

International Journal of Sociologies and Anthropologies Science Reviews Volume 5 Issue 5: September-October 2025: ISSN 2985-2730 Website: https://so07.tci-thaijo.org/index.php/IJSASR/index



Developing a Home Exercise Program for Children with Down Syndrome

Song Yao¹ and Prakit Hongsaenyatham²

^{1,2}Faculty of Sports Science and Technology, Bangkokthonburi University, Thailand
 ¹E-mail: 314642763@qq.com, ORCID ID: https://orcid.org/0009-0000-5779-5033
 ²E-mail: prakitsport@gmail.com, ORCID ID: https://orcid.org/0009-0009-2196-0258

Received 08/02/2025 Revised 11/03/2025 Accepted 13/04/2025

Abstract

Background and Aim: Children with Down Syndrome are a group that needs special care and support. By gaining a deeper understanding of their characteristics and needs, we can create a more welcoming and inclusive environment for them. Therefore, this research aims to develop a home exercise program for children with Down Syndrome. Home exercise programs can promote the parent-child relationship of children with Down Syndrome by improving physical fitness, promoting intellectual development, enhancing social skills, enhancing self-confidence, and providing opportunities for children with Down Syndrome to interact with other families to help them better integrate into the family environment.

Materials and Methods: The research participation was divided into four groups as follows: (1) five experts were invited to evaluate the expert interview form and Delphi questionnaires using the Index of Item-Objective Congruence (IOC); (2) nine experts were invited to participate in expert's interview; (3) 19 experts were invited to participate in Delphi consensus to develop a home exercise program for children with Down Syndrome; (4) 7 experts were invited to participate in connoisseurship discussion, to confirm the developed home exercise program. This consensus data was evaluated through the median and interquartile range. The criteria for consensus required a median of ≥ 3.50 and an interquartile range of ≤ 1.50 .

Results: Home exercise program for children with Down Syndrome includes three aspects: 1. warm-up, including 3 first-level indicators as follows: (1) aerobic fitness; (2) dynamic stretching; (3) core activation, and 24 second-level indicators. 2. Physical exercise, including 5 first-level indicators as follows: (1) improves strength and functional structure; (2) sports interests; (3) psychological needs; (4) excitation and inhibition balance; (5) self-control, and 17 second-level indicators and 146 third-level indicators. 3. relaxation extension including 3 first-level indicators as follows: (1) static diagram; (2) dynamic plotting; (3) mental and breathing relaxation, and 21 second-level indicators. **Conclusion:** The home exercise program developed in this research offers a comprehensive solution that meets the diverse needs of children with Down Syndrome, contributing positively to their physical, emotional, and social development.

Keywords: Home Exercise Program; Children; Down Syndrome

Introduction

Down Syndrome, also known as trisomy 21, is a genetic disorder caused by an extra copy of chromosome 21. It is usually caused by an error in the germ cells during meiosis, resulting in a fertilized egg with three chromosomes 21 instead of the normal two (Wang, Y.X., 2007). This chromosomal abnormality results in several physical and intellectual characteristics. The physical characteristic is delayed growth, and children with Down Syndrome are usually short, have a smaller head circumference, and have slower bone development. Distinctive facial features, wide eye distance, low nose bridge, and small ears. Abnormal organ function may be accompanied by congenital heart disease, digestive tract abnormalities, and other health problems. Intelligence is characterized by low intelligence, which is present in most children with Down Syndrome, but the degree varies from person to person. Learning difficulties: Because of Down Syndrome, they may have difficulty learning new knowledge and skills. Psychological characteristics such as emotional instability: Children with Down Syndrome may be more prone to mood swings and anxiety. Social difficulties and may have trouble understanding and expressing social norms (Lee et al, 2015).

Children with Down Syndrome are a group that needs special care and support. By gaining a deeper understanding of their characteristics and needs, we can create a more welcoming and inclusive environment for them. At the same time, all sectors of society should work together to promote research progress and social attitudes to bring more hope and opportunities to this special group. Let us join hands to love and support children with Down Syndrome, so that they can grow up happily in love and care. These





characteristics may have some impact on children's quality of life and health. Therefore, it is important to develop a family exercise program for children with Down Syndrome. First, family exercise programs help improve the physical fitness of children with Down Syndrome. Through regular, moderate exercise, children can improve their motor skills by increasing their muscle strength, flexibility, and coordination. This not only helps them take better care of themselves in their daily lives but also improves their quality of life. Secondly, family exercise programs can promote the intellectual development of children with Down Syndrome. Exercise not only contributes to physical health but also stimulates brain development (Wang, H. Y. et al, 2012). Multiple studies have shown that moderate physical activity can promote the connection and communication of neurons, thereby improving children's cognitive ability and intelligence. For children with Down Syndrome, regular exercise can provide more stimulation to their brains and help their intellectual development. (Logan, 2012). In addition, home exercise programs can enhance the social skills of children with Down Syndrome. Exercising in a home environment can provide children with more social opportunities (Wick, K., 2017). Parents can exercise with their children and encourage them to interact with other family members or friends. Such an environment can help children better learn social skills and improve social competence. Finally, a family exercise program can help boost confidence in children with Down Syndrome. Through regular exercise, children can see their progress and achievements, which not only boosts their self-confidence but also makes them more active in their daily lives (Perich et al, 2022).

Children with Down Syndrome face significant physical, intellectual, and social challenges due to their genetic condition. Despite advancements in medical care and special education, there remains a gap in research regarding effective interventions that holistically enhance their physical, cognitive, and social well-being. The primary reason for presenting this paper is to address the identified research problems by highlighting the importance of home exercise programs as an effective intervention for children with Down Syndrome. Family-based exercise programs offer a structured and supportive environment where children can develop motor skills, enhance cognitive function, and improve social abilities. Through this research, the researcher aims to provide valuable insights into how structured home exercise programs can significantly enhance the quality of life for children with Down Syndrome. By promoting a comprehensive and inclusive approach, this study seeks to contribute to the ongoing efforts to create a more supportive and understanding society for individuals with special needs.

Objectives

To develop a home exercise program for children with Down Syndrome.

Literature Review

1. Down Syndrome

Down Syndrome is a genetic disorder caused by the presence of an extra copy of chromosome 21 (trisomy 21). This additional genetic material affects development, leading to characteristic features and cognitive delays. It is one of the most common chromosomal disorders, with an estimated prevalence of 1 in 700 live births worldwide (Centers for Disease Control and Prevention, 2022).

For physical characteristics, individuals with Down Syndrome often exhibit distinct physical traits, including: (1) a flattened facial profile; (2) Almond-shaped eyes with an upward slant; (3) A single deep crease across the palm (simian crease); (4) Short stature and increased susceptibility to obesity; (5) Low muscle tone (hypotonia) and hypermobility in joints.

For cognitive and developmental features, cognitive development is typically delayed, with intellectual disabilities ranging from mild to moderate. Common developmental challenges include: (1) delayed speech and language acquisition; (2) difficulties with fine and gross motor skills; (3) challenges in abstract thinking and problem-solving. Despite these challenges, individuals with Down Syndrome often excel in social interactions and emotional intelligence. With proper support, they can acquire new skills and adapt effectively (Bull, 2020).





For health considerations, individuals with Down Syndrome are at an increased risk for various health conditions, including: (1) congenital heart defects (affecting nearly 50% of cases); (2) hearing and vision impairments; (3) thyroid dysfunctions; (4) respiratory and immune system issues; (5) sleep apnea. Early diagnosis and regular medical care are crucial for managing these conditions and promoting overall well-being (National Down Syndrome Society, 2021).

For education and development, early intervention programs that include physical, occupational, and speech therapy are essential for optimizing development. Tailored educational plans in inclusive or specialized settings enable children with Down Syndrome to reach their potential (Roizen & Patterson, 2018).

For the importance of physical activity, physical activity is vital for improving muscle strength, coordination, and cardiovascular health. Customized exercise programs, such as home-based activities, enhance motor skills and self-esteem while reducing health risks (Foley et al., 2018).

For social integration and support, with appropriate resources, individuals with Down Syndrome can lead fulfilling lives, contributing to their families and communities. Support networks, advocacy organizations, and public awareness play key roles in fostering inclusion and independence (World Health Organization, 2021).

2. Basic motor skills of Down Syndrome children

Motor skills are critical for a child's overall development, encompassing their ability to perform physical movements and interact with their environment. Children with Down Syndrome often experience delays in developing motor skills due to factors such as low muscle tone (hypotonia), joint hypermobility, and delayed neural development. Despite these challenges, early intervention and targeted training can significantly enhance their motor abilities (Bull, 2020).

Gross motor skills involve large muscle groups and are essential for activities like walking, running, jumping, and balancing. Children with Down Syndrome typically take longer to achieve milestones like crawling, standing, and walking. Physical therapy and exercises focusing on strength, balance, and coordination can help accelerate their gross motor skill development (Foley et al., 2018B). Fine motor skills involve small muscle movements, such as grasping, writing, and manipulating objects. These skills are often underdeveloped in children with Down Syndrome due to challenges like reduced grip strength and difficulty with coordination. Occupational therapy, focusing on hand-eye coordination and finger dexterity, can help improve their fine motor skills (Roizen & Patterson, 2018). Postural control refers to the ability to maintain balance and stability during movement or while stationary. Children with Down Syndrome often struggle with postural control due to hypotonia and joint instability. Activities like yoga, balancing exercises, and core-strengthening workouts are effective in improving their posture and overall stability (Shields et al., 2018).

Motor coordination and timing are areas where children with Down Syndrome often face difficulties. These skills are essential for performing complex movements, such as throwing and catching a ball or riding a bicycle. Structured games and activities that involve repetition and gradual progression can help improve coordination and reaction time. Developmental milestones such as sitting, crawling, and walking are typically delayed in children with Down Syndrome. For instance, while most children learn to walk by 12–15 months, those with Down Syndrome may achieve this milestone closer to 2–3 years. Early intervention programs that include physical and occupational therapy can help mitigate these delays. Children with Down Syndrome may require additional time and repetition to learn new motor skills. They benefit from structured environments, visual aids, and consistent routines that break tasks into manageable steps. Positive reinforcement and encouragement are essential in building their confidence and motivation (Foley et al., 2018).

Developmental milestones such as sitting, crawling, and walking are typically delayed in children with Down Syndrome. For instance, while most children learn to walk by 12–15 months, those with Down Syndrome may achieve this milestone closer to 2–3 years. Early intervention programs that include physical







and occupational therapy can help mitigate these delays. Children with Down Syndrome may require additional time and repetition to learn new motor skills. They benefit from structured environments, visual aids, and consistent routines that break tasks into manageable steps. Positive reinforcement and encouragement are essential in building their confidence and motivation. Physical activity plays a vital role in developing motor skills in children with Down Syndrome. Activities such as swimming, dancing, and adaptive sports help improve muscle strength, coordination, and endurance. These exercises also promote social interaction and emotional well-being, contributing to their overall development. Early intervention is critical for addressing motor skill delays in children with Down Syndrome. Programs that integrate physical, occupational, and speech therapies provide comprehensive support to enhance their physical and cognitive development. These interventions are most effective when initiated during infancy or early childhood (Roizen & Patterson, 2018). Therefore, developing basic motor skills lays the foundation for independence and improved quality of life in children with Down Syndrome. Enhanced motor abilities allow them to participate in daily activities, engage in social interactions, and explore their environment more effectively. With the right support, they can achieve significant progress and lead active, fulfilling lives.

3. Home exercise program

A home exercise program (HEP) is a structured set of physical activities designed to enhance physical and cognitive development in a familiar environment. For children with Down Syndrome, a home exercise program focuses on addressing specific developmental delays such as low muscle tone, joint instability, and motor coordination challenges. These programs also complement therapy sessions by providing consistent practice opportunities at home (Bull, 2020; Ulrich et al., 2008). Home exercise programs are valuable because they provide an opportunity for children with Down Syndrome to practice physical activities regularly and in a setting that promotes comfort and consistency. By focusing on individualized goals such as improving balance, strength, coordination, and motor planning, HEPs aim to build foundational skills that support functional independence and overall health (Carmeli et al., 2014).

One of the key advantages of a home-based approach is the involvement of family members or caregivers, who play a crucial role in motivating and guiding the child. Caregiver participation not only ensures the exercises are performed correctly but also fosters a supportive environment that encourages the child's progress. Additionally, this setting allows the incorporation of familiar and enjoyable elements, such as toys or music, into the program, increasing engagement and adherence (Kumin, 2012). The implementation of a home exercise program for children with Down Syndrome also aligns with therapeutic goals established by professionals, including physical and occupational therapists. These programs are designed in collaboration with experts to ensure exercises are safe, effective, and appropriately challenging. Regular evaluations and adjustments to the program help address the evolving needs of the child as they develop (Roizen & Patterson, 2018).

Physical activity is a critical component in the management of Down Syndrome, as it contributes to improvements in strength, cardiovascular health, and overall quality of life. Children with Down Syndrome often have a higher risk of obesity and associated health conditions, making regular exercise essential for maintaining physical well-being (Foley et al., 2018). Furthermore, a home exercise program promotes the development of gross motor skills, such as walking, jumping, and climbing, which are essential for participating in play and social activities. They also help refine fine motor skills, enabling children to perform tasks like drawing or picking up objects more efficiently. These improvements not only enhance physical abilities but also boost confidence and self-esteem (Shields et al., 2018).

4. Related research

Rimmer and Rowland (2008) highlight the necessity of customizing physical activity programs to accommodate the unique needs of children with disabilities. By incorporating a diverse range of exercises







and progressive adaptations, the home exercise program fosters inclusivity and long-term participation, supporting both physical and psychological growth.

Mahyuddin et al. (2020) highlight that home-based interventions significantly enhance participation rates among children with disabilities by offering a familiar and supportive environment. The program's flexibility and simplicity allow for seamless integration into daily routines, making it more accessible to a wider range of families. By providing clear instructions, visual aids, and adaptable exercise options, parents are empowered to play an active role in their child's fitness development.

Smith et al. (2015) highlight the crucial role of parental involvement in maintaining physical activity among children with disabilities. The program is designed to accommodate the diverse abilities and interests of children with Down Syndrome by allowing exercises to be tailored to individual needs. By providing a variety of activities, the program encourages engagement, enabling children to select exercises that align with their preferences, which enhances both motivation and long-term adherence.

Summary

The existing research literature on the development of family exercise programs for children with Down Syndrome provides valuable references and insights. However, after in-depth analysis and comprehensive evaluation, it is not difficult for us to find out the shortcomings.

First, from the perspective of research content, the existing research covers the design and implementation of family exercise programs and their impact on children's physical and mental health. Most of these studies are based on a combination of theory and practice, providing a wealth of material for our understanding of the special needs of children with Down Syndrome and the benefits of exercise. However, despite these findings, there is still room for further exploration of how to personalize home exercise regimens based on individual differences in children with Down Syndrome. Secondly, in terms of research methods, most of the existing research adopts traditional methods such as questionnaire surveys, observation, and experiment. These methods can reflect the effect of family exercise programs to a certain extent, but the objectivity and accuracy of their results are still limited. For example, a questionnaire survey may be affected by subjective factors of respondents, while observation and experimental methods may be restricted by multiple factors such as sample size and experimental conditions. Therefore, future research can try to introduce more diversified and advanced research methods, such as big data-based analysis and machine learning, to improve the scientific reliability of research. Thirdly, in terms of the application value of the research, the existing research has guided practice to a certain extent, but there is still a disconnect between theory and practice. Although many studies have proposed the theoretical framework and implementation strategies of family exercise programs, the lack of specific operational guidelines and implementation plans makes it difficult to effectively promote these research results in practical applications. Therefore, future research needs to pay more attention to the combination of theory and practice to provide parents and professionals with more operational guidance and advice. Finally, in terms of research perspective, most of the existing studies start from a single discipline, such as medicine and kinematics, and lack the integration of interdisciplinary perspectives. Family exercise programs for children with Down Syndrome involve not only physical health but also mental health, social adaptation, and many other aspects. Therefore, future research needs to focus more on interdisciplinary cooperation and exchange to examine and explore the impact of family exercise programs on children with Down Syndrome from a broader perspective.

Conceptual Framework

In this research, the independent variable was Down Syndrome children and the basic motor skills of Down Syndrome children. The dependent variable was a home exercise program for children with Down Syndrome. The conceptual framework was as follows:





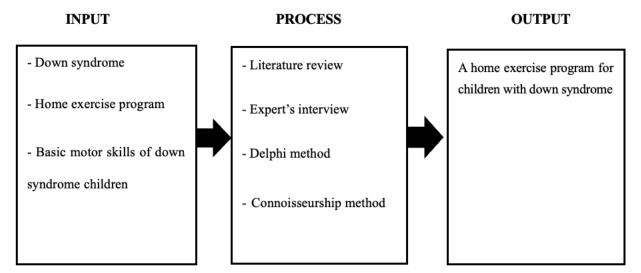


Figure 1 Conceptual framework

Methodology

1. Research Tools

The research tools used in this research are as follows: (1) an interview form for the expert; (2) a Questionnaire for Delphi; (3) an Evaluation form for Connoisseurship.

2. Research Participation

In this research, the purposive sampling method was used to select the experts. The details for experts are as follows:

Expert for IOC: Five experts were selected through a purposive sampling method, consisting of experts from special education schools who held associate senior titles or had more than five years of work experience. These experts were invited to evaluate the expert interview form and Delphi questionnaires using the Index of Item-Objective Congruence (IOC) method.

Experts' interview: 9 experts were selected through a purposive sampling method, consisting of 5 physical education teachers, and 4 experts from special education schools who held associate senior titles or had more than five years of work experience

Expert for Delphi method: 19 experts were selected through the snowball sampling method, consisting of 7 physical education teachers, 6 experts from special education schools, and 6 with Down Syndrome. All experts have more than 5 years of work experience. These experts were invited to participate in a Delphi consensus to develop a home exercise program for children with Down Syndrome.

Expert for Connoisseurship method: 7 experts were selected through a purposive sampling method, consisting of 4 physical education teachers and 3 experts from special education schools with associate senior titles or more than 5 years of work experience.

3. Data Collection

- 1. Summarizing related research related to home exercise programs and children with Down Syndrome through a literature review.
- 2. Draft the interview form for the expert and have it evaluated by 5 experts to evaluate their alignment with the objectives using the Item-Objective Congruence (IOC) method.
- 3. 9 experts, including 5 physical education teachers, and 4 experts from special education schools, were invited to conduct face-to-face expert interviews to gather information about the current situation and challenges faced by children with Down Syndrome, and the key elements to develop a home exercise program for children with Down Syndrome.
- 4. Draft a questionnaire for Delphi and have it evaluated by 5 experts to evaluate their alignment with the objectives using the Item-Objective Congruence (IOC) method.





Website: https://so07.tci-thaijo.org/index.php/IJSASR/index



- 5. 19 experts, including 7 physical education teachers, 6 experts from special education schools, and 6 Down Syndrome experts, were invited to conduct a Delphi consensus, aiming to develop a home exercise program for children with Down Syndrome. Questionnaires for Delphi were distributed to 19 experts in the form of on-site and online distribution.
- 6. Draft evaluation form for connoisseurship to confirm the suitability and effectiveness of implementing the home exercise program designed for children with Down Syndrome.
- 7. 7 experts, including 4 physical education teachers and 3 experts from special education schools, were invited to conduct a connoisseurship discussion to confirm the developed home exercise program designed for children with Down Syndrome.

4. Data Analysis

This research primarily employed a software package to analyze the data.

- 1. Evaluate the content validity of the interview form for the expert and questionnaire for Delphi, using the Index of Item-Objective Congruence (IOC) (Rovinelli & Hambleton, 1977). The IOC value for the interview form for the expert was 0.86, and the IOC value for the questionnaire for Delphi was 0.89.
 - 2. The expert's interview and connoisseurship discussion were analyzed using content analysis.
- 3. Descriptive statistics, including the median and interquartile range, were used to analyze Delphi consensus data. The analysis criteria were a median of ≥ 3.50 and an interquartile range of ≤ 1.50 .

Results

In this research, the data analysis was divided into 3 parts as follows:

Part 1: Investigate the current situation and challenges faced by children with Down Syndrome using experts' interviews.

Part 2: Delphi consensus results for developing a home exercise program for children with Down Syndrome.

Part 3: Confirmation of the developed home exercise program for children with Down Syndrome using the connoisseurship method.

Part 1: Investigate the current situation and challenges faced by children with Down Syndrome using experts' interviews.

Based on the literature and the core content of the related research, the interview form for the expert was developed. The purpose was to gather insights into the current situation and challenges faced by children with Down Syndrome, as well as to identify key elements for developing a home exercise program tailored to their needs. 9 experts agreed that a comprehensive home exercise program for children with Down Syndrome should include warm-up, main exercise, and post-exercise relaxation and stretching. Exercise methods should be diversified and adjusted according to the characteristics of children of different ages. In the selection of family sports activities, it is necessary to tailor the activities according to their specific needs, interests, and preferences, and physical conditions. The first principle is to ensure the safety of the activity content and avoid complex or potentially risky actions; Secondly, the activities need to be attractive and can stimulate and maintain children's interest in participation; Moreover, the activity design should be simple and clear, easy for children to understand and practice, while maintaining a certain structure and repeatability, to promote the establishment of routine and improve learning efficiency. In addition, all activities need to be supervised by an adult, and the difficulty and complexity of the activities need to be flexibly adjusted according to the feedback of the children, aiming to create a safe and enjoyable family physical exercise atmosphere to help them develop exercise habits.

After finishing the experts' interview with 9 experts, to achieve these goals, the researchers constructed a scientific and practical home exercise program model for children with Down Syndrome based on the recommendations of 9 experts, which related to the key elements to develop a home exercise program for children with Down Syndrome. The home exercise program model for children with Down Syndrome was drafted as follows:

Table 1 The framework of the home exercise program for children with Down Syndrome



Movement type	Take exercise intensity	Frequency of exercise	Period	Sports intervention mechanism
Fun sport It mainly plays ball games and sports	Moderate strength	3 times a week (16 weeks)	30 to 40 minutes	Sports interest: stimulate the main body's sports interest and fun, cultivate sports skills, and form sports habits through fun sports.
High intensity intermittent exercise High leg lift, squat jump, Quick ladder	Medium to high strength exercise practice	3 times a week (16 weeks)	30 to 40 minutes	The balance of excitation and inhibition enhances the brain's ability to regulate excitation and inhibition
Strength and body training Dumbbell bend, plank, sit-up, kneeling position press	Moderate to high intensity exercise	3 times a week (16 weeks)	30 to 40 minutes	Structural function improvement Changes in body shape and cognitive function through strength training or aerobic exercise, thereby improving the emotional and physical self Respect and self-concept.
Moderate cardio Cooper exercises, upper body power meter, calisthenics, yoga.	Moderate strength	3 times a week (16 weeks)	30 to 40 minutes	Improvement of self-control: To improve self Controlled by moderately intense robot motion.
Optional item To provide independent support environment, design challenging activities, integrate activities, and establish a good atmosphere for activities.	Moderate dietary intensity	3 times a week (16 weeks)	50 to 60 minutes	Satisfaction of psychological needs: The exercise intervention process satisfies the three basic psychological needs of individual autonomy, ability and relationship.

Part 2: Delphi consensus results for developing a home exercise program for children with Down Syndrome

Based on the literature review and experts' interviews with 9 experts, questionnaires for Delphi to develop a home exercise program for children with Down Syndrome were developed. It can be divided into three modules as follows: (1) Warm-up module, including 3 first-level indicators and 24 second-level indicators. (2) The physical exercise module, including 5 first-level indicators, 17 second-level indicators, and 146 third-level indicators. (3) The relaxation extension module, including 3 first-level indicators and 21 second-level indicators.

Results of the third round of the Delphi consensus

Table 2 Third round of Delphi results on the three modules of the home exercise program

Item		Respo	nse lev	el N=1	Mdn.	IQR	Result	
rtein	1	2	3	4	5	Mun.	IQK	Result
Warm-up					19	5.00	0.00	Retained
Physical exercise					19	5.00	0.00	Retained
Relaxation extension					19	5.00	0.00	Retained

Expert opinions on the three modules of the home exercise program are acceptable.







Table 3 Third round of Delphi results on first-level indicators

Item]	Respo	nse leve	l N=1	9	Mdn.	IQR	Result
Item	1	2	3	4	5	57.69UA	ЛУI	Result
A1 Aerobic Fitness					19	5.00	0.00	Retained
A2 Dynamic stretching					19	5.00	0.00	Retained
A3 core activation					19	5.00	0.00	Retained
B1 improves strength and functional structure					19	5.00	0.00	Retained
B2 Sports Interests				1	18	4.94	0.00	Retained
B3 Psychological needs			2	1	16	4.73	0.00	Retained
B4 excitation and inhibition balance					19	5.00	0.00	Retained
B5 Self-control					19	5.00	0.00	Retained
C1 Static diagram					19	5.00	0.00	Retained
C2 Dynamic plotting			3	6	10	4.36	1.00	Retained
C3mental and breathing relaxation			2	1	16	4.73	0.00	Retained

The Delphi consensus of experts on the first-level indicators is all acceptable.

According to the above third round of Delphi results on first-level indicators, 1 indicator, C3 mental and respiratory relaxation indicators which did not reach the second round of Delphi consensus. In the third round of the Delphi consensus, it already reached Delphi expert consensus.

Table 4 Third round of Delphi results on second-level indicators

							Ī	Fir	st-level	S	econd-level	П	R	tesponse leve	el N=	19	M4- 1	OD	n	14												
								ind	icators	1	indicators		1	2 3	4	5	Mdn.	IQR	Res	uit												
First-level	Second-leve	First-level	Second-level	1	Respo	nse lev	el N=	=19	Mdn.	IQR	Result	ΪŤ	F	First-level		econo	i-level	I	Respor	nse lev	el N=	19		von	D	Respo	onse le	vel N	=19	_		1
indicators	indicators	indicators	indicators	1	2	3	4	5	3000	IQIK	Kusuit	Ш	i	indicators		indica	ators	1	2	3	4	5	Mdn.	IQR	Result	1 2				Mdn.	IQR	Result
A1 Aerobic	A1.1 Jump with		C1.3 Pull the chest	Г				19	5.00	0.00	Retained	1+			C2.	Spin	al	T	\Box	2	9	8	4.21		Retained	╢	H	H	19	5.00	0.00	Retained
Fitness	your feet in pla		muscles									Ш			hori	zontal	torsion							1.00		Ш						
	A1.2 Jump bac		C1.4 Side lying	\vdash			5	14	4.73	0.00	Retained	11			C2.8	Sing	le leg	+	\vdash	\dashv	\dashv	19	5.00	0.00	Retained	╢	\vdash	\vdash	19	5.00	0.00	Retained
	and forth with y		reverse stretch									Ш			supi	ort sv	ving leg									Ш						
	feet		C1.5 Leg stretch	T			3	16	4.84	0.00	Retained	1+					ing tennis		\vdash	\rightarrow	\dashv	19	5.00	0.00	Retained	╢	\vdash	\vdash	19	5.00	0.00	Retained
	A1.3 Jump fror		C1.6 Lie on your	\vdash		-		19	5.00	0.00	Retained	1			l	foot										Ш						
	side to side with		back to stretch your									lΗ	C	3 mental			ominal	+	Н	\dashv	\dashv	19	5.00	0.00	Retained	╢	T	1	18	4.94	0.00	Retained
	both feet		buttock muscles									Ш		d breathing		thing	J. 1 11 11 11 11 11 11 11 11 11 11 11 11						5.00	0.00	reunied	Ш		1				
	A1.4 Alternate		C1.7 Lie on your	⊢		-	5	14	4.73	0.00	Retained	1-1	1	laxation	l		itation	\perp	Ш	\rightarrow	\dashv	19	5.00	0.00	Retained	↓ <u>†</u>	\vdash	\vdash				Retained
	jumping feet		back and hold									Ш	101	axation	trair		itation					19	3.00	0.00	Retained	Ш	3	6	10	4.36	1.00	
	A1.5 Sprint		C1.8 tension	⊢		2	9	8	4.21	1.00	Retained	+	L		trair	ung										Ц	١	ľ	10	4.50	1.00	
	A1.6 Walk on y		C1.9 Pull the	⊢		-	,	19	5.00	0.00	Retained	14	\dashv	\rightarrow	\dashv	19	5.00	0.00	Retai	nad			e	xploratio	n							
	knees		quadriceps muscle					17	3.00	0.00	Retained	Н				19	5.00	,.00	Retai	lica			- 1		nievement				19	5.00	0.00	Retained
	A1.7 Step with		C1.10 Pull the calf	┡		-		19	5.00	0.00	Retained	1+	\dashv	\rightarrow	\dashv	19	5.00	0.00	Retai	nad			1	eeds								
	straight legs			\perp								11				19	3.00).00	Retai	neu			- 1	3.3.3 Aff	· 1			3	16	4.84	0.00	Retained
	A1.8 High arm	C2 Dynamic	C2.1 Nod in four					19	5.00	0.00	Retained	14	_	\longrightarrow	_	19	5.00	0.00	Retai				- 1	tequiren								
	jump	plotting	directions	┖								11				19	5.00).00	Retai	nea	1		- 1	3.4.1 Exc	· ·				19	5.00	0.00	Retained
	A1.9 Back kick		C2.2 Neck ring					19	5.00		Retained	┨┃										inhibit	- 1	egulation		\perp	╙	L				
A2 Dynamic	A2.1 Move the		C2.3 Dynamic					19	5.00	0.00	Retained	Н									equ	uilibriu	- 1	34.2 Inhi	· 1			5	14	4.73	0.00	Retained
stretching	A2.2 Keep you		breast									Ш	\Box								L			egulation		\perp	L	L				
	knees elevated		enhancement									t				19	5.00	0.00	Retai	ned	1	Self-	- 1	35.1 Em	otional		2	9	8	4.21	1.00	Retained
	A2.3 Hip		C2.4 Alternate					19	5.00	0.00	Retained	11									cor	ntrol		ontrol	e control	\perp	╙	ļ.,		101		
	abduction in sit		steps and raise your									t			1	18	4.94	0.00	Retai	ned			1-			\bot	╙	1	18	4.94	0.00	Retained
	A2.4 Single leg		arms									Н												35.3 Atte	ntion		3	6	10	4.36	1.00	Retained
	support		C2.5 The lazy cat	Т							Retained	1									Cl		1 -	ontrol		\perp	_	ļ.,	14	4.72	0.00	Retained
	A2.5 Single		keeps its back				3	16	4.84	0.00		t	П			19	5.00	0.00	Retai	ned								,	14	4.73	0.00	Retained
	straight leg		down																		Sta	tic gra		urvature		+	2	9	8	4.21		Retained
	A2.6 Forward		C2.6 Dynamic	\vdash		\dashv	5	14	4.73	0.00	Retained	┤▔	_										- 1	hin and l	· ' I		-	"	°	4.21	1.00	Retained
	sprint		Cobra																				16	iiii dila i	icau							
			1	1		. I		1	1	I	I	1																				

The Delphi consensus of experts on the second-level indicators is all acceptable.

According to the above third round of Delphi results on second-level indicators, 5 indicators, including A1.5 sprint, A2.5 single straight leg, A2.7 horizontal lunge, C1.1 side neck curvature, C1.2 two fists, chin, and head which did not reach the second round of Delphi consensus. In the third round of the Delphi consensus, it had already reached a Delphi experts.



Website: https://so07.tci-thaijo.org/index.php/IJSASR/index



Table 5 Third round of Delphi results on third-level indicators

	Third-level	Res	spons	e leve	A ls	=19 🐧	Aldn.	IQR	Result	1	Second-level	Third-level	Respo	onse l	level	N=19	Mdn.	IQR	Result	[-]	Second-level	Third-level	rest	ouse i	ever	N=19	Sign.	IQR	Result	
indicators	indicators	1	2	3 .	4	5				t	indicators	indicators	1 2	2 3	4	5				esı	indicators	indicators	1	2 3	4	5				Result
B.1.4	B1.4.1Fast two-	\vdash	H	+	+	+			Retained	Lh		B1.5.6Swallowing	П	T	\top	П			Retained	i _		B1.6.12One-handed		\top	3	16	4.84	0.00	Retained	
Development of	handed strike			2	1	16	4.73	0.00		æd		balance		3	6	10	4.36	1.00		tai		dumbbell sidebend								Retained
coordination	B1.4.2Double Arm	+	\vdash	2	1	16 4	4.73	0.00	Retained	1 1		B1.5.7Partner Sitting	\Box	2	9	8	4.21	1.00	Retained	tai		B1.6.13Squat with		\top	\top	19	5.00	0.00	Retained	Retained
capacity	rotation									:d		balance										legs together								
' '	B1.4.3Prone to avoid	+	Н	1	8	10 4	4.47	1.00	Retained	1 1		B1.5.8Anti-		1	8	10	4.47	1.00	Retained	tai		B1.6.14Knee and leg		\top	T	19	5.00	0.00	Retained	Retained
	obstacles									Ш		interference balance								tai		standing								
	B1.4.4Jump from	+	Н	+	+	+			Retained	žd	B.1.6 Physical	B1.6.1Pull chest	\Box	T	2	17	4.89	0.00	Retained	tai		B1.6.15Heel tip		\top	\top	19	5.00	0.00	Retained	Retained
	side to side with feet			3	6	10 4	4.36	1.00	reunieu	zd	improvement	muscles								tai		rotation and abduction								Reunice
	B1.4.5TAB	\vdash	1 1	- 1		- 1	4.21	1.00	Retained	1		B1.6.2Pulls the upper	\Box	T	\top	19	5.00	0.00	Retained			B1.6.16Sit with knees		\top	\top	19	5.00	0.00	Retained	Retained
	B1.4.6Alternate jump	₩	\perp		- 1	- 1	4.47	1.00	Retained	1 1		trapezius, scalene and								tai		together								Retained
	B1.4.7Double Cross	₩	ш		- 1		4.47	1.00	Retained	1~		lexator scapulae								tai		B1.6.17Combined leg		\top	$^{+}$	19	5.00	0.00	Retained	
	iump			1	°۱	10 '	4.4/	1.00	Retained	*4		muscles								lai		squat								Retained
	J	╙	Н	4		10	1.00	0.00	D	1~1		B1.6.3Deep neck				19	5.00	0.00	Retained	1		B1.6.18Press knee			\top	19	5.00	0.00	Retained	Retained
	B1.4.8 Cross your			- 13	2	17 4	4.89	0.00	Retained			muscle stretching								_		with foot								
	hands and feet		Ш	\perp	\perp					:d		B1.6.4Middle and	\vdash	$^{+}$	3	16	4.84	0.00	Retained	tai		B1.6.19Inner leg	\neg	$^{+}$	+	19	5.00	0.00	Retained	Retained
	B1.4.9Log rolling				1		4.94	0.00	Retained	:d		lower								tai		exercise								
	B1.4.10High leg				3	16 4	4.84	0.00	Retained	11		trapeziusexercises.								tai		B1.6.20Barefoot	\neg	+	+	19	5.00	0.00	Retained	Retained
	lateral motion									IJ		B1.6.5Trunk	\vdash	\top	1	18	4.94	0.00	Retained			tennis								
	B1.4.11Clown Jump		П		5	14 4	4.73	0.00	Retained	žd		extension			1					tai		B1.6.21Toe towel	\dashv	+	+	19	5.00	0.00	Retained	
B.1.5	B1.5.1Standing on	Т	П	1	5	14 4	4.73	0.00	Retained	1		B1.6.6Shoulder arch	\vdash	+	3	16	4.84	0.00	Retained	tai		B1.6.22Sitting with	\dashv	+	+	19	5.00	0.00	Retained	Retained
Development of	one foot									Ш		B1.6.7Worm	\vdash	+	+	19	5.00	0.00	Retained	tai		heels elevated								remine
balance	B1.5.2Holding theball	T	П	T	1	18 4	4.94	0.00	Retained	zd		crawling									B.2.1 Perceived	B2.1.1Pitch and High	-	+	3	16	4.84	0.00	Retained	Retained
	while standing on one									1		B1.6.8Lunge lift	\vdash	+	5	14	4.73	0.00	Retained	tai	interest	five								Retained
	foot									æd		B1.6.9Shoulder Lift	\vdash	+	5	14	4.73	0.00	Retained			B2.1.2Put the ball on	\dashv	+	12	17	4.89	0.00	Retained	
	B1.5.3Holding with	+	Н	+	1	18 4	4.94	0.00	Retained	┧		Exercise								tai		your back			-					
	one foot									:d		B1.6.10Shrug	\vdash	+	8	10	4.47	1.00	Retained	tai		B2.1.3Basketball	-	+	5	14	4.73	0.00	Retained	Retained
	B1.5.4Straight line	+	\vdash	+	+	19 5	5.00	0.00	Retained	1 1		Exercise		1	T	"				tai		Football pass and			ľ	^	4.75	0.00	reunieu	
	B1.5.5Skating jump	₩	\vdash	+		- 1	5.00		Retained	- 3		B1.6.11Single arm	\vdash	+	3	16	4.84	0.00	Retained	tai		catch								
	(single leg side jump)					"[`	5.00	0.00	reunieu	П		dumbbell side lift			1					tai		B2.1.4Ant movement	-	+	3	16	4.84	0.00	Retained	Retained
	(single leg side jump)	<u> </u>	Щ	_	<u>.</u>					J _{xd}	L		щ	т.	٠.					tai		DEIT-WHITHOUGHER		_	Ļ	10	4.04	0.00	·	
	B1112B 11 II	\pm	_		1~		10		20 2	-ed			\perp	_	_	1	11		000 0	-tai r	Second-level	Third-level	nack		Ι.	N-10	Mdn.	LIOD	Result	Retained
Second-level	Third-level	Rest	ponse		IN=	1	ldn.	IQR	Result		Second-level	Third-level	Respo	onse l	level	N=19	Mdn.	IQR	Result	1 1	Second-level	I nira-ievei	Res	ponse	ievei	N=19	2100	IQR	Result	1
		1 1										1		_					ı	tai							1			
indicators	indicators	1 1	2	- 1		- 1				Ш	indicators	indicators	1 2	2 3	- 1					tai	indicators	indicators	1	2 3		\perp	4.47	1.00	Detelored	<u> </u>
Indicators	B2.1.5Jump pass	1 1	2	3	1	16 4.	- 1	- 1	Retained	┙		B3.1.3Virtual motion	1 2	2 3	5	14	4.73	0.00	Retained	1-1	indicators	B4.1.6Cross-legged	1	2 3	8	\perp	4.47	1.00	Retained	
B.2.2 Emotional	B2.1.5Jump pass B2.2.1Monkey	1 1	2	- 1	1	16 4.	- 1	- 1	Retained Retained	_	B.3.2	B3.1.3Virtual motion B3.2.1Gorilla Jump	1 2	+	5	14 17	4.89	0.00	Retained	1-1		B4.1.6Cross-legged sitting position	1	2 3		10				
Indicators	B2.1.5Jump pass B2.2.1Monkey climbing-Forward and	1 1	2	3	1	16 4.	- 1	- 1			B.3.2 Achievement	B3.1.3Virtual motion B3.2.1Gorilla Jump B3.2.2Seesaw	1 2	+	5 2 8	14 17 10	4.89 4.47	0.00	Retained Retained	1-1		B4.1.6Cross-legged sitting position B4.1.7Knee tuck and	1	2 3		\perp			Retained	
B.2.2 Emotional	B2.1.5Jump pass B2.2.1Monkey climbing-Forward and sideways	1 1	2	5	1	16 4.	.73	0.00	Retained		B.3.2	B3.1.3Virtual motion B3.2.1Gorilla Jump B3.2.2Seesaw B3.2.3Climber two-	1 2	+	5 2 8	14 17 10	4.89 4.47	0.00	Retained	1-1		B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll	1	2 3	1	10	4.94	0.00	Retained	
B.2.2 Emotional	B2.1.5Jump pass B2.2.1Monkey climbing-Forward and sideways B2.2.2Bear crawl-	1 1	2	5	1	16 4.	.73	0.00		J	B.3.2 Achievement	B3.1.3Virtual motion B3.2.1Gorilla Jump B3.2.2Seesaw B3.2.3Climber two- point support	1 2	+	5 2 8	14 17 10	4.89 4.47	0.00	Retained Retained	1-1		B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and	1	2 3		10		0.00	Retained	
B.2.2 Emotional	B2.1.5Jump pass B2.2.1Monkey climbing-Forward and sideways B2.2.2Bear crawl- Forward and sideways	1 1	2	5	1	16 4. 14 4.	.73	0.00	Retained Retained	_	B.3.2 Achievement	B3.1.3Virtual motion B3.2.1Gorilla Jump B3.2.2Seesaw B3.2.3Climber two- point support B3.2.4Swallowing	1 3	+	5 2 1 8	14 17 10 18	4.89 4.47	0.00 1.00 0.00	Retained Retained	1-1		B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down	1		1 8	18	4.94	0.00	Retained	
B.2.2 Emotional	B2.1.5Jump pass B2.2.1Monkey climbing-Forward and sideways B2.2.2Bear crawl-	1 1	2	5	1	16 4. 14 4.	.73	0.00	Retained	_	B.3.2 Achievement	B3.1.3Virtual motion B3.2.1Gorilla Jump B3.2.2Seesaw B3.2.3Climber two- point support	1 2	1	5 2 1 8	14 17 10 18	4.89 4.47 4.94	0.00 1.00 0.00	Retained Retained Retained	1-1	B4.2 Inhibitory	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B4.2.1Cordless jump	1		1 8	18	4.94	0.00	Retained	
B.2.2 Emotional	B2.1.5Jump pass B2.2.1Monkey climbing-Forward and sideways B2.2.2Bear crawl- Forward and sideways B2.2.3Worm crawling	1 1	2	5	1	16 4. 14 4.	.73	0.00	Retained Retained	_	B.3.2 Achievement needs	B3.1.3Virtual motion B3.2.1Gorilla Jump B3.2.2Seesaw B3.2.3Climber two- point support B3.2.4Swallowing disturbance B3.2.5Swing	1 2	1	5 2 1 8	14 17 10 18	4.89 4.47 4.94 4.36	0.00 1.00 0.00	Retained Retained Retained	1-1	B4.2 Inhibitory regulation	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B4.2.1Cordless jump rope	1		1 8 1 3 6	10 18 10	4.94 4.36 4.36	1.00	Retained Retained	
B.2.2 Emotional	B2.1.5Jump pass B2.2.1Monkey climbing-Forward and sideways B2.2.2Bear crawl- Forward and sideways B2.2.3Worn crawling B2.2.4Crab crawling-	1 1	2	5		16 4. 14 4.	.73	0.00	Retained Retained	_	B.3.2 Achievement	B3.1.3Virtual motion B3.2.1Gorilla Jump B3.2.2Seesaw B3.2.3Climber two- point support B3.2.4Swallowing disturbance B3.2.5Swing B3.3.1Road Roller	1 2	1	5 2 1 8 1 3 6 8 6	14 17 10 18 10 10	4.89 4.47 4.94 4.36 4.36	0.00 1.00 0.00 1.00 1.00	Retained Retained Retained	1-1	B4.2 Inhibitory regulation	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B4.2.1Cordless jump rope B4.2.2Side step arm	1		1 8 1 3 6	18	4.94 4.36 4.36	1.00	Retained	
B.2.2 Emotional	B2.1.5Jump pass B2.2.1Monkey climbing-Forward and sideways B2.2.2Bear crawl- Forward and sideways B2.2.3Worm crawling B2.2.4Crab crawling- Front to back or	1 1	2	5		16 4. 14 4.	.73	0.00	Retained Retained Retained	_	B.3.2 Achievement needs	B3.1.3Virtual motion B3.2.1Gorilla Jump B3.2.2Seesaw B3.2.3Climber two- point support B3.2.4Swallowing disturbance B3.2.5Swing	1 2	3	5 2 1 8 1 3 6 8 6	14 17 10 18 10 10	4.89 4.47 4.94 4.36 4.36	0.00 1.00 0.00 1.00	Retained Retained Retained Retained Retained		B4.2 Inhibitory regulation	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B4.2.1Cordless jump rope B4.2.2Side step arm loop	1		1 8 1 3 6 2	10 18 10 10	4.94 4.36 4.36 4.89	1.00 1.00	Retained Retained Retained	
B.2.2 Emotional	B2.1.5Jump pass B2.2.1Monkey climbing-Forward and sideways B2.2.2Bear crawl- Forward and sideways B2.2.3Worm crawling B2.2.4Crab crawling- Front to back or sideways	1 1	2	5 5	;]	16 4. 14 4. 14 4.	.73	0.00	Retained Retained Retained Retained		B.3.2 Achievement needs	B3.1.3Virtual motion B3.2.1Gorilla Jump B3.2.2Seesaw B3.2.3Climber two- point support B3.2.4Swallowing disturbance B3.2.5Swing B3.3.1Road Roller	1 2	3	5 2 1 8 1 3 6 8 6	14 17 10 18 10 10	4.89 4.47 4.94 4.36 4.36	0.00 1.00 0.00 1.00 1.00	Retained Retained Retained Retained Retained		B4.2 Inhibitory regulation	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B4.2.1Cordless jump rope B4.2.2Side step arm loop B4.2.3Back kick	1		1 8 1 1 3 6 2 5	10 18 10 10 17	4.94 4.36 4.36 4.89	0.00 1.00 1.00 0.00	Retained Retained Retained Retained	
B.2.2 Emotional	B2.1.5Jump pass B2.2.1Monkey climbing-Forward and sideways B2.2.2Bear crawl- Forward and sideways B2.2.3Worm crawling B2.2.4Crab crawling- Front to back or	1 1	2	5 5	;]	16 4. 14 4. 14 4.	.73	0.00	Retained Retained Retained		B.3.2 Achievement needs	B3.1.3Virtual motion B3.2.1Gorilla Jump B3.2.2Seesaw B3.2.3Climber two- point support B3.2.4Swallowing disturbance B3.2.5Swing B3.3.1Road Roller B3.3.2Dolphin	1 2	3 3 3 3	5 2 1 8 1 3 6 8 6	14 17 10 18 10 10 10 18	4.89 4.47 4.94 4.36 4.36 4.36 4.94	0.00 1.00 0.00 1.00 1.00 1.00	Retained Retained Retained Retained Retained		B4.2 Inhibitory regulation	B4.1.6Cross-legged sitting position B4.1.7Knce tuck and roll B4.1.8Lift legs up and down B4.2.1Cordless jump rope B4.2.2Side step arm loop B4.2.3Back kick B4.2.4Type of dead	1		1 8 1 1 3 6 2 5	10 18 10 10	4.94 4.36 4.36 4.89	1.00 1.00	Retained Retained Retained Retained	
B.2.2 Emotional	B2.1.5Jump pass B2.2.1Monkey climbing-Forward and sideways B2.2.2Bear crawl- Forward and sideways B2.2.3Worm crawling B2.2.4Crab crawling- Front to back or sideways	1 1	2	5 5 3	; 1	16 4. 14 4. 14 4.	.73	0.00	Retained Retained Retained Retained	_	B.3.2 Achievement needs	B3.1.3Virtual motion B3.2.1Gorilla Jump B3.2.2Seesaw B3.2.3Climber two- point support B3.2.4Swallowing disturbance B3.2.SSwing B3.3.1Road Roller B3.3.2Dolphin Dribble	1 3	3 3 3 3	5 2 2 1 8 1 1 8 1 1 1 1 1 1 1 1 1 1 1 1 1	14 17 10 18 10 10 10 18	4.89 4.47 4.94 4.36 4.36 4.36 4.94	0.00 1.00 0.00 1.00 1.00 1.00	Retained Retained Retained Retained Retained Retained Retained		B4.2 Inhibitory regulation	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B4.2.1Cordless jump rope B4.2.2Side step arm loop B4.2.3Back kick	1		1 8 1 1 3 6 2 5	10 18 10 10 17	4.94 4.36 4.36 4.89	0.00 1.00 1.00 0.00	Retained Retained Retained Retained	
B.2.2 Emotional	B2.1.5Jump pass B2.2.1Monkey climbing-Forward and sideways B2.2.2Bear crawl- Forward and sideways B2.2.3Worm crawling B2.2.4Crab crawling- Front to back or sideways B2.2.5 Duck Walk	1 1		5 5 3		16 4. 14 4. 14 4. 16 4.	.73 .73 .73 .84	0.00	Retained Retained Retained Retained	_	B.3.2 Achievement needs	B3.1.3Virtual motion B3.2.1Gorilla Jump B3.2.2Seesaw B3.2.3Climber two- point support B3.2.4Swallowing disturbance B3.2.5Swing B3.3.1Road Roller B3.3.2Dolphin Dribble B3.3.3Rock-paper-	1 3	3 3 3	5 2 2 1 8 1 1 8 1 1 1 1 1 1 1 1 1 1 1 1 1	14 17 10 18 10 10 10 10	4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36	1.00 1.00 1.00 1.00 1.00 1.00 1.00	Retained Retained Retained Retained Retained Retained Retained		B4.2 Inhibitory regulation	B4.1.6Cross-legged sitting position B4.1.7Knce tuck and roll B4.1.8Lift legs up and down B4.2.1Cordless jump rope B4.2.2Side step arm loop B4.2.3Back kick B4.2.4Type of dead	1		1 8 1 1 2 2 2 2	10 18 10 10 17 14 17	4.94 4.36 4.36 4.89	0.00 1.00 1.00 0.00	Retained Retained Retained Retained	
B.2.2 Emotional	B2.1.5/ump pass B2.2.1 Monkey climbing-Forward and sideways B2.2.2 Bear crawl- Forward and sideways B2.2.3 Worm crawling B2.2.4 Crab crawling- Front to back or sideways B2.2.5 Duck Walk B2.2.6 Leapfring	1 1		5 5 3		16 4. 14 4. 14 4. 16 4. 18 4.	.73 .73 .73 .73 .84 .84 .94 .47	0.00 0.00 0.00 0.00 0.00	Retained Retained Retained Retained Retained Retained		B.3.2 Achievement needs	B3.1.3Virtual motion B3.2.1Gorilla Jump B3.2.2Gorilla Jump B3.2.2Gorilla Jump B3.2.3Climber two- point support B3.2.4Swallowing disturbance B3.2.4Swallowing B3.3.1Road Roller B3.3.2Dolphin Dribble B3.3.3Rock-paper- scissors	1 ()	3 3 3	5 2 1 8 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	14 17 10 18 10 10 10 10	4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36	1.00 1.00 1.00 1.00 1.00 1.00 1.00	Retained Retained Retained Retained Retained Retained Retained Retained		B4.2 Inhibitory regulation	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B4.2.1Cordless jump rope B4.2.2Side step arm loop B4.2.1Side kick B4.2.4Type of dead insect	1	3	1 8 1 1 3 6 2 2 5 2	10 18 10 10 17 17 14 17 10 10	4.94 4.36 4.36 4.89 4.73 4.89	0.00 1.00 1.00 0.00 0.00	Retained Retained Retained Retained Retained Retained Retained	
B.2.2 Emotional interest	B2.1.5/ump pass B2.2.1Monkey climbing-Forward and sideways B2.2.2Bear crawl- Forward and sideways B2.2.3Worm crawling B2.2.4Crab crawling- Front to back or sideways B2.2.5 Duck Walk B2.2.6 Leapfring B2.2.7 Small cart	1 1		3 5 5 3 1 1 1 1 8		16 4. 14 4. 14 4. 16 4. 18 4.	.73 .73 .73 .84 .94 .47	0.00 0.00 0.00 0.00 0.00	Retained Retained Retained Retained Retained Retained Retained Retained		B.3.2 Achievement needs	B3.1.3Virtual motion B32.1.Gortila Jump B32.2.Secsiav B32.3.Climber two- point support B32.4.Swallowing disturbance B32.4.Swallowing disturbance B33.2.Swing B33.1.Road Roller B3.3.2.Dolphin Dribble B3.3.3.Rock-paper- scissors B3.3.4.Cross Hip	1 2	3 3 3 3 3	5 2 1 8 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	14 17 10 18 10 10 10 11 10	4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36	0.00 1.00 0.00 1.00 1.00 1.00 0.00	Retained Retained Retained Retained Retained Retained Retained Retained		B4.2 Inhibitory regulation	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B42.1Cordless jump rope B42.2Side step arm loop B42.Back kick B42.4Type of dead insect B42.5Back Cross large B42.5Back Cross large	1	3	1 8 1 1 3 6 2 2 5 2 1 1 8 1 1	10 18 10 10 17 17 14 17 10 18	4.94 4.36 4.89 4.73 4.89 4.47 4.94	0.00 1.00 1.00 0.00 0.00	Retained Retained Retained Retained Retained Retained Retained	
B.2.2 Emotional interest B.2.3 Voluntary	B2.1.5/ump pass B2.2.1 Monkey climbing-Forward and sideways B2.2.2Bear crawl- Forward and sideways B2.2.3Worm crawling B2.2.4/Crab crawling- Front to back or sideways B2.2.5 Duck Walk B2.2.6 Loopfrog B2.2.7 Small cart B2.3.1 Kanguroo jumping book	1 1		3 5 5 3 1 1 1 1 8		16 4. 14 4. 14 4. 18 4. 10 4.	.73 .73 .73 .84 .84 .94 .47 .47	0.00 0.00 0.00 0.00 0.00 1.00	Retained Retained Retained Retained Retained Retained Retained Retained		B.3.2 Achievement needs	B3.1.3Virtual motion B3.2.1 (Gorilla Jump B3.2.2 Seesaw B3.2.3 Climber two- point support B3.2.4 Swallowing disturbance B3.2.5 Swing B3.3.1 Road Roller B3.3.1 Road Roller B3.3.3 Road Roller B3.3.4 Road Roller	1 1	3 3 3 3 3	5 2 1 8 1 1 3 6 3 6 3 6 3 6	14 17 10 18 10 10 10 11 10	4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36	0.00 1.00 0.00 1.00 1.00 1.00 0.00	Retained Retained Retained Retained Retained Retained Retained Retained Retained		B4.2 Inhibitory regulation	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B42.2Icordless jump rope B42.2Side step arm loop B42.3Eack kick B42.4Type of dead insect	1		1 8 1 1 3 6 2 2 2 1 8 1 8 1 1 8 1 1 8 1 1 8 1 1 1 1	10 18 10 10 17 17 14 17 10 18	4.94 4.36 4.36 4.89 4.73 4.89 4.47 4.94 4.36	0.00 1.00 1.00 0.00 0.00 1.00	Retained Retained Retained Retained Retained Retained Retained Retained Retained	
B.2.2 Emotional interest B.2.3 Voluntary	B2.1.5/ump pass B2.2.1 Monkey climbing-Forward and sideways B2.2.2 Bear crawl- Forward and sideways B2.2.3 Worm crawling B2.2.4 Crab crawling- Front to back or sideways B2.2.5 Duck Walk B2.2.6 Leapfrog B2.2.7 Small cart B2.3.1 Kanguroo jumping book B2.3.2 The crab turns	1 1		3 5 5 3 1 1 1 1 8		16 4. 14 4. 14 4. 18 4. 10 4.	.73 .73 .73 .84 .84 .94 .47 .47	0.00 0.00 0.00 0.00 0.00 1.00	Retained Retained Retained Retained Retained Retained Retained Retained Retained		B.3.2 Achievement needs B.3.3 Affinity Requirements	B3.1.3Virtual motion B32.1Gortila Jump B32.2Scessav B32.3Climber two- point support B32.4Swallowing disturbance B32.4Swallowing disturbance B32.5Swing B33.1Road Roller B33.2Dolphin Dribble B33.3Roak-puper- scissors B33.4Cross Hip Bridge B33.5Cross Jump rope	1 1	3 3 3 3 3 3	5 2 1 8 1 1 3 6 3 6 3 6 3 6	14 17 10 18 10 10 10 10 10 10 10 10 10	4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36	0.00 1.00 0.00 1.00 1.00 1.00 1.00 1.00	Retained		B4.2 Inhibitory regulation	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B4.2.1Cordless jump rope B42.2Side step arm loop B42.2Side step arm loop B42.2Side step arm loop B42.4Side Kick B42.4Type of dead insect B42.5Back Cross lurge B42.5Hapk Cross lurge B42.7High kick B42.7High kick	1		1 8 1 1 3 6 2 2 2 1 8 1 8 1 1 8 1 1 8 1 1 8 1 1 1 1	10 18 10 10 17 17 10 18 10 10	4.94 4.36 4.89 4.73 4.89 4.47 4.94 4.36 4.36	0.00 1.00 1.00 0.00 0.00 1.00 1.00	Retained Retained Retained Retained Retained Retained Retained Retained Retained	
B.2.2 Emotional interest B.2.3 Voluntary	B2.1.5/ump pass B2.2.1 Monkey climbing-Forward and sideways B2.2.2Bear crawl- Forward and sideways B2.2.2Bear crawling B2.2.3Werm crawling B2.2.4Crab crawling- Front to back or sideways B2.2.5 Duck Walk B2.2.5 Duck Walk B2.2.6 Leapfrog B2.2.7 Small cart B2.3.1 Kanguroo jumping book B2.3.2 The crab turns the book	1 1		3 5 5 3 1 1 1 1 8		16 4. 4. 4. 14 4. 16 4. 16 4. 17 18 4. 10 4. 10 4. 110 4.	.73 .73 .73 .84 .84 .94 .47 .47 .36	0.00 0.00 0.00 0.00 0.00 1.00 1.00	Retained	_	B.3.2 Achievement needs B.3.3 Affinity Requirements B.4.1 Excitatory	B3.1.3Virtual motion B3.2.1Gortila Jump B3.2.2Secsiav B3.2.3Climber two- point support B3.2.4Swallowing disturbance B3.2.4Swallowing B3.3.1Road Roller B3.3.2Dolphin Dribble B3.3.3Rock-paper- scissors B3.3.4Cross Hip Bridge B3.3.5Cross Jump rope B4.1.1Lie on your	1 1	3 3 3 3 3 3	5 2 1 8 1 1 3 6 3 6 3 6 3 6	14 17 10 18 10 10 10 10 10 10 10 10 10	4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36	0.00 1.00 0.00 1.00 1.00 1.00 1.00 1.00	Retained Retained Retained Retained Retained Retained Retained Retained Retained		B4.2 Inhibitory regulation	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B4.2.1Cordless jump rope B4.2.2Side step arm loop B4.2.2Side step arm loop B4.2.3Back kick B4.2.4Type of dead insect B4.2.6Lumping jacks B4.2.6Lumping jacks B4.2.7High kick B4.2.8Military jump	1		1 8 1 1 3 6 2 2 2 1 8 1 1 8 3 6 6 3 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6	10 18 10 10 17 14 17 10 18 10 10	4.94 4.36 4.89 4.73 4.89 4.47 4.94 4.36 4.36 4.36	0.00 1.00 1.00 0.00 0.00 0.00 1.00 1.00	Retained	
B.2.2 Emotional interest B.2.3 Voluntary	B2.1.5/ump pass B2.2.1 Monkey climbing-Forward and sideways B2.2.2 Bear crawl- Forward and sideways B2.2.3 Worm crawling B2.2.4 Crab crawling- Front to back or sideways B2.2.5 Duck Walk B2.2.6 Leapfrog B2.2.7 Small cart B2.3.1 Kanguroo jumping book B2.3.2 The crab turns	1 1		3 5 5 3 1 1 1 1 1 8 1 8 3 6 6 6 6 6 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7		16 4. 4. 4. 14 4. 16 4. 16 4. 17 18 4. 10 4. 10 4. 110 4.	.73 .73 .73 .84 .84 .94 .47 .47 .36	0.00 0.00 0.00 0.00 0.00 1.00 1.00	Retained Retained Retained Retained Retained Retained Retained Retained Retained	_	B.3.2 Achievement needs B.3.3 Affinity Requirements	B3.1.3Virtual motion B32.1Gortila Jump B32.2Scessav B32.3Climber two- point support B32.4Swallowing disturbance B32.4Swallowing disturbance B32.5Swing B33.1Road Roller B33.2Dolphin Dribble B33.3Roak-puper- scissors B33.4Cross Hip Bridge B33.5Cross Jump rope	1 1	3 3 3 3 3 3	5 2 1 8 1 1 3 6 3 6 3 6 3 6	14 17 10 18 10 10 10 10 10 10 10 10 10	4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36	0.00 1.00 0.00 1.00 1.00 1.00 1.00 1.00	Retained		B42 Inhibitory regulation	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B4.2.1Cordless jump rope B4.2.2Side step arm loop B4.2.8Lift kick B4.2.4Type of deal insect B4.2.5Back Cross large B4.2.7High kick B4.2.7High kick B4.2.7High kick B4.2.7High kick B4.2.8Killary jump B4.2.9Superman Pose			1 8 1 1 3 6 2 2 5 2 1 8 1 8 3 6 6 8 3 6 6 8 6 7 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	10 18 10 10 17 14 17 10 18 10 10 10	4.94 4.36 4.89 4.73 4.89 4.47 4.94 4.36 4.36 4.36	0.00 1.00 1.00 0.00 0.00 0.00 1.00 1.00	Retained	
B.2.2 Emotional interest B.2.3 Voluntary	B2.1.5/ump pass B2.2.1 Monkey climbing-Forward and sideways B2.2.2 Bear crawl- Forward and sideways B2.2.3 Worm crawling B2.2.4 Crab crawling- Front to back or sideways B2.2.5 Duck Walk B2.2.5 Duck Walk B2.2.7 Small cart B2.3.1 Kangaroo jumping book B2.3.2 The crab turns the book B2.3.3 Turtle	1 1		3 5 5 5 3 1 1 1 1 8 3 6 3 7		16 4. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4.	.73 .73 .73 .73 .73 .84 .94 .94 .47 .47 .36 .31	0.00 0.00 0.00 0.00 0.00 1.00 1.00	Retained	_	B.3.2 Achievement needs B.3.3 Affinity Requirements B.4.1 Excitatory	B3.1.3Virtual motion B3.2.1 (Gorila Jurp) B3.2.5Seesaw B3.2.5Seesaw B3.2.5Seesaw B3.2.5Seinber two- point support B3.2.4 (Swallowing disturbance B3.2.5Swing B3.3.1 Road Roller B3.3.2 (Dephin Dribble B3.3.3 Rock-paper- scissors B3.3.4 (Cross Hip Bridge B3.3.5 (Cross Jurp) rope B4.1.1 Lie on your back and stretch your	1 1	3 3 3 3 3 3	5 2 1 8 1 1 3 6 3 6 3 6 3 6	14 17 10 18 10 10 10 10 10 10 10 10	4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36	0.00 1.00 0.00 1.00 1.00 1.00 1.00 1.00	Retained		B42 Inhibitory regulation	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B42.2Side step arm loop B42.2Side step arm loop B42.2Side step arm loop B42.2Side step B42.3Side kick B42.4Type of dead insect B42.5Bide kross large B42.			1 8 1 1 3 6 2 2 5 2 1 8 1 1 8 1 1 8 3 6 6 3 6 6 6	10 18 10 10 17 14 17 10 18 10 10 10	4.94 4.36 4.89 4.73 4.89 4.47 4.94 4.36 4.36 4.36	1.00 1.00 0.00 0.00 0.00 1.00 1.00 1.00	Retained	
B.2.2 Emotional interest B.2.3 Voluntary	B2.1.5/ump pass B2.2.1 Monkey climbing-Forward and sideways B2.2.2 Bear crawl- Forward and sideways B2.2.3 Worm crawling B2.2.4 Crab crawling- Front to back or sideways B2.2.5 Duck Walk B2.2.6 Leapfrog B2.2.7 Small cart B2.3.1 Kanguroo jumping book B2.3.2 The crab turns the book B2.3.3 Turtle endoorsement B2.3.4 Grab the tuil	1 1		3 5 5 5 3 1 1 1 1 8 1 8 3 3 6 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7		16 4. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4.	.73 .73 .84 .94 .47 .47 .36 .31 .21	0.00 0.00 0.00 0.00 0.00 1.00 1.00 1.00	Retained	_	B.3.2 Achievement needs B.3.3 Affinity Requirements B.4.1 Excitatory	B3.1.3Virtual motion B32.1Cortila Jump B32.2Scessaw B32.3Climber two- point support B32.4Swallowing disturbance B32.4Swallowing B32.4Swallowing B32.4Swallowing B33.4Dodplin Dribble B33.2Dodplin Dribble B33.4Cock-paper- scissors B33.4Cross Hip Bridge B3.3.Evoss Jump rope B41.1Lie on your back and stretch your bock B41.1Lie on your		3 3 3 3 3 3	5 2 1 8 1 1 1 3 6 6 1 1 1 3 6 6 1 1 1 6 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7	14 17 10 18 10 10 10 10 10 10 10 10	4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36 4.36 4.36	1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	Retained		B4.2 Inhibitory regulation B5.1 Emotional control	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B4.2.1Cordless jump rope B42.2Side step arm loop B42.2Side step arm loop B42.2Side step arm loop B42.3Back kick B42.4Type of dead insect B42.5Back Cross large B42.6Jumping jacks B42.7High kick B42.8Military jump B42.9Superman Pose B5.1.1Acrosic Boxing B5.1.2Cross elbow kree jump			1 8 1 3 6 2 2 2 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9	10 18 10 10 17 14 17 10 18 10 10 10	4.94 4.36 4.89 4.73 4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.21	1.00 1.00 0.00 0.00 0.00 1.00 1.00 1.00	Retained	
B.2.2 Emotional interest B.2.3 Voluntary	B2.1.5/ump pass B2.2.1 Monkey climbing-Forward and sideways B2.2.2Bear crawl- Forward and sideways B2.2.2Bear crawl- gaz-awaiting B2.2.4 Crab crawling- Forward to back or sideways B2.2.5 Duck Walk B2.2.6 Leapfrog B2.2.7 Small eart B2.3.1 Kanguroo jumping book B2.3.2 The erab turns the book B2.3.3 Turtle endonsement B2.3.4 Crab the tail B2.3.4 Crab the tail B2.3.4 Scape the tail B2.3.4 Crab the tail B2.3.4 Crab the tail	1 1		3 5 5 5 3 3 1 1 1 1 1 8 3 3 6 3 7 7 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9		16 4. 14 4. 14 4. 16 4. 16 4. 17 10 4. 17 10 4. 17 4. 17 4. 17 4.	.73 .73 .73 .84 .94 .47 .47 .36 .31 .21 .89	0.00 0.00 0.00 0.00 0.00 1.00 1.00 1.00 1.00	Retained		B.3.2 Achievement needs B.3.3 Affinity Requirements B.4.1 Excitatory	B3.1.3Virtual motion B3.2.1 (Gorilla Jump B3.2.2 Seesaw B3.2.3 Climber two- point support B3.2.4 Swallowing disturbance B3.2.5 Swing B3.3.1 Road Roller B3.3.2 Dolphin Dribble B3.3.3 Rode-paper- scissors B3.3.4 Cross Hip Bridge B3.3.5 Cross Jump tope B3.3.4 Like on your back and stretch your back with alternating		3 3 3 3 3 3	5 2 1 8 1 1 1 3 6 6 1 1 1 3 6 6 1 1 1 6 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7	14 17 10 18 10 10 10 10 10 10 10 10	4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36 4.36 4.36	1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	Retained		B4.2 Inhibitory regulation B5.1 Emotional control	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B4.2.1Scraft legs up and down B4.2.Black legs up and leop B4.2.Black legs up and legs			1 8 1 3 6 2 2 2 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9	10 18 10 10 17 14 17 10 18 10 10 10 8	4.94 4.36 4.36 4.89 4.73 4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36 4.36	0.00 1.00 0.00 0.00 0.00 1.00 1.00 1.00	Retained	
B.2.2 Emotional interest B.2.3 Voluntary	B2.1.5/ump pass B2.2.1 Monkey climbing-Forward and sideways B2.2.2 Bear crawl- Forward and sideways B2.2.3 Worm crawling B2.2.4 Crab crawling- Front to back or sideways B2.2.5 Duck Walk B2.2.6 Leapfrog B2.2.7 Small cart B2.3.1 Kanguroo jumping book B2.3.2 The crab turns the book B2.3.3 Turtle endoorsement B2.3.4 Grab the tuil	1 1		3 5 5 5 3 1 1 1 1 8 1 8 3 3 6 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7 7		16 4. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4.	.73 .73 .73 .84 .94 .47 .47 .36 .31 .21 .89	0.00 0.00 0.00 0.00 0.00 1.00 1.00 1.00 1.00	Retained		B.3.2 Achievement needs B.3.3 Affinity Requirements B.4.1 Excitatory	B3.1.3Virtual motion B3.2.1.Gorilla Jurp B3.2.2Seesaw B3.2.3.Climber two- point support B3.2.4Swallowing disturbance B3.2.5Swing B3.3.1Road Roller B3.2.5Dolphin Dribble B3.3.3Rock-paper- scissors B3.3.4Cross Hip Bridge B3.3.5Cross Jump rope B4.1.1Lie on your back and stretch your back with alternating legs		3 3 3 3 3 3 3	5 2 1 8 1 1 1 8 3 6 1 1 1 8 3 6 3 6 3 6 3 6 3 6	14 17 10 18 10 10 10 10 10 10	4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36 4.36 4.36	1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	Retained		B42 Inhibitory regulation B5.1 Emotional control	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B42.2Side step arm loop B42.5Hagh kick B42.8Hilliary jump B42.9Supertum Pose B42.9Supertum Pose B42.9Supertum Pose B51.1Acrobic Boxing B51.2Cross elbow knee jump B51.3Cross elbow knee jump B51.3Cross legs B51.4Bobbi hop			1 8 1 1 3 6 2 2 2 2 9 8 1 8 1 1 8 1 1 8 1 1 8 1 1 8 1 1 8 1 1 1 1 8 1	10 18 10 10 17 14 17 10 18 10 10 10 8	4.94 4.36 4.36 4.89 4.73 4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36 4.36 4.36	0.00 1.00 0.00 0.00 0.00 1.00 1.00 1.00	Retained	
B.2.2 Emotional interest B.2.3 Voluntary	B2.1.5/ump pass B2.2.1 Monkey climbing-Forward and sideways B2.2.2Bear crawl- Forward and sideways B2.2.2Bear crawl- gaz-awaiting B2.2.4 Crab crawling- Forward to back or sideways B2.2.5 Duck Walk B2.2.6 Leapfrog B2.2.7 Small eart B2.3.1 Kanguroo jumping book B2.3.2 The erab turns the book B2.3.3 Turtle endonsement B2.3.4 Crab the tail B2.3.4 Crab the tail B2.3.4 Scape the tail B2.3.4 Crab the tail B2.3.4 Crab the tail	1 1		3 5 5 5 3 3 1 1 1 1 1 8 3 3 6 3 7 7 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9		16 4. 14 4. 14 4. 16 4. 16 4. 17 10 4. 17 10 4. 17 4. 17 4. 17 4.	.73 .73 .73 .84 .94 .47 .47 .36 .31 .21 .89	0.00 0.00 0.00 0.00 0.00 1.00 1.00 1.00 1.00	Retained		B.3.2 Achievement needs B.3.3 Affinity Requirements B.4.1 Excitatory	B3.1.3Virtual motion B3.2.1.Gorilla Jump B3.2.2Seesaw B3.2.3.Climber two- point support B3.2.4Swallowing disturbance B3.2.5Swing B3.3.1Road Roller B3.2.5Dolphin Dribble B3.3.2Dolphin Dribble B3.3.3Rock-paper- scissors B3.3.4Kross Hip Bridge B3.3.5Cross Jump rope B41.1Lie on your back and stretch your body B41.12Lie on your back with alternating legs B4.1.3Supine,		3 3 3 3 3 3 3	5 2 1 8 1 1 1 3 6 6 1 1 1 3 6 6 1 1 1 6 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7	14 17 10 18 10 10 10 10 10 10	4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36 4.36 4.36	1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	Retained		B42 Inhibitory regulation B5.1 Emotional control	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B4.2.Side step arm loop B42.2Side step arm loop B42.2Side step arm loop B42.2Side step arm loop B42.2Side step arm loop B42.5Back Cross lurge B42.5Hack Cross lurge B42.5Hack Cross lurge B42.6Humping jacks B42.7High kick B42.8Killitary jump B42.9Superman Pose B51.1Acrobis Boxing B51.1Acrobis Boxing B51.1Acrobis Boxing B51.3Cross slows knee jump B51.3Cross logs B51.3Cross			1 8 1 1 3 6 2 2 2 2 9 8 1 8 1 1 8 1 1 8 1 1 8 1 1 8 1 1 8 1 1 1 1 8 1	10 18 10 10 17 14 17 10 18 10 10 10 8	4.94 4.36 4.36 4.89 4.73 4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36 4.36	0.00 1.00 0.00 0.00 0.00 1.00 1.00 1.00	Retained	
B.2.2 Emotional interest B.2.3 Voluntary interest	B2.1.5/ump pass B2.2.1 Monkey climbing-Forward and sideways B2.2.2 Bear crawl- Forward and sideways B2.2.2 Bear crawling B2.2.3 Worm crawling B2.2.3 Worm crawling B2.2.4 Crab crawling Front to back or sideways B2.2.5 Duck Walk B2.2.6 Leapfrog B2.2.7 Small cart B2.3.1 Kanguroo jumping book B2.3.2 The crab turns the book B2.3.3 Turtle endoesement B2.3.4 Grab the tail B2.3.4 Grab the tail B2.3.5 Evasive fire B2.3.6 Sprint catch	1 1		3 5 5 5 3 1 1 1 1 1 8 3 3 6 3 7 2 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9		16 4. 14 4. 14 4. 16 4. 16 4. 17 4. 16 4. 16 4. 17 4. 16 4. 16 4. 17 4. 16 4. 16 4. 17 4. 16 4. 16 4. 17 4. 16 4. 17 4. 16 4. 16 4. 17 4. 16 6. 17 4. 17 4. 16 6. 17 4. 17 4. 16 6. 17 4. 17 4. 16 6. 17 4. 17 4. 16 6. 17 4.	.73 .73 .73 .84 .94 .94 .47 .36 .31 .21 .89 .84	0.00 0.00 0.00 0.00 0.00 1.00 1.00 1.00 1.00 1.00 0.00	Retained		B.3.2 Achievement needs B.3.3 Affinity Requirements B.4.1 Excitatory	B3.1.3Virtual motion B3.2.1 (Gorilla Jump B3.2.2 Seesaw B3.2.3 Climber two- point support B3.2.4 Swallowing disturbance B3.2.5 Swing B3.3.1 Road Roller B3.3.2 Dolphin Dribble B3.3.3 Road-Roller B3.3.4 Cross Hip Bridge B3.3.5 Cross Jump rope B4.1.1 Lie on your back and stretch your body B4.1.2 Lie on your back with alternating legs legs B4.1.3 Supine, alternate		3 3 3 3 3 3 3	5 2 1 8 1 1 3 6 3 6 1 1 1 3 6 6 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8	14 17 10 18 10 10 10 11 10 10 10	4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36 4.36 4.36	1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	Retained		B42 Inhibitory regulation B5.1 Emotional control	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B4.2.1Cordless jump rope B4.2.2Side step arm loop B4.2.2Side step arm loop B4.2.3Back kick B4.2.4Type of dead insect B4.2.61umping jacks B4.2.61umping jacks B4.2.7High kick B4.2.8Military jump B4.2.9Superman Pose B5.1.1Arobic Boxing B5.1.2Cross elbow knee jump B5.1.3Cross legs B5.1.4Bobbi hop B5.1.5Silding squat against wall			1 8 1 1 3 6 2 2 2 2 9 8 1 8 1 1 8 1 1 8 1 1 8 1 1 8 1 1 8 1 1 1 1 8 1	10 18 10 10 17 14 17 10 10 10 10 10 10 18 18 18 18	4.94 4.36 4.36 4.89 4.73 4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36 4.36 4.36 4.3	1.00 1.00 0.00 0.00 0.00 1.00 1.00 1.00	Retained	
B.2.2 Emotional interest B.2.3 Voluntary interest	B2.1.5/ump pass B2.2.1 Monkey climbing-Forward and sideways B2.2.2 Bear crawl- Forward and sideways B2.2.3 Werm crawling B2.2.4 Crab crawling- Front to back or sideways B2.2.5 Duck Walk B2.2.5 Duck Walk B2.2.5 The crab larms the book B2.3.1 Kangaro jumping book B2.3.2 The crab larms the book B2.3.3 Turtle endosrement B2.3.4 Grab the tall B2.3.4 Grab the tall B2.3.5 Evants fire B2.3.6 Sprint catch	1 1		3 5 5 5 3 3 1 1 1 1 1 8 3 3 6 3 7 7 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9		16 4. 14 4. 14 4. 16 4. 16 4. 17 10 4. 17 10 4. 17 4. 17 4. 17 4.	.73 .73 .73 .84 .94 .94 .47 .36 .31 .21 .89 .84	0.00 0.00 0.00 0.00 0.00 1.00 1.00 1.00 1.00 1.00 0.00	Retained		B.3.2 Achievement needs B.3.3 Affinity Requirements B.4.1 Excitatory	B3.1.3Virtual motion B3.2.1 (Cortila Jump B3.2.2 Seesaw B3.2.3 Climber two- point support B3.2.4 Swallowing disturbance B3.2.5 Swing B3.3.1 Road Roller B3.3.2 Dolphin Dribble B3.3.2 Dolphin Dribble B3.3.2 Dolphin B3.3.4 Cross Hip Bridge B3.3.4 Cross Hip Bridge B3.3.5 Cross Jump rope B4.1.1 Lie on your back and stretch your back with alternating legs B4.1.3 Supine, alternate B4.1.3 Supine,		3 3 3 3 3 3 3	5 2 1 8 1 1 1 8 3 6 1 1 1 8 3 6 3 6 3 6 3 6 3 6	14 17 10 18 10 10 10 11 10 10 10	4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36 4.36 4.36	1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	Retained		B42 Inhibitory regulation B5.1 Emotional control	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B42.1Scribe legs up and down B42.2Scribe legs up and loop B42.2Sdc step arm loop B42.2Sdc legs legs legs legs legs legs legs legs			1 8 1 1 3 6 2 2 2 2 9 8 1 8 1 1 8 1 1 8 1 1 8 1 1 8 1 1 8 1 1 1 1 8 1	10 18 10 10 17 14 17 10 18 10 10 10 8	4.94 4.36 4.36 4.89 4.73 4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36 4.36 4.36 4.3	1.00 1.00 0.00 0.00 0.00 1.00 1.00 1.00	Retained	
B.2.2 Emotional interest B.2.3 Voluntary interest B.3.1 Requirements for	B2.1.5/ump pass B2.2.1 Morakey climbing-Forward and sideways B2.2.2Bear crawl- Forward and sideways B2.2.3Worm crawling B2.2.4Crab crawling- Front to back or sideways B2.2.5 Duck Walk B2.2.6 Leapfrog B2.2.7 Small cart B2.3.1 Kangaro jumping book B3.2.7 The crab turns the book B3.3.3 Turle endorsement B3.3.4 Grab the tail B2.3.5 Evanive fire B3.3.6 Sprint catch	1 1		3 5 5 3 1 1 1 1 1 8 3 6 3 7 2 9 9 2 9 2 9 2 9 2 9 2 9 2 9 2 9 2 9		16 4. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4. 4.	.73	0.00 0.00 0.00 0.00 0.00 1.00 1.00 1.00 1.00 0.00	Retained Retained		B.3.2 Achievement needs B.3.3 Affinity Requirements B.4.1 Excitatory	B3.1.3Virtual motion B3.2.1.Gorilla Jump B3.2.Seesaw B3.2.Seesaw B3.2.Sclimber two- point support B3.2.4Swallowing disturbance B3.2.5Swing B3.3.1Road Roller B3.3.2Dolphin Dribble B3.3.3Rock-paper- scissors B3.3.4Cros Hip Bridge B3.3.3Cross Jump rope B4.1.1Lie on your back and stretch your back with alternating legs B4.1.3Supine, alternate back and straighten		3 3 3 3 3 3 3	5 2 1 8 1 1 3 6 3 6 1 1 1 3 6 6 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8 7 8	14 17 10 18 10 10 10 11 10 10 10	4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36 4.36 4.36	1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	Retained		B42 Inhibitory regulation B5.1 Emotional control	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B4.2.Side step arm loop B42.2Side step arm loop B42.5Back kick B42.4Tlype of dead insect B42.6Tumping jacks B42.6Tumping jacks B42.6Tumping jacks B42.8Siditary jump B42.9Superman Pose B51.1Acrobic Boxing B51.1Acrobic Boxing B51.1Acrobic Boxing B51.1Acrobic Boxing B51.1Acrobic Boxing B51.3Cross elbow knoe jump B51.5Siding squat against wall B51.6Squat and naise hands			1 8 1 1 8 3 6 3 6 5 2 2 9 1 8 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	10 18 10 10 17 14 17 10 10 10 10 18 18 18 18 18	4.94 4.36 4.89 4.73 4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36 4.37 4.94 4.94 4.94	1.00 0.00 0.00 0.00 1.00 0.00 1.00 1.00 1.00 1.00 1.00 0.00 0.00	Retained	
B.2.2 Emotional interest B.2.3 Voluntary interest	B2.1.5/ump pass B2.2.1 Monkey climbing-Forward and sideways B2.2.2 Bear crawl- Forward and sideways B2.2.3 Werm crawling B2.2.4 Crab crawling- Front to back or sideways B2.2.5 Duck Walk B2.2.5 Duck Walk B2.2.5 The crab larms the book B2.3.1 Kangaro jumping book B2.3.2 The crab larms the book B2.3.3 Turtle endosrement B2.3.4 Grab the tall B2.3.4 Grab the tall B2.3.5 Evants fire B2.3.6 Sprint catch	1 1		3 5 5 5 3 1 1 1 1 1 8 3 3 6 3 7 2 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9 9		16 4. 14 4. 14 4. 16 4. 16 4. 17 4. 16 4. 16 4. 17 4. 16 4. 16 4. 17 4. 16 4. 16 4. 17 4. 16 4. 16 4. 17 4. 16 4. 17 4. 16 4. 16 4. 17 4. 16 6. 17 4. 17 4. 16 6. 17 4. 17 4. 16 6. 17 4. 17 4. 16 6. 17 4. 17 4. 16 6. 17 4.	.73	0.00 0.00 0.00 0.00 0.00 1.00 1.00 1.00 1.00 0.00	Retained		B.3.2 Achievement needs B.3.3 Affinity Requirements B.4.1 Excitatory	B3.1.3Virtual motion B3.2.1 (Cortila Jump B3.2.2 Seesaw B3.2.3 Climber two- point support B3.2.4 Swallowing disturbance B3.2.5 Swing B3.3.1 Road Roller B3.3.2 Dolphin Dribble B3.3.2 Dolphin Dribble B3.3.2 Dolphin B3.3.4 Cross Hip Bridge B3.3.4 Cross Hip Bridge B3.3.5 Cross Jump rope B4.1.1 Lie on your back and stretch your back with alternating legs B4.1.3 Supine, alternate B4.1.3 Supine,		3 3 3 3 3 3 3 3 3 3	5 2 1 8 1 1 1 1 3 6 3 6 3 6 3 6 3 6 6 3 6 6 6 6	14 17 10 18 10 10 10 10 10 10 10 10 10	4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36 4.36 4.36 4.36 4.36	1.00 1.00 1.00 1.00 1.00 1.00 1.00 1.00	Retained		B42 Inhibitory regulation B5.1 Emotional control	B4.1.6Cross-legged sitting position B4.1.7Knee tuck and roll B4.1.8Lift legs up and down B42.1Scribe legs up and down B42.2Scribe legs up and loop B42.2Sdc step arm loop B42.2Sdc legs legs legs legs legs legs legs legs			1 8 1 1 8 3 6 3 6 5 2 2 9 1 8 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	10 18 10 10 17 14 17 10 10 10 10 18 18 18 18 18	4.94 4.36 4.89 4.73 4.89 4.47 4.94 4.36 4.36 4.36 4.36 4.36 4.37 4.94 4.94 4.94	1.00 1.00 0.00 0.00 0.00 1.00 1.00 1.00	Retained	

Second-level	Third-level	Res	pon:	se le	vel l	N=19	Mdn.	IQR	Result
indicators	indicators	1	2	3	4	5			
	B5.2.2Stop and start lunges in place				1	18	4.94	0.00	Retained
	B5.2.3Quicklystopand start climbing			1	8	10	4.47	1.00	Retained
B5.3 Attention control	B5.3.1Sprint directional Jump			2	1	16	4.73	0.00	Retained
	B5.3.2Turn forward straight arm and			1	8	10	4.47	1.00	Retained
	B5.3.3Ant movement		Г	Г	1	18	4.94	0.00	Retained
	B5.3.4Jump pass		Г	Г	1	18	4.94	0.00	Retained
	B5.3.5Double Assist Jumping jacks				1	18	4.94	0.00	Retained





According to the above third round of Delphi results on third-level indicators, 9 indicators including C3 mental and breathing relaxation, A1.5 sprint, A2.5 straight leg, A2.7 horizontal lunge, C1.1 side neck curvature, C1.2 two fists, chin and head, B1.1.4 lying on your back and bending, B1.1.8 kneeling position with both hands, B1.4.2 Double arms circle, B2.3.5 Dodge Shooting, B4.1.3 The indicators of supine lying, alternating, B4.1.5 supine riding, B5.2.2 stop in place and start lunge jump, B5.2.3 quick stop and start climb, and B5.3.1 sprint directional jump which do not reached the second round of Delphi consensus. In the third round of the Delphi consensus, it already reached a Delphi expert consensus, with Mdn. \geq 3.5 and IOR<1.50.

Therefore, the indicators for the home exercise program for children with Down Syndrome, including 11 first-level indicators, 62 second-level indicators, and 146 third-level indicators, were reached by 19 Delphi experts.

Part 3: Confirmation of the developed home exercise program for children with Down Syndrome using the connoisseurship method.

The experts unanimously agree that the home exercise program is a well-rounded and practical solution for promoting the physical and psychological well-being of children with Down Syndrome. It effectively addresses common barriers, incorporates essential fitness principles, and provides a sustainable framework for long-term use.

The diagram for the home exercise program can be developed as follows:

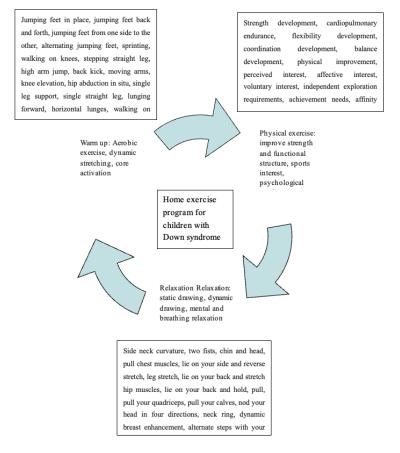


Figure 2 Diagram for home exercise program for children with Down Syndrome

Conclusion

The home exercise program has a clear goal, focusing on the family environment, and carries out movement design and creation from 5 dimensions: develop physical function, develop exercise interest,







develop psychological needs, develop psychological needs, and develop self-control. The home exercise program successfully enhances physical functions, coordination, self-control, and cognitive abilities for children with Down Syndrome. Activities are systematically designed to improve major muscle groups, balance, and motor skills while addressing both physical and psychological needs. Moreover, the program offers flexibility in exercise selection, allowing parents to easily implement activities at home based on their child's individual abilities and preferences. It breaks down barriers such as social stigma and accessibility, ensuring consistent participation without the need for specialized facilities.

In conclusion, the home exercise program developed in this research offers a comprehensive solution that meets the diverse needs of children with Down Syndrome, contributing positively to their physical, emotional, and social development. The research result showed that a home exercise program for children with Down Syndrome includes three aspects as follows:

- (1) Warm-up, including 3 first-level indicators, namely, aerobic fitness, dynamic stretching, and core activation, and 24 second-level indicators.
- (2) Physical exercise, including 5 first-level indicators, namely, improves strength and functional structure, sports interests, psychological needs, excitation and inhibition balance, and self-control. 17 second-level indicators and 146 third-level indicators.
- (3) Relaxation extension, including 3 three-level indicators, namely, static diagram, dynamic plotting, mental and breathing relaxation, and 21 second-level indicators.

Discussion

The development of a home exercise program for children with Down Syndrome represents a vital contribution to addressing their unique physical and psychological needs. Children with Down Syndrome often face developmental delays, reduced muscle tone, and social challenges, requiring tailored interventions to support their growth and overall well-being.

The research findings demonstrate that the program effectively enhances motor skills, coordination, strength, and balance while promoting emotional well-being and cognitive development. The inclusion of psychological aspects in the exercise design is particularly noteworthy, as it helps build confidence and reduce stress, which are common challenges faced by children with Down Syndrome. In addition, research results have shown that structured physical activity improves motor skills, coordination, and strength in children with Down Syndrome (Shields et al., 2018). The developed home exercise program aligns with these findings by incorporating aerobic, strength, and flexibility exercises. The program's inclusion of psychological aspects, such as promoting confidence and reducing stress, builds on evidence suggesting that physical activity has positive effects on mental health in children with disabilities.

While the program is designed for home use, maintaining consistency may be challenging for some families due to time constraints, lack of motivation, or insufficient understanding of the exercises. Addressing this requires additional resources like follow-up support or motivational tools. Adapting the program to diverse cultural and economic contexts remains a challenge. For example, families in lowincome settings may lack access to necessary equipment or space, necessitating further adaptations for inclusivity. The program's home-based format eliminates common barriers such as transportation issues, social stigma, and limited access to specialized facilities. This practical approach makes it feasible for families to implement the program in various settings. Additionally, clear instructions, visual aids, and flexibility in exercise selection allow parents and caregivers to adapt the program to their child's specific needs and abilities. According to Mahyuddin et al. (2020), home-based interventions are particularly effective in increasing participation rates among children with disabilities, as they provide a familiar and supportive environment. The flexibility and simplicity of the program ensure that it can be easily integrated into daily routines, making it accessible to a broader range of families. Providing detailed instructions, visual aids, and flexibility in exercise selection empowers parents to take an active role in their child's fitness journey. This aligns with research by Smith et al. (2015), which emphasizes the importance of parental involvement in sustaining physical activity in children with disabilities. The program's design ensures that exercises can be tailored to suit the varying abilities and interests of children with Down Syndrome. Offering a wide range of activities promotes engagement, as children can choose exercises that resonate with their preferences, further enhancing adherence and motivation.

The program's adaptability to individual abilities and needs reflects a key principle of inclusive fitness. The program's adaptability ensures inclusivity for children with different levels of ability and varying psychological and physical requirements. By offering a wide range of activities, the program allows



Website: https://so07.tci-thaijo.org/index.php/IJSASR/index



families to customize their exercise plans, promoting sustained engagement and long-term benefits. Studies by Rimmer and Rowland (2008) emphasize the importance of tailoring physical activity programs to meet the diverse requirements of children with disabilities. By offering a variety of exercises and progressions, the home exercise program ensures inclusivity and sustained engagement, addressing both physical and psychological aspects of development.

This home exercise program contributes to the growing field of inclusive fitness interventions, addressing the specific challenges faced by children with Down Syndrome. By creating an accessible and effective model, the program empowers families to play an active role in their child's development. Moreover, it aligns with global efforts to promote health equity for children with disabilities (World Health Organization, 2021).

The research underscores the importance of a holistic approach to designing physical activity programs for children with Down Syndrome. By focusing on effectiveness, practicality, and inclusivity, the developed home exercise program lays a strong foundation for improving their physical and emotional well-being. Further studies and refinements will ensure its continued success in meeting the needs of this population.

Recommendation

Recommendation for current research

- 1. Explore the adaptability of the home exercise program for children with Down Syndrome across different age groups to determine age-specific needs and effectiveness.
- 2. Conduct long-term studies to evaluate the sustained physical, emotional, and social benefits of the home exercise program for children with Down Syndrome.
- 3. Partner with special education schools to refine and expand the program, integrating insights from professionals who work closely with children with Down Syndrome.

Recommendation for further research

- 1. Study the impact of parent-child and sibling interactions during exercise sessions to strengthen family bonds and improve the emotional well-being of children.
- 2. Incorporate interactive technologies such as mobile apps, virtual reality, or wearables to provide guidance, track progress, and enhance engagement for children and parents.
- 3. Integrate sensory-motor activities and cognitive skill-building exercises to further address the unique needs of children with Down Syndrome.

References

Bull, M. J. (2020). Down Syndrome. New England Journal of Medicine, 382(24), 2344-2352.

Carmeli, E., Bar-Yossef, T., Ariav, C., Levy, R., & Imam, B. (2014). Movement skills of children with Down Syndrome: A review. Journal of Physical Therapy Science, 26(4), 567-573.

Centers for Disease Control and Prevention (CDC). (2022). Facts about Down Syndrome. Retrieved fromwww.cdc.gov

Foley, J. T., Bryan, R. R., & McCubbin, J. A. (2018). Daily physical activity and functional outcomes for children with Down Syndrome: A systematic review. *Journal of Intellectual Disability Research*, 62(12), 1052-1061.

Foley, K. R., Kavanagh, A., Walker, H., & Bourke, J. (2018B). Improving physical activity in children with Down Syndrome. *Journal of Intellectual Disability Research*, 62(5), 386-397.

Kumin, L. (2012). Early communication skills in children with Down Syndrome. *Topics in Language Disorders*, 32(4), 356-371.

Lee, M., Kim, J., & Park, J. (2015). Effectiveness of adapted physical education interventions on motor skills in children with Down Syndrome: A meta-analysis. Adapted Physical Activity Quarterly, 32(4), 345-363.

Logan S W, Robinson L E, Wilson A E. (2012). Getting the fundamentals of movement: A meta-analysis of the effectiveness of motor skill interventions in children. Child: Care, Health and Development, 38(3), 305-

Mahyuddin, Fidler, D. J., Hepburn, S. L., & Rogers, S. J. (2020). Early learning and adaptive behavior in toddlers with Down Syndrome: Evidence for an emerging behavioral phenotype? Down Syndrome Research and Practice, 9(3), 37-44.

National Down Syndrome Society (NDSS). (2021). Health and wellness in Down Syndrome. Retrieved from www.ndss.org





Website: https://so07.tci-thaijo.org/index.php/IJSASR/index



- Perich D B, milic evic -Marinkovi B, Djurovi, D. (2022). The effect of the adapted soccer programme on motor learning and psychosocial behaviour in adolescents with Down Syndrome. Journal of Intellectual Disability Research, 66(6), 533-544.
- Rimmer, J. A., & Rowland, J. L. (2008). Physical activity for youth with disabilities: A critical need in an underserved population. Developmental Neurorehabilitation, 11(2), 141–148.
- Roizen, N. J., & Patterson, D. (2018). Down's syndrome. The Lancet, 393(10166), 1231-1240.
- Rovinelli, R. J., & Hambleton, R. K. (1977). On the use of content specialists in the assessment of criterionreferenced test item validity. Tijdschrift voor Onderwijsresearch, 2(2), 49–60.
- Shields, N., Taylor, N. F., & Dodd, K. J. (2018). Effects of physical activity on strength and balance in children with Down Syndrome. Physiotherapy Theory and Practice, 34(9), 697-706.
- Smith, Chapman, R. S., & Hesketh, L. J. (2015). Behavioral phenotype of individuals with Down Syndrome. Mental Retardation and Developmental Disabilities Research Reviews, 6(2), 84-95.
- Ulrich, D. A., Burghardt, A. R., Lloyd, M., & Tiernan, C. (2008). Physical activity benefits of learning to ride a two-wheel bicycle for children with Down Syndrome. *Physical Therapy*, 88(7), 920-933.
- Wang, H. Y. Long, I.M, Liu, M.F. (2012). Relationships between task-oriented postural control and motor ability in children and adolescents with Down Syndrome. Research in Developmental Disabilities, 33(6), 1792-1798.
- Wang, Y.X. (2007). Social adjustment and executive function in children with Down Syndrome. Hangzhou: Zhejiang University.
- Wick, K. (2017). Interventions to Promote Fundamental Movement Skills in Childcare and Kindergarten: A Systematic Review and Meta-Analysis. Sports Medicine, 47(10), 2045-2068.
- World Health Organization (WHO). (2021). Congenital anomalies: Down Syndrome. Retrieved from www.who.int