



Development of an Aquatic Skills Assessment Tool for Young Children in the CEReKi Aquatic Circuit

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INTRODUCTION

Valid tools developed to assess aquatic skills in children from 3 to 8 (Mertens et al. 2022; Santos-Garcia et al. 2022)

They can only be used with small groups of children at the same time

Difficult to envisage their use in a school context

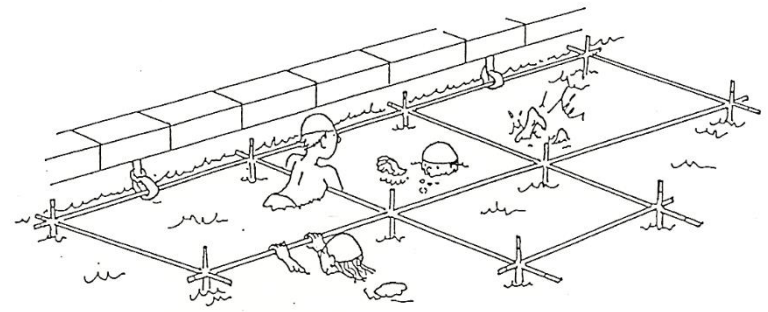
The aquatic circuit developed by the CEReKi has the potential to accommodate a large number of children at the same time (Mornard et al. 2015)

Could it be used to assess children's aquatic skills ?



CEReKi Aquatic Circuit

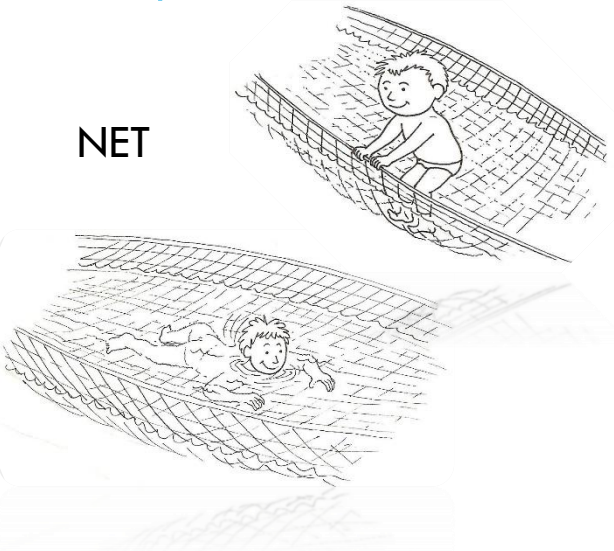
CEREKI AQUATIC CIRCUIT



« SHARK » CAGE



NET



SLIDES



POLES



FLOATING MATS



Children circulation into CEReKi circuit

- ▶ Different zones according to children level

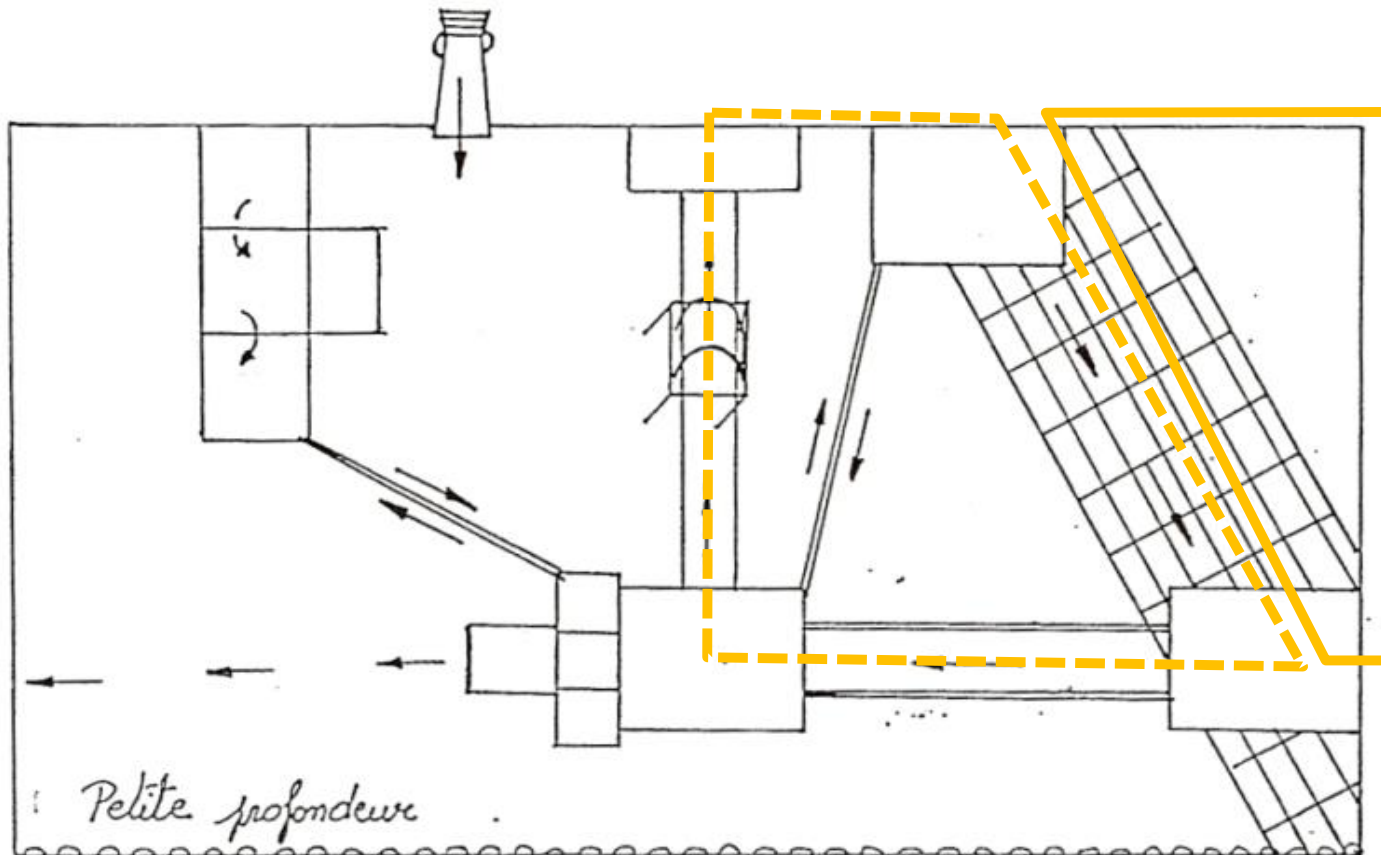
Level of aquatic skills

Beginners

2,5-4 YO

- Entry in the water
- Immersion
- Balance
- Horizontal position

— Main circulation
- - - opportunity for development



Children circulation into CEReKi circuit

- ▶ Different zones according to children level

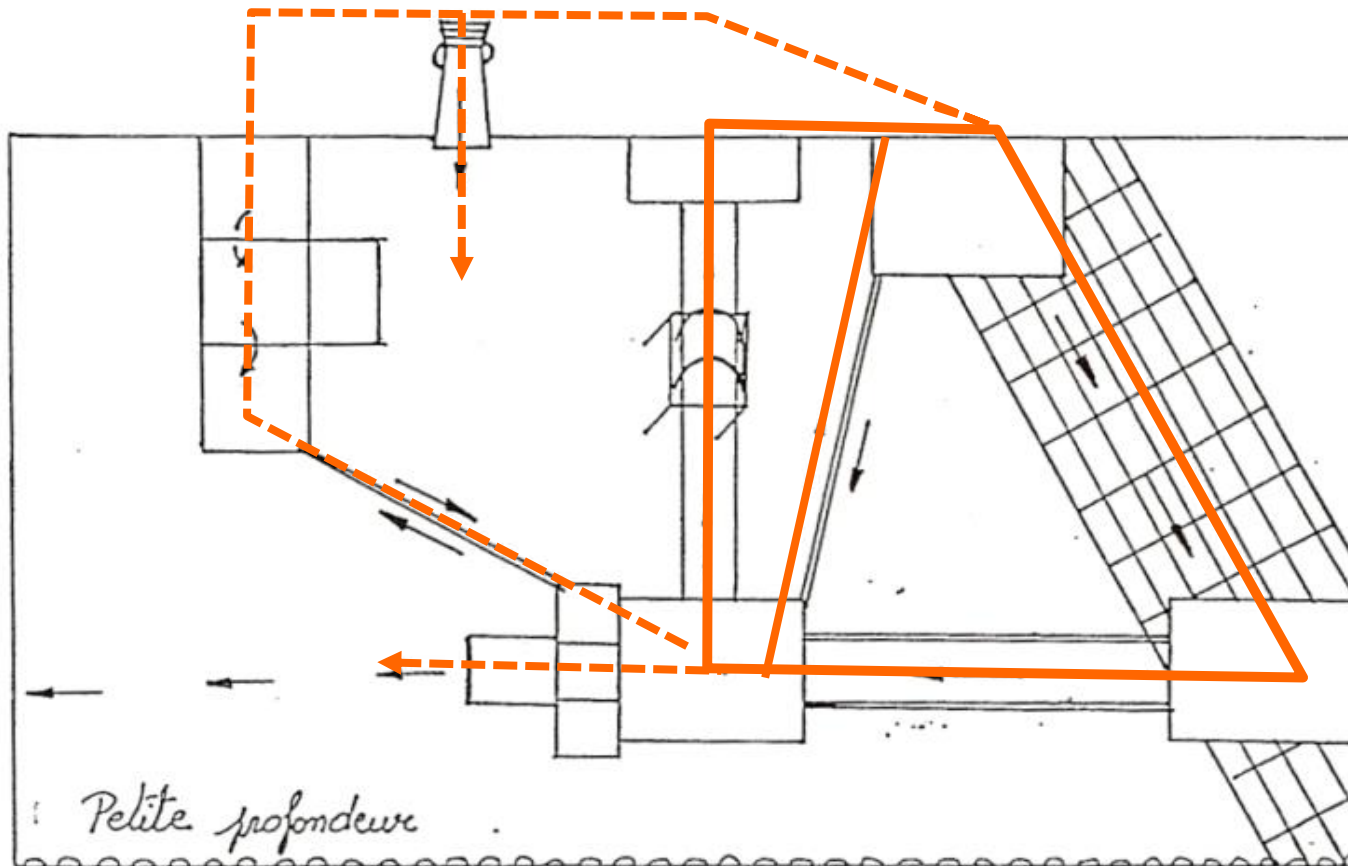
Level of aquatic skills

Intermediate

4-6 YO

- Entry in the water
- Immersion
- Balance
- Horizontal position
- Breathing
- Propulsion
- Entry by slide

— Main circulation
- - - opportunity for development



Children circulation into CEReKi circuit

- ▶ Different zones according to children level

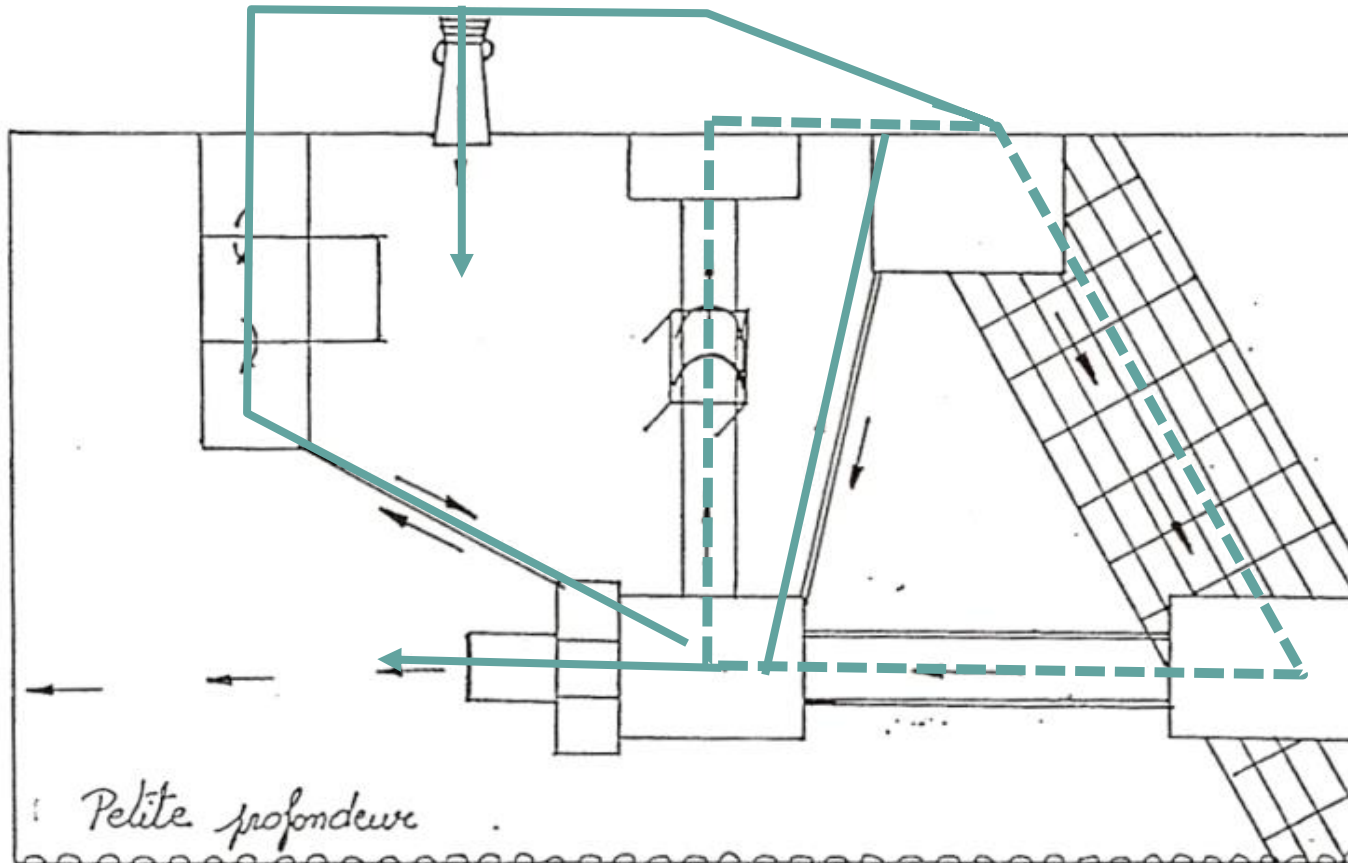
Level of aquatic skills

Advanced

5-7 YO

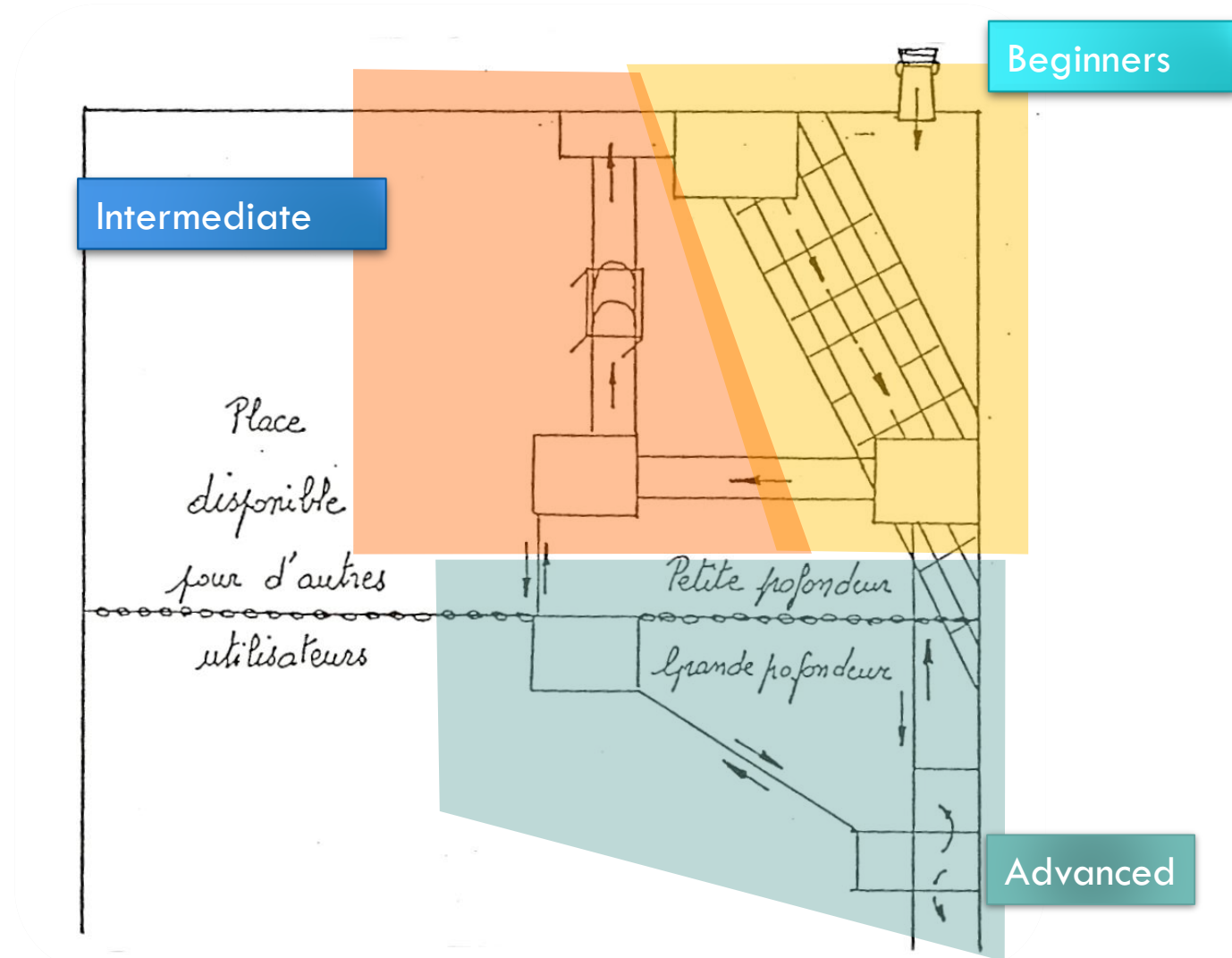
- Entry by slide/jump
- Immersion
- Balance/horizontal position
- Breathing ++
- Propulsion ++
- Vision

— Stimulating circulation
- - - Mastered circulation



Children circulation into CEReKi circuit

- Different zones according to children level



ASSESSMENT OF WATER COMPTENCES IN CERREKI CIRCUIT

AIM = To assess 30 children in 30 minutes !!!



FRANÇOIS Estelle

RASSART Audrey

Adaptation d'un outil d'évaluation et analyse des
compétences aquatiques des enfants de 3 à 7 ans dans le
jardin d'accoutumance à l'eau du CERReKi

Mémoire de fin d'études présenté en vue de l'obtention du titre de Master
en Sciences de la Motricité,
Orientation Éducation physique, Finalité didactique

Promoteur : Boris Jidovtseff

Co-promoteur : Anne Delvaux

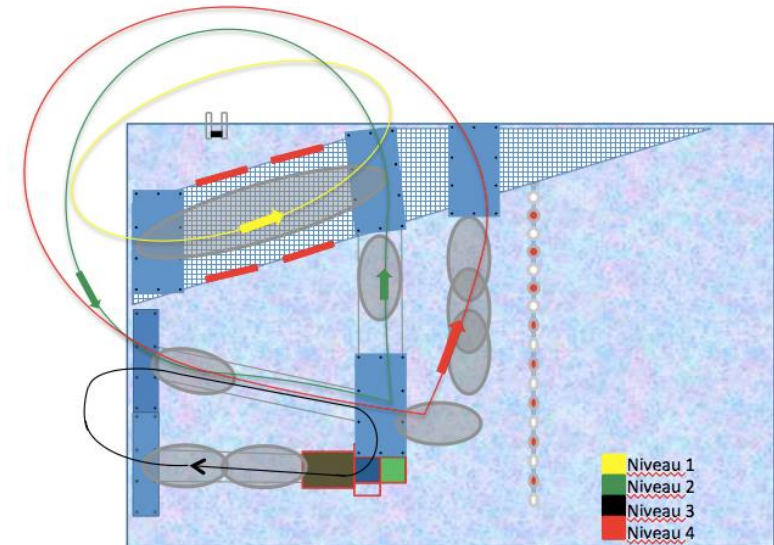
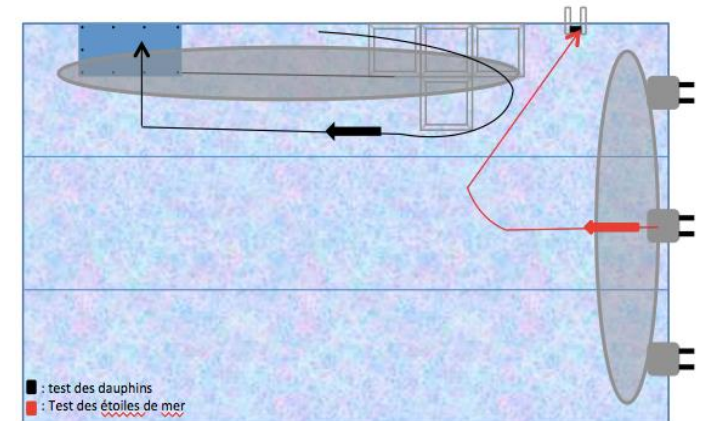
Année académique 2022 - 2023

Master Thesis



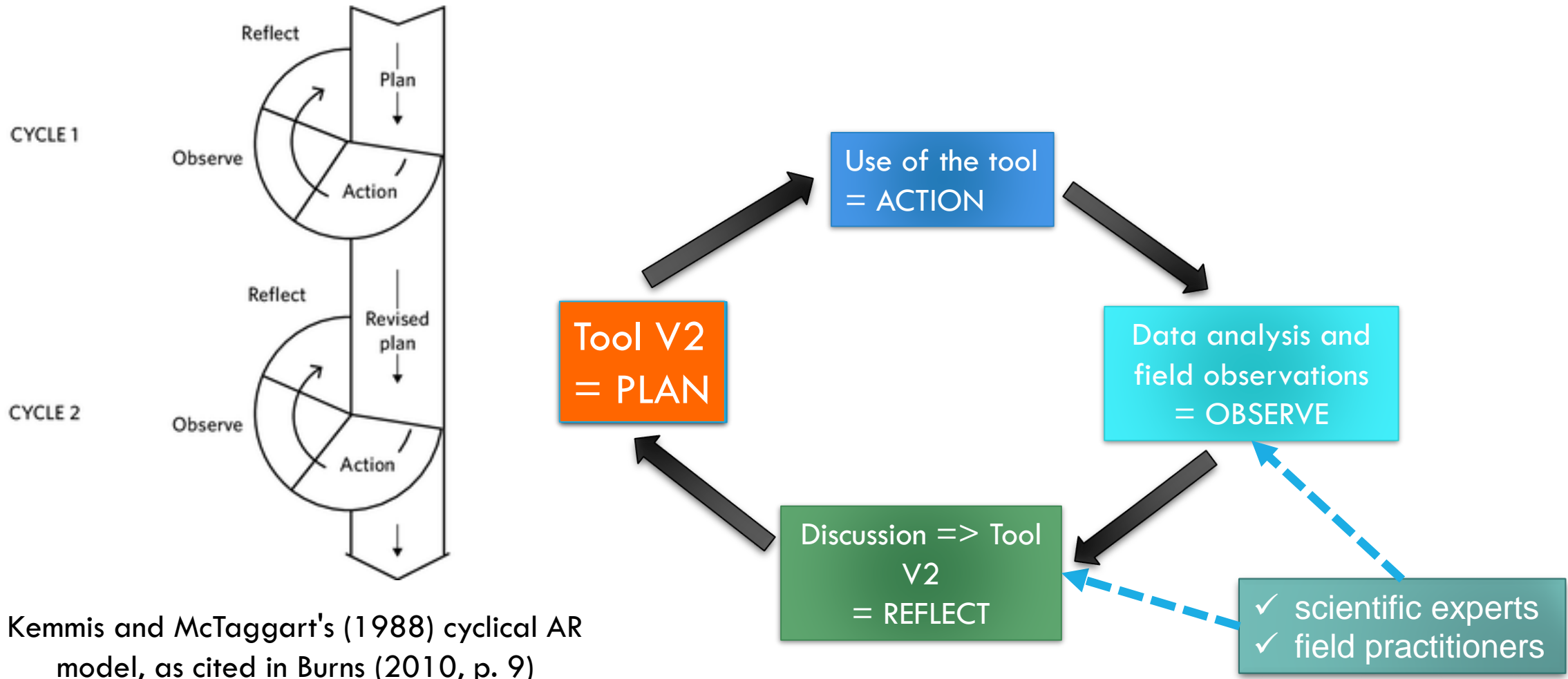
9
Waters
competences

1. Entry in the water
2. Exit the water
3. Immersion
4. Buoyancy
5. Balance in the water
6. Breath control
7. Gliding
8. Propulsion
9. View

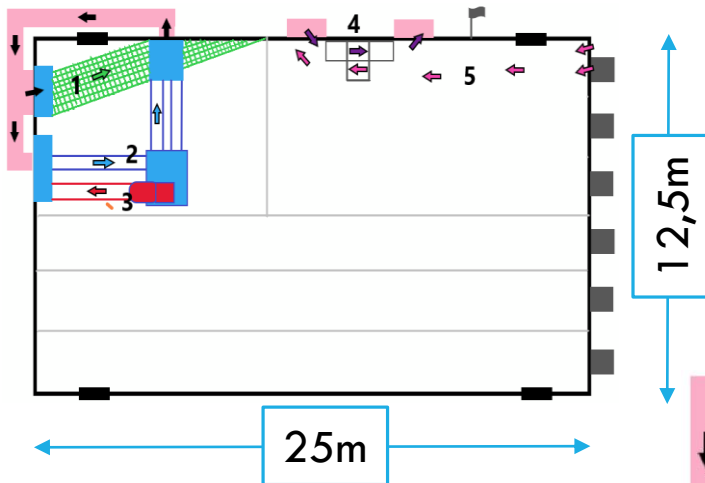


ASSESSMENT OF WATER COMPTENCES IN CEREKI CIRCUIT

Participatory Action Research methodology

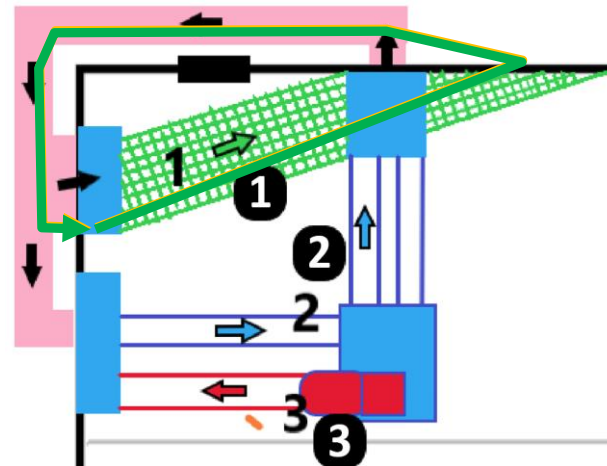


RESULTS — FINAL VERSION OF THE TOOL



Circuit 1 (Net) Level 1 - Crab

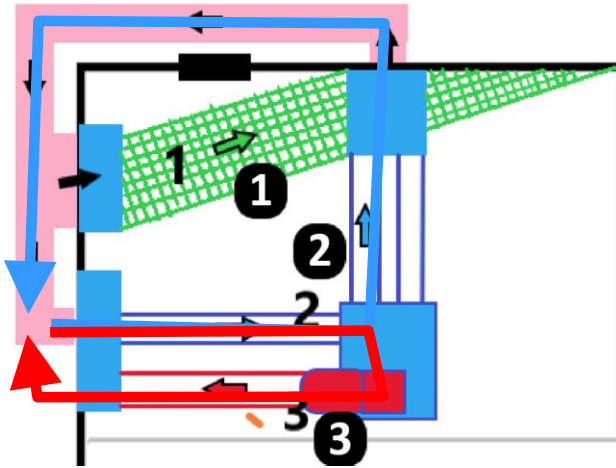
- 1 Entry in the water on all four
- 2 Cross the net while holding onto the edge
- 3 Exit water by the net



Circuit 1 (Net) Level 2 - Crocodile

- 1 Entry in the water on all four
- 2 **Lie down on the stomach**
- 3 **Do bubbles in the water**
- 4 Exit water by the net

RESULTS — FINAL VERSION OF THE TOOL



Circuit 2 (Poles) **Level 3** - Turtle

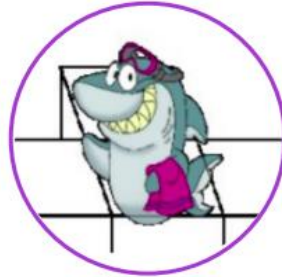
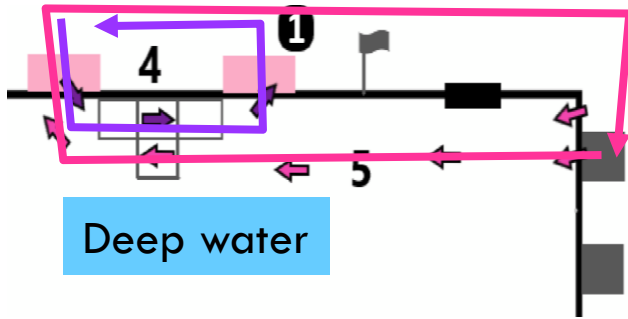
- 1 Entry in the water from floating mat
- 2 Move forward along the poles by pulling with arms.
- 3 Exit water by climbing onto the floating mat



Circuit 3 (Poles & Slide) **Level 4** - Crocodile

- 1 **Entry in the water by the slide**
- 2 **Dive in and go under a bar**
- 3 **Open your eyes underwater and catch an object**
- 4 Exit water by climbing onto the floating mat

RESULTS — FINAL VERSION OF THE TOOL



Circuit 4 (Cage in deep water) **Level 5** - Shark

- | | |
|---|--|
| 1 | Jump into deep water |
| 2 | Swim underwater while passing under two bars of the cage |
| 3 | Treading water for 3 sec |
| 4 | Exit water |



Circuit 5 (Deep water) **Level 6** - Fish

- | | |
|---|---|
| 1 | Jump into deep water by a starting block |
| 2 | Swim 5 meters on the back |
| 3 | Turn from back to the front |
| 4 | Swim 5 meters on the front |
| 5 | Dive 1 meter deep and pass under the cage |

RESULTS — FINAL VERSION OF THE TOOL

- ✓ Assessing children level for main aquatic skills through Sequence of development

Légende														
	Circuit 1			Circuit 4										
	Circuit 2			Circuit 5										
	Circuit 3													

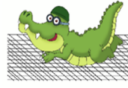




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3		3		3		4		4		4																	
2		2		2		3		3		3																	
1		1		1		2		2		2																	
0		0		0		1		1		1																	
Entrée par les pieds		Entrées par la tête/mains		Immersion		Sortie		Flottaison ventrale		Flottaison dorsale		Flottaison verticale		Equilibre		Respiration		Propulsion ventrale		Propulsion dorsale		Glisse ventrale		Glisse dorsale		Vision	
Entrée						Flottaison						Propulsion		Glisse													

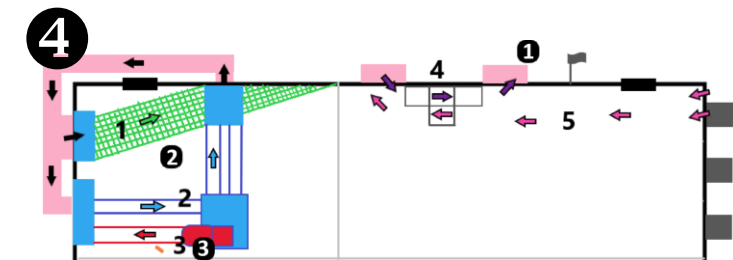
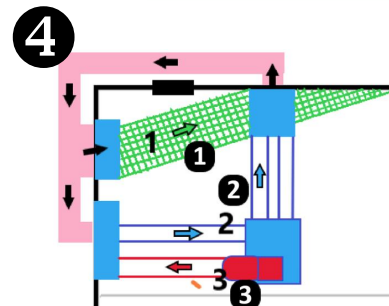
RESULTS — FINAL VERSION OF THE TOOL

- ✓ Velcro pads and caps



- ✓ Three evaluators ^{① ② ③} in the water and one out of the water ^④

Velcros à coller sur bonnets			Encodage sur feuille	
Circuit 1	Circuit 2	Circuit 3	Circuit 4	Circuit 5
Crocodile	Tortue	Otarie	Requin	Poisson
				
1	1	1	1	1
2	2	2	2	2
3	3	3	3	3
		4	4	4
			5	5
T1	① Moniteur 1	② Moniteur 2	③ Moniteur 3	/
T2	② Moniteur 2	③ Moniteur 3	① Moniteur 1	/
(T3)	③ Moniteur 3	① ② Moniteur 1 & 2		



RESULTS — FINAL VERSION OF THE TOOL



Medals



RESULTS — PRELIMINARY DATA

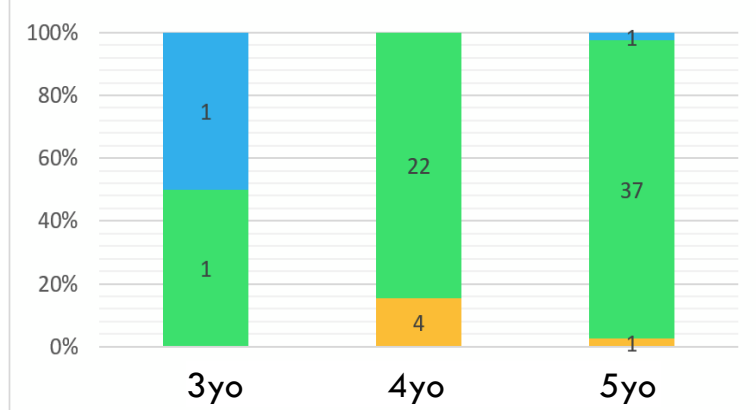
67 children (59% ♀)

✓ 3yo : n= 2

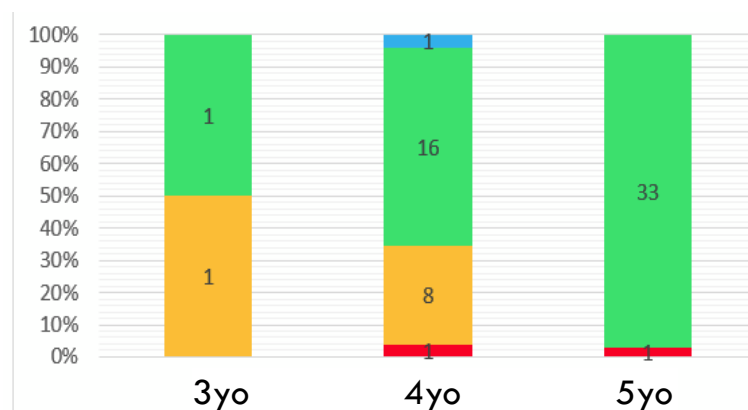
✓ 4yo : n = 26

✓ 5yo : n = 39

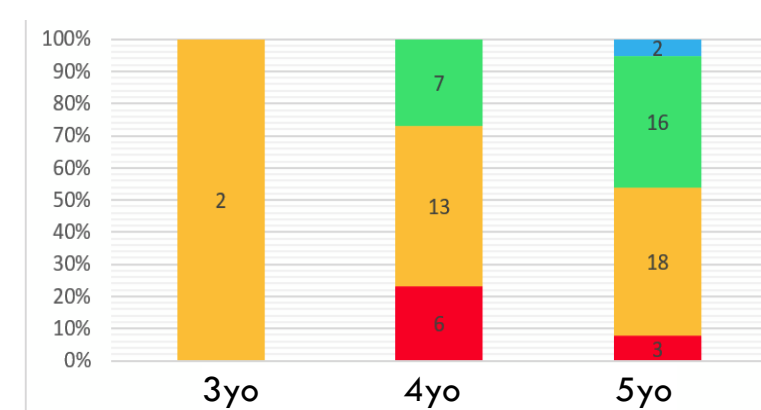
Circuit 1&2



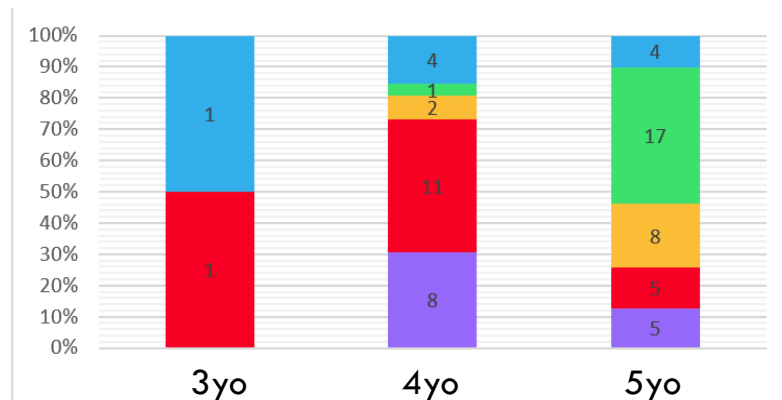
Circuit 3



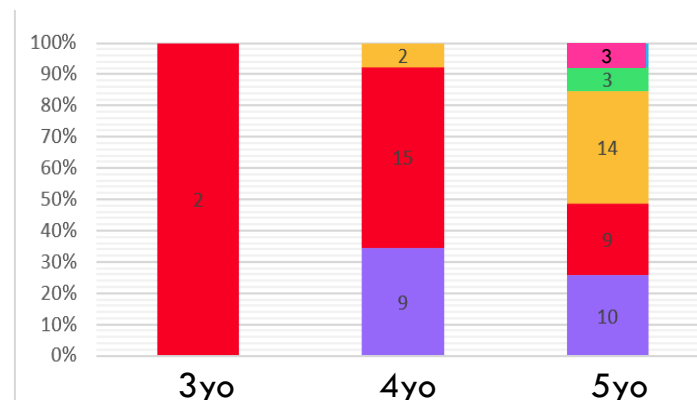
Circuit 4



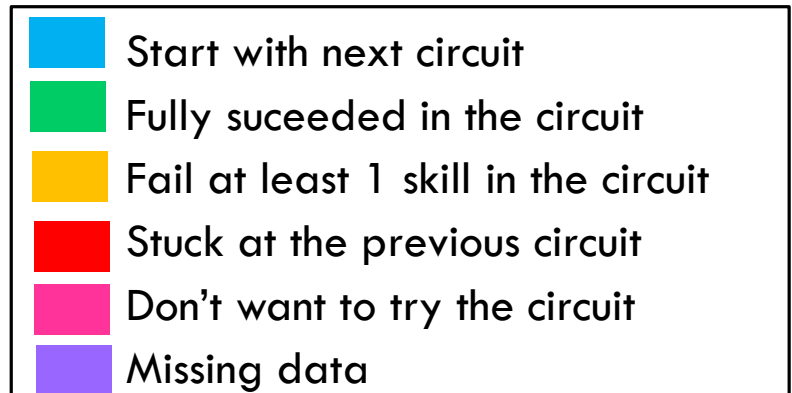
Circuit 5



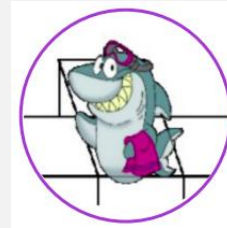
Circuit 6



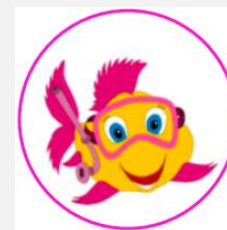
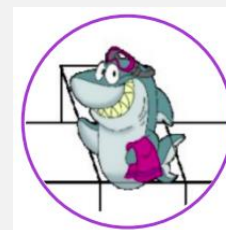
Legend



CONCLUSION



- ✓ Successfull to asses ~30 children in 30 minutes into CEREKI Circuit
- ✓ Request :
 - ✓ 4 evaluators
 - ✓ Equipement
 - ✓ Training
 - ✓ Organisation
- ✓ Further research needed to confirm initial results and for validation process



Thank you for your attention

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