

Summary of the Modes of Performance in the Allen Scale

Mode	Description	Pays Attention to	Motor Behavior	Communication Behavior	Duration/Time
Level 1: Automatic Actions					
1.0	Withdrawing from stimuli	Inborn sensory stimulus	Inborn withdrawal	Inborn non-verbal utterance	
1.2	Responding to strong sensory stimuli	Any one of 5 senses	Eyes, nose, mouth	Selective, non-verbal utterance	
1.4	Locating stimuli	Being fed, moving sensory stimuli	Head turning, eye tracking, chew, swallow	Non-verbal expression Grunt, grimace, smile	Flicker/few seconds
1.6	Rolling in bed	Moving trunk, limbs	Head, trunk, legs, arms Completes rolling over w/ cue	Non-verbal expression Grunt, grimace, smile	Momentary
1.8	Raising body part	Buttocks	Raises extremities, buttocks w/ cue. Pivot transfer	Says "No". Increased response to loved one	Brief/unreliable
Level 2: Postural Actions					
2.0	Overcoming gravity	Comfort of gross body movements	Sits	Says "Yes" or "No" Recognizes own name	Holds until tired
2.2	Standing and righting reactions	Security of gross body movements	Stands, righting reaction	Names parts of body Says own name	Stands, sits w/ cue
2.4	Walking	Freedom of movement Large objects, doors, walls	Walks, directing movements	One word to communicate Perseverative words	Walks until tired
2.6	Directed walking	Location of freedom of movement	Follows demonstrated gross motor actions; steps up, over	Sings Identifies location "Bed"	Walks until at destination
2.8	Using railings, grab bars	Balance	Holds on tight, hits, kicks	Short phrases, gestures Names target	Holds until postural stability is achieved
Level 3: Manual Actions					
3.0	Grasping objects	Handling material objects	Grasps, holds, throws objects	Uses nouns and verbs Names a few objects	Holds a few seconds. Slow
3.2	Distinguishing objects	Moving objects back and forth	Uses associated actions on objects. Random placement	Uses short phrases Names objects, locations	Stops, starts action on command
3.4	Sustaining actions on objects	Repeating a manual action	Repeats familiar actions Places objects in a row	Talks at others Names actions	1 – 5 minutes
3.6	Noting effects of actions on objects	Immediate effects of actions on objects	Repeats demonstrated effects Places objects on perimeter	Names shapes; waits for a minute; message of vital need	Up to 30 minutes
3.8	Using all objects	Effects of actions on activity	Covers space, uses all objects Sequences familiar actions	Recognizes activity only when done	Up to time when all objects are used

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Level 4: Goal-directed Actions					
4.0	Sequencing familiar steps	Activity to be done, objects within arm's length in front	Sequences familiar actions to complete routine activities	Asks for next step; no problem recognition	Length of activity Disoriented to date
4.2	Differentiating features of objects	Features of objects that match: shape, color, length	Matches one striking feature at a time	Identifies features, problems Asks for help, date	1 hour increments One activity
4.4	Completing a goal	Pairs of striking features within 36"	Matches pairs of striking features; copies samples	Asks for exact supplies, demos; follows social rules	Routines, oriented to day/date
4.6	Personalizing activity	Supplies, people within view	Scans for information Varies amount, pressure, depth	Asks for past supplies; Comments on deviations	Change in routine; Two concurrent schedules
4.8	Rote learning new activity	Sequences of new steps All striking features of objects	Rotates objects when done for close inspection	Asks for verification; follows lists	Routine within a concurrent schedule
Level 5: Exploratory Actions					
5.0	Comparing & changing variations in new activities	Continuous actions and effects on objects in new activity	Initiates alterations in fine motor actions to produce new effects	Stops working to talk Expresses feelings; questions activity purpose	Recognizes need to schedule infrequent events; inconsistent
5.2	Discriminating parts of new activities	Surface properties of objects: sheen, edge; sets of objects: style, kits, typical use	Alters posture to improve primary effects; Improves surface and edge properties	Talks while working	Uses time pieces, calendars, memory aids
5.4	Engaging in self-directed learning in new activities	Spatial properties of objects: part/whole, negative space/overlaps, joints, angles, $\leq \frac{1}{4}$ "	Controls fine motor actions in small spaces; reorganizes work space	Insists on own methods Considers explanations of potential secondary effects	Alters work pace for short periods
5.6	Considering social standards	Features of social context: trends, fashion, holiday, season, conventions, values, social groups	Adjusts elements to create symmetry, harmony, balance Compares instructions Anticipates surface properties of available objects	Discusses and compares primary and secondary effects before acting	Alters pace to meet external standards on request
5.8	Consulting with others	Chain of events represented by available objects Inevitable secondary effects	Anticipates spatial properties of available objects before acting	Seeks advice to avoid hazards	Initiates altered pace: considers time, properties, effects Future: 1 week
Level 6: Planned Actions					
6.0	Planning actions	Abstract cues representing objects, procedures, events	Compares 2 hypothetical sequences of events before acting: pauses to think	Anticipates needs of others Reports functional limitations accurately	Future: unlimited