

HEALTHY & ACTIVE CHILDREN
lifespan motor development science & application

September 11-14, 2019 **VERONA, ITALY**

Organized by **I-MDRC** and **CIAPSE**

Reliability of the CEReki water competence testing battery

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Introduction

- ▶ Assessing water competencies is critical during childhood since this period is very favorable to the development of ABC's of swimming
- ▶ Many **swimming federations** in many countries have developed **national tools** with the aim to asses children level in water competencies
- ▶ However, most of them **haven't been scientifically validated**, and their psychometric qualities remain unknown
- ▶ ARA from Langendorfer & Bruyére (1995) is the only one validated
- ▶ In 2017 : validation of an original water competence testing battery, adapted to the children from 3 to 10 year old (Vidal, 2017)

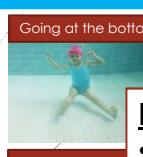
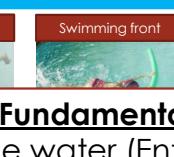
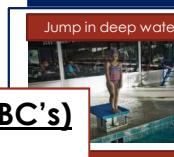
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Aim of the study

- ▶ CEREKI validated aquatic competence testing battery
 - ▶ First objectives
 - ▶ Intra-evaluator reliability
 - ▶ Inter-evaluator reliability
 - ▶ Secondary objectives
 - ▶ Descriptive data
 - ▶ Testing battery simplification

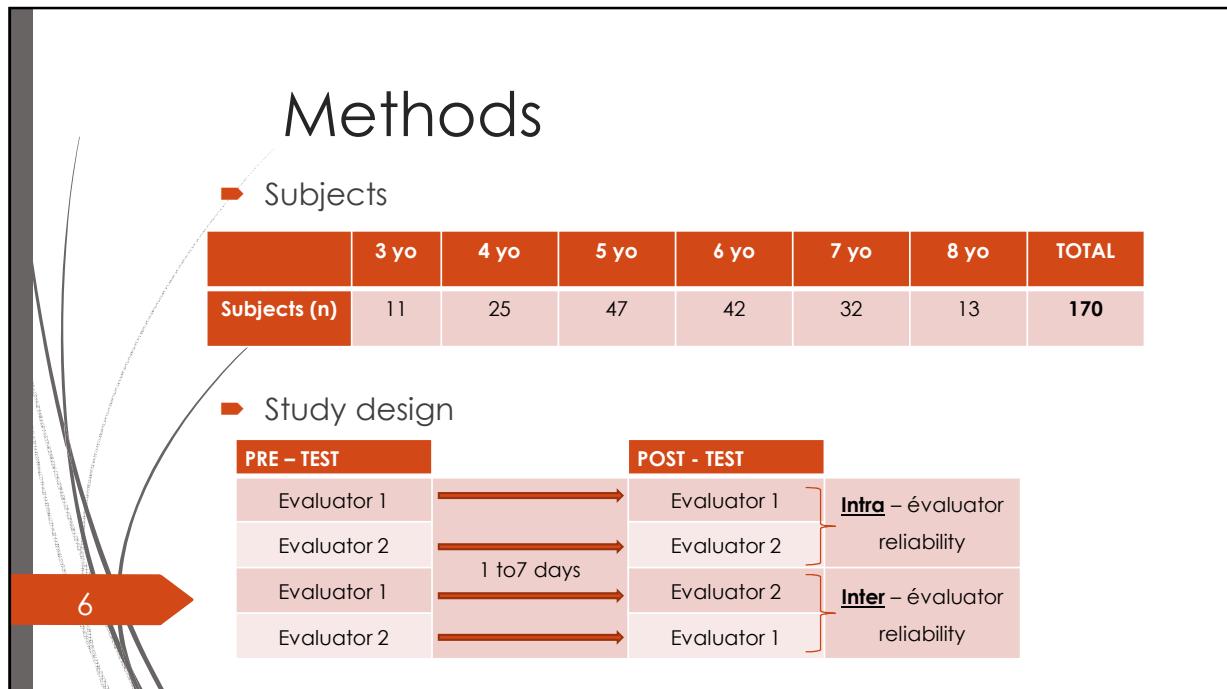
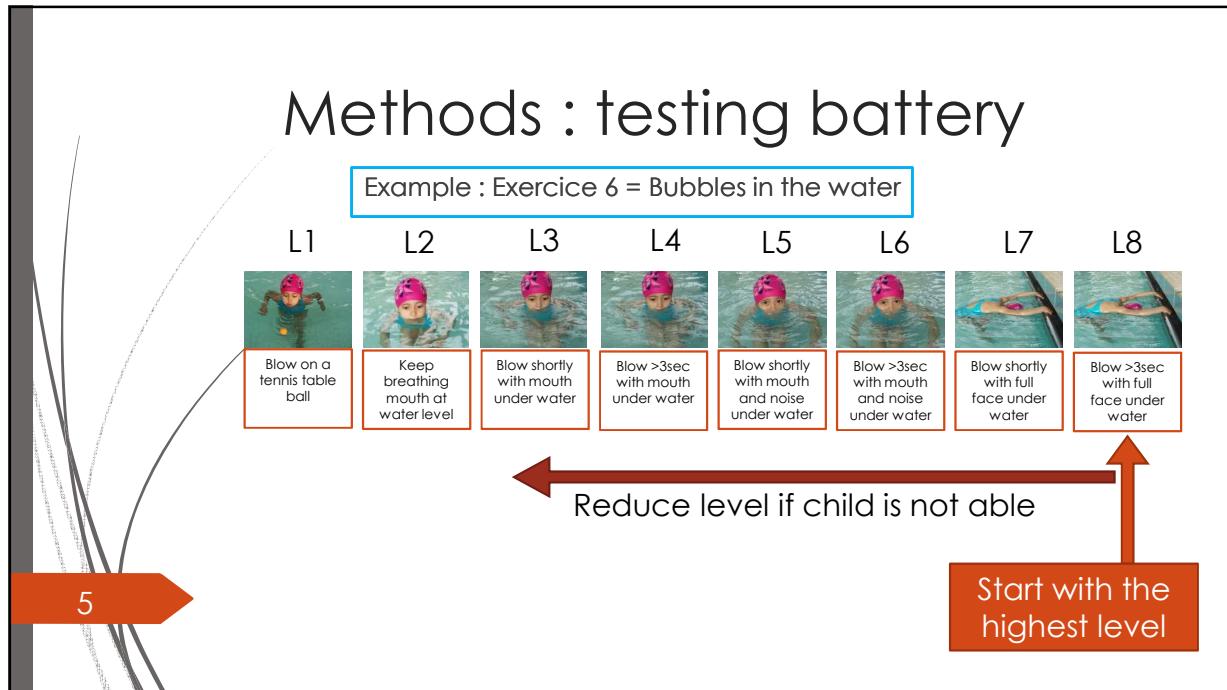
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Methods : testing battery (18 situations)

Undeep water				Deep water			
							
Crocodile	Going at the bottom	Front star	Swimming front	Jump in deep water	Dive in deep water	Swimming on the back in deep water	Exit the deep water
							
Jump in the undeep water	Open the eye the water			Swimming on the front deep water			
							
Dive in the undeep water	Bubbles in the water			Leading			

Includes all Fundamentals (ABC's)

- Entry in the water (Ent)
- Exit the water (Ext)
- Buoyancy (By)
- Immersion (Im)
- Water Balance (WB)
- Breath control (BC)
- Propulsion (Pro)
- View (V)



Results: intra-evaluator reliability

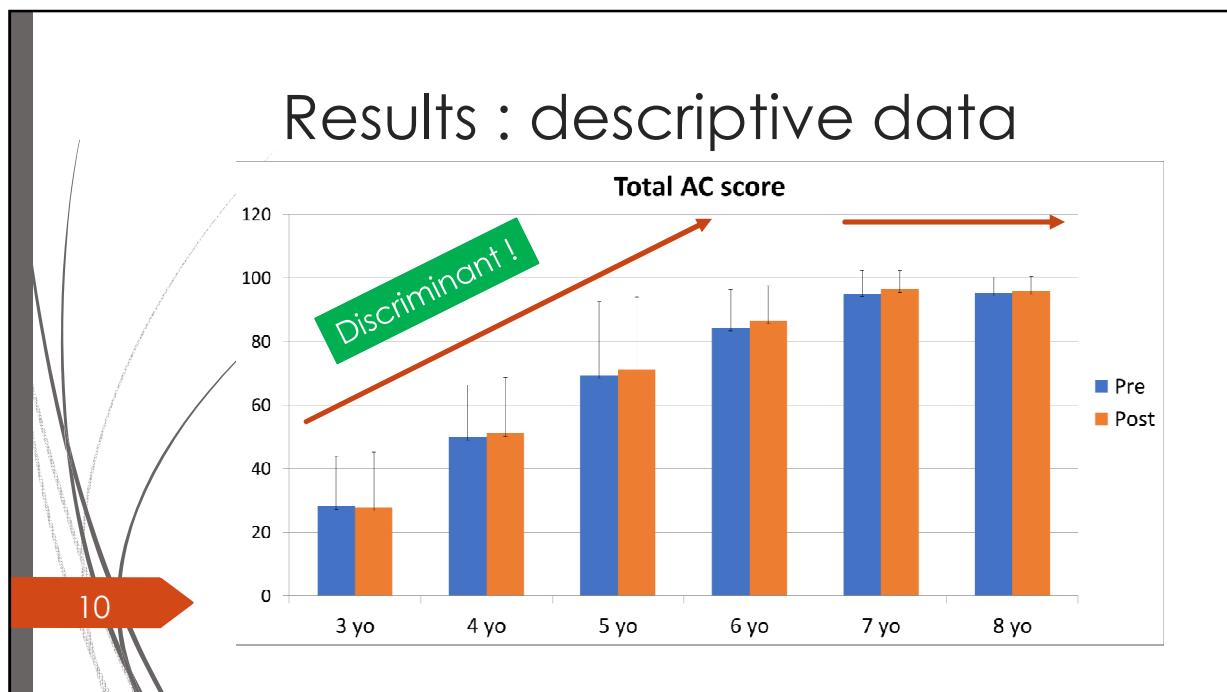
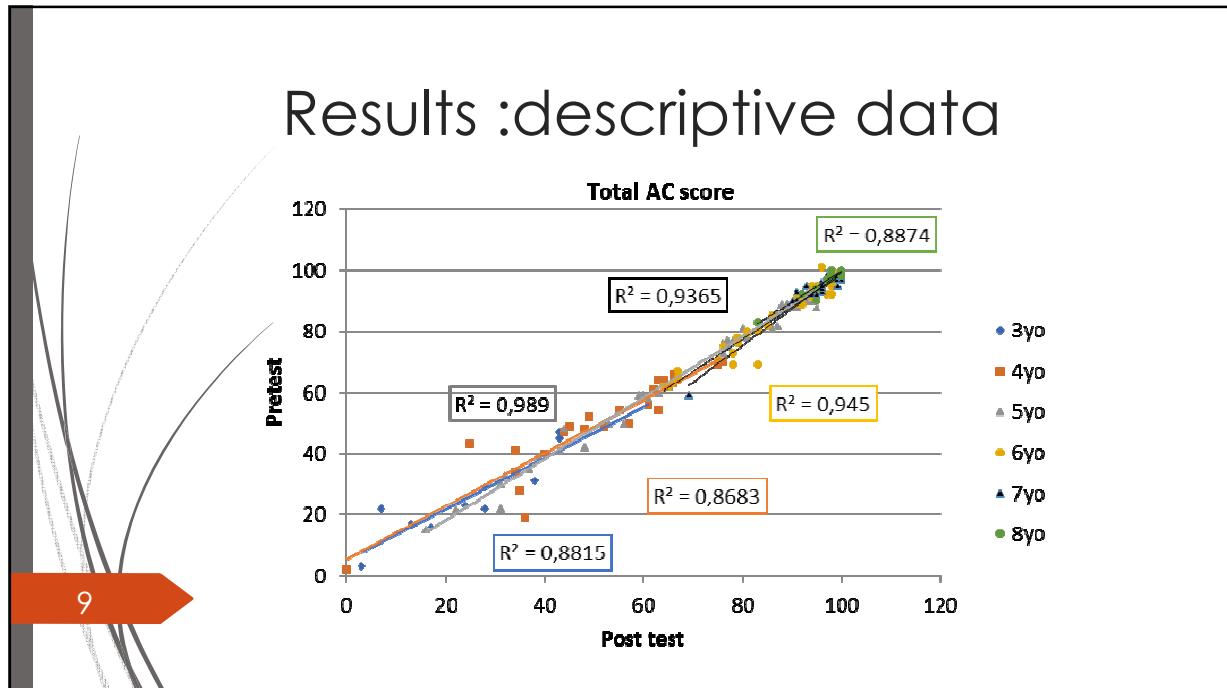
	Pretest	Post test	P-VALUE	R	agreement (%)	1 point error (%)	>2 points error (%)
Crocodile(3)	3(0)	3(0)	NS	0.83	97%	3%	0%
jump UW(12)	12(0)	12(0)	NS	0.93	91%	4%	4%
Dive UW(5)	4,3(1,1)	4,4(1)	NS	0.95	89%	2%	9%
Immersion(10)	8,5(1,5)	8,8(1,4)	NS	0.94	76%	13%	11%
Vision(2)	1,3(0,8)	1,4(0,8)	NS	0.78	80%	16%	4%
Bubles(8)	7,7(0,6)	7,8(0,5)	NS	0.89	86%	12%	2%
Front star (5)	4,3(1)	4,5(0,8)	NS	0.94	81%	17%	2%
Back star(5)	4,4(0,9)	4,5(0,7)	NS	0.94	84%	14%	1%
Arrow (7)	6,2(1,6)	6,3(1,5)	NS	0.95	89%	9%	2%
Swim front.1(4)	3,7(0,6)	3,8(0,6)	NS	0,97	94%	6%	0%
Swim Back.1(5)	4,6(0,8)	4,6(0,8)	NS	0,98	91%	9%	0%
Exit UW(2)	2(0,1)	2(0,1)	NS	0,86	96%	3%	1%
Jump DW(13)	12,4(1,6)	12,5(1,1)	NS	0,98	87%	8%	6%
Dive DW(7)	4,9(2)	5,2(1,8)	p<0,05	0,93	80%	11%	9%
Swim front.2(4)	3,7(0,7)	3,7(0,6)	NS	0,96	91%	9%	0%
Swim back.2(4)	3,6(0,8)	3,6(0,8)	NS	1	99%	1%	0%
Treading (5))	3,6(1,5)	3,8(1,4)	p<0,05	0,96	83%	12%	4%
Exit DW(2)	2(0,1)	2(0,1)	NS	1	100%	0%	0%
Total score	74,34(24)	75,21(26)	P<0,001	0,98		CV = 2,6 %	

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Results: inter-evaluator reliability

	Pretest	Post test	P-VALUE	R	agreement (%)	1 point error (%)	>2 points error (%)
Crocodile(3)	2,7(0,5)	2,7(0,6)	NS	0,78	89%	7%	4%
jump UW(12)	10,5(3)	10,5(3)	NS	0,99	95%	3%	3%
Dive UW(5)	2,6(1,7)	2,7(1,7)	NS	0,92	82%	14%	5%
Immersion(10)	6(2,4)	6(2,3)	NS	0,94	71%	15%	14%
Vision(2)	0,7(0,8)	0,7(0,8)	NS	0,72	73%	25%	3%
Bubbles(8)	5,9(2)	6(2)	NS	0,87	66%	24%	10%
Front star (5)	2,3(1,7)	2,5(1,7)	NS	0,89	71%	15%	14%
Back star(5)	2,5(1,6)	2,5(1,7)	NS	0,89	74%	20%	6%
Arrow (7)	2,6(2,7)	2,8(2,8)	NS	0,94	79%	13%	6%
Swim front.1(4)	2,4(1,3)	2,4(1,4)	NS	0,94	81%	15%	4%
Swim Back.1(5)	2,8(1,6)	2,8(1,7)	NS	0,98	85%	14%	1%
Exit UW(2)	1,5(0,7)	1,6(0,7)	NS	0,84	96%	3%	1%
Jump DW(13)	8,5(4,8)	8,7(4,7)	NS	0,98	86%	10%	4%
Dive DW(7)	1,7(1,9)	1,9(1,9)	P<0,05	0,96	79%	14%	8%
Swim front.2(4)	2,1(1,4)	2,1(1,5)	NS	0,96	86%	9%	5%
Swim back.2(4)	2(1,4)	1,9(1,5)	NS	0,98	91%	6%	3%
Treading (5))	1,1(1,5)	1,2(1,6)	P<0,05	0,97	84%	14%	3%
Exit DW(2)	1,5(0,7)	1,5(0,7)	NS	0,94	95%	5%	0%
Total score	74,3(26)	75,6(27)	P<0,001	0,98		CV = 6,2 %	

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Results : testing battery simplification

► Superficial level to remove

Level	Pre	Post
0	45	42
1	20	24
2	25	18
3	2	2
4	42	45
5	32	38
Fail	0	0

► Adapt the test to age/level

Indicateurs	Photos	Pts
1: Nage de moniteur aucun		8
2: Nage de moniteur horne de l'eau et maintient une position verticale sans appui. Tendu descend avec l'aide d'une perche tenue verticalement par le moniteur jusqu'à l'eau.		7
3: Nage de moniteur aucun		6
4: Nage de moniteur dans l'eau et maintient une planche à flot d'eau.		5
5: Nage de moniteur aucun		4
6: Nage de moniteur aucun		3
7: Nage de moniteur aucun		2

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Conclusion

- Excellent global intra and inter reliability
- 5 situations are needing particular attention :
 - Vision, immersion, bubbles, back star and front star
- Well adapted to children ages from 3 to 8 YO
- Too many situations with too many levels
 - 20 minutes per children => Time consuming
 - Simplifications are needed
 - Adaptive test should be developed

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Thanks for your attention

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