ball-catching dog activity.

**Hand position**
- Posture adopted by the participant’s hands when catching the ball. This only applies to the Ball-catching dog activity.

**Height of the catch**
- Vertical distance at which the ball is recovered with respect to the ground. This only applies to the Ball-catching dog activity.

**Attempt**
- A participant’s attempt to perform the task. This applies to the following activities: Leaping hare. Blind frog. Centipede wiping its feet and Cunning fox.

**Passing through**
- It indicates whether or not the ball passes through the hoop. This applies to the Flamethrower dragon activity.

**Shape orientation**
- Spatial location of the shape copied by the participant. This applies to the Cunning fox activity.
| Feature                   | Inexact                                      | Adequate                              | Inadequate                         | OI     |
|--------------------------|----------------------------------------------|---------------------------------------|------------------------------------|--------|
| Length of sides          | The shape copied by the participant is spatially located in a different way to the shape appearing in the model. | The length of the sides of the shape copied by the participant is equal to that of the sides of the stimuli presented as a model. | The length of the sides of the shape copied by the participant is different from the length of the sides of the stimuli presented as a model. | LdAd   |
| Length of sides          | Length of the sides making up the shape copied by the participant. This applies to the Cunning fox activity. | Adequate                              | Inadequate                         | LdIn   |
| Amplitude of angles      | The amplitude of the angles of the shape copied by the participant is equal to the angles of the shape appearing as a model. | Appropriate                           | The amplitude of the angles of the shape copied by the participant is different from the angles of the shape appearing as a model. | AaAp   |
| Amplitude of angles      | Amplitude of the angles (separation distance between the two sides of an angle) making up the shape copied by the participant. This applies to the Cunning fox activity. | Inappropriate                         | AaAId                               |        |
| Intersection             | The points of intersection or union of the elements making up the stimuli copied by the participants are situated at the same positions as those of the model. | Equal                                 | Unequal                             | Id     |
| Intersection             | Intersection points or union of the lines making up a stimulus. This applies to the stimuli for the Cunning fox activity. | Inadequate                            | Unequal                             |        |
| Intersection             | Equal                                        | Inadequate                            | Unequal                             |        |

4