

Push and Pull Picture Sort

SECTION 1 · THE PICTURE CARDS

PUSH AND PULL SORT

CUT APART

Push and Pull Cards — Color



CUTTING THESE APART

Print on cardstock; 5 straight cuts on the dashed lines free all 12. On every scene the small creature stays on the left and the object stays on the right — only the arrow between them changes. The arrow points away from the creature (toward the object) for push, and back toward the creature for pull. Drawn to hold their shape in full color and stay readable at print size. The ink-saver black-and-white set is page 7.

THE ARROW DECIDES IT, NOT REAL-WORLD PHYSICS — A DISCLOSED DESIGN CHOICE

A ring buoy, an oil drum, a flag and a barber pole are ordinary things a person pushes or pulls. A bridge and a mountain are not — this deck does not ask whether a landmark could really be moved; it asks whether the arrow is read as away from the creature (push) or back toward it (pull). That is named here plainly, not hidden.

5 PICTURES A CHILD MAY NAME ANOTHER WAY

cricket (the insect, not the sport), ring buoy (life ring), oil drum (barrel), flag (golf flag), barber pole (pole). Decide once, in your own scoring rule, how either name is marked, and mark it the same way every session. No cueing script is included; that call is the clinician's.

Push and Pull Picture Sort: Force and Motion Concept Cards

Page 6 of 22

+ BRIGHT PATH SPED

ANSWER KEY

at — Push or Pull

PUSH AND PULL SORT

Put each card on its faint picture.

Pull



Draw one more thing to pull.

Page 9 of 22

+ BRIGHT PATH SPED

+ BRIGHT PATH SPED

What Is Inside, and Where

Before you begin

PAGE 4



**Start Here —
Three Steps**
START HERE

4

01 The Picture Cards

PAGES 6–7



**Push and Pull
Cards — Color**
CUT APART

6



**Push and Pull
Cards — Ink-Saver**
CUT APART

7

02 Sort Mats and Answer Key

PAGES 9–11



**Sort Mat — Push
or Pull**
SORT MAT

9



**Write Mat — Push
or Pull**
SORT MAT

10



**Answer Key —
Which Way Each
Card Goes**
ANSWER KEY

11

03 Probe and Track

PAGES 13–17



**Quick Probe
Forms A, B and C**
CHECKLIST

13



**Full-Deck Probe
— All Twelve
Scenes**
CHECKLIST

14



Data Log
LOG

15



Percent Graph
TRACKER

16



**Caseload
Summary**
ROSTER

17

04 Share and Write

PAGES 19–21



**Push and Pull at
Home**
NOTES

19



Phrase Bank
REFERENCE

20



Filled Example
EXAMPLE

21

A FIXED MOVER AND LANDMARK, A FLIPPED ARROW

Every scene (page 6) keeps the small creature on the left and the object on the right — only the arrow between them changes direction for push or pull.

12 SCENES, 12 MOVER/LANDMARK COMBINATIONS

Six and six, built from the same word bank as this store's Prepositions of Motion deck, checked so no mover/landmark pairing repeats.

A DISCLOSED DESIGN CHOICE

Two landmarks (a bridge, a mountain) are not things a person would really push or pull — that is named plainly where it happens (page 6), not smoothed over.

Start Here — Three Steps

Ninety seconds of reading. The cards themselves need no setup.



1

Print or load the cards

Print the color card page (page 6) or the ink-saver page (page 7) on cardstock and cut the 12 scenes apart, or open the file on a tablet and show a scene from the screen.

Read the note on the card page once: a picture may have a second name a child says, **cricket** (the insect, not the sport), **ring buoy** (life ring), **oil drum** (barrel), **flag** (golf flag), **barber pole** (pole). Either name still supports the same push/pull answer.



2

Sort or show, mark the response

Have the student sort the card onto the push or pull bin on the sort mat (page 9), or just ask which way the scene is going.

Mark + or – on a quick form (page 13) or the full-deck form (page 14) as you go.



3

Log it and graph the percent

Copy the correct-out-of-total onto the data log (page 15) the same day.

Plot the percent on the graph (page 16); update the caseload page (page 17) on whatever schedule your team reviews data.

Send the family page (page 19) home the same week — it uses the same scenes, so a child recognizes the practice set at home.

WHAT THIS FILE IS

A fillable PDF with drawn push/pull scene cards built in. It works offline, with no account or subscription, and looks the same on every machine that opens it.

WHAT THIS FILE IS NOT

It is not an editable online slideshow or word-processor document, and it is not a norm-referenced or standardized test. It carries no elicitation, cueing or modeling script; it describes how to sort, mark and total the scenes already printed.

THE RULE EVERY PAGE IN THIS FILE FOLLOWS

This file does not decide what counts as a correct push/pull answer, a criterion, or a typical rate for push and pull. Every one of those is a blank you fill in from your own scoring rule and your team's judgment.

IF SOMETHING DOES NOT WORK

A field will not hold my typing. Open the file in Adobe Acrobat Reader (free) or Preview, not a browser tab.

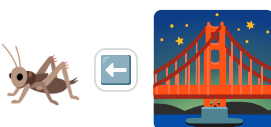
I need a push or pull scene this deck does not have. Use the **Ask a Question** tab on the product page; a new scene is a free update where the art honestly shows the direction.

CONFIDENTIALITY, AND WHERE THIS FILE LIVES IN A CASELOAD FOLDER

A filled-in probe form, log or caseload page is a student record: initials only on anything that leaves your hands, first name only on the family page. Print the picture cards once and keep the set in an envelope with this file; the log, graph and caseload page stay in the student's data folder so the trend is the first thing anyone finds.

CUT APART

Push and Pull Cards — Color

 Push	 Push	 Push	 Push
 Push	 Push	 Pull	 Pull
 Pull	 Pull	 Pull	 Pull

CUTTING THESE APART

Print on cardstock; 5 straight cuts on the dashed lines free all 12. On every scene the small creature stays on the left and the object stays on the right — only the arrow between them changes. The arrow points away from the creature (toward the object) for push, and back toward the creature for pull. Drawn to hold their shape in full color and stay readable at print size. The ink-saver black-and-white set is page 7.

THE ARROW DECIDES IT, NOT REAL-WORLD PHYSICS — A DISCLOSED DESIGN CHOICE

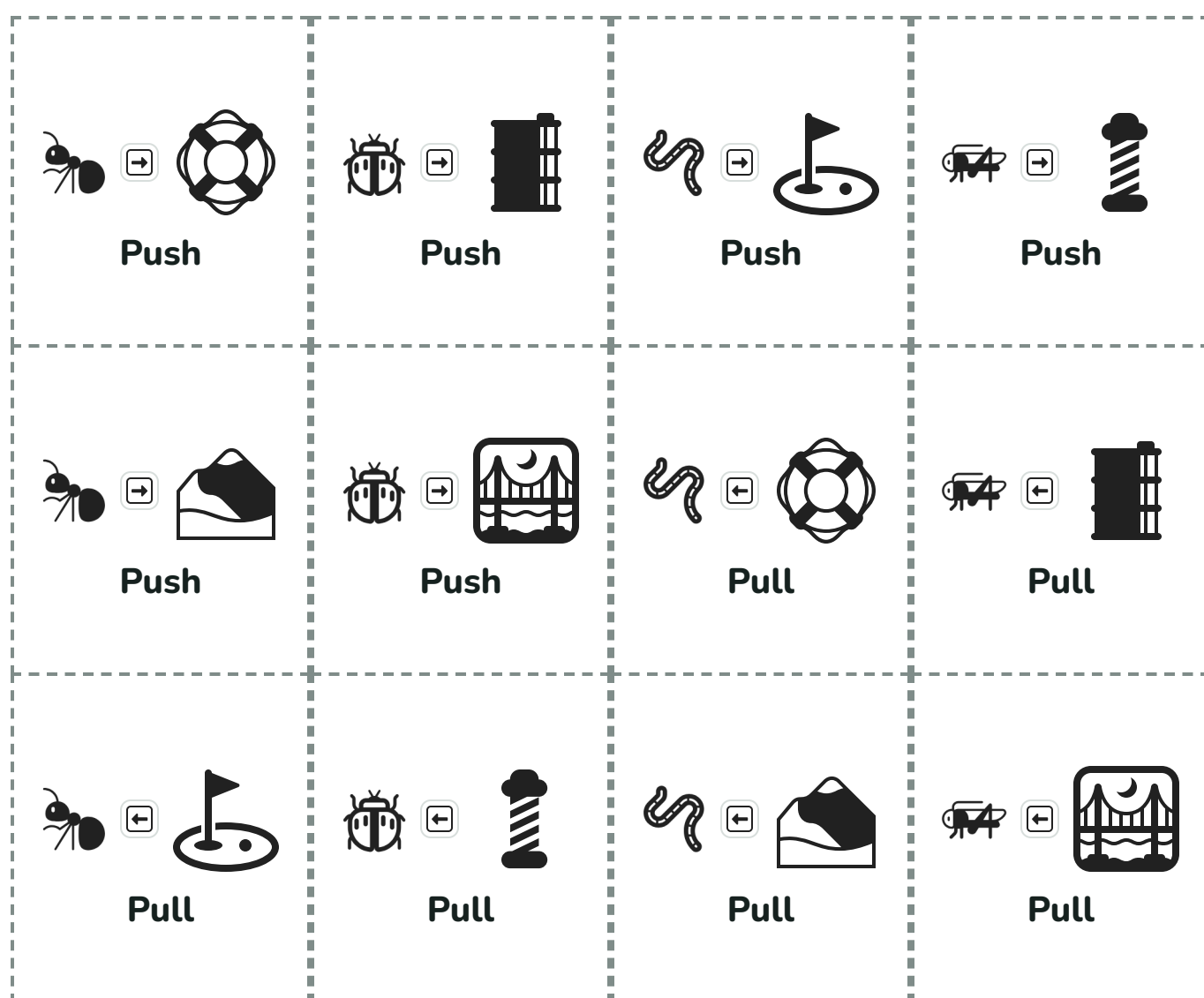
A ring buoy, an oil drum, a flag and a barber pole are ordinary things a person pushes or pulls. A bridge and a mountain are not — this deck does not ask whether a landmark could really be moved; it asks whether the arrow is read as away from the creature (push) or back toward it (pull). That is named here plainly, not hidden.

5 PICTURES A CHILD MAY NAME ANOTHER WAY

cricket (the insect, not the sport), **ring buoy** (life ring), **oil drum** (barrel), **flag** (golf flag), **barber pole** (pole). Decide once, in your own scoring rule, how either name is marked, and mark it the same way every session. No cueing script is included; that call is the clinician's.

CUT APART

Push and Pull Cards — Ink-Saver



CUTTING THESE APART

Print on cardstock; 5 straight cuts on the dashed lines free all 12. On every scene the small creature stays on the left and the object stays on the right — only the arrow between them changes. The arrow points away from the creature (toward the object) for push, and back toward the creature for pull. Pure black shapes, so a photocopier spends the least ink it can. The full-color set is page 6.

THE ARROW DECIDES IT, NOT REAL-WORLD PHYSICS — A DISCLOSED DESIGN CHOICE

A ring buoy, an oil drum, a flag and a barber pole are ordinary things a person pushes or pulls. A bridge and a mountain are not — this deck does not ask whether a landmark could really be moved; it asks whether the arrow is read as away from the creature (push) or back toward it (pull). That is named here plainly, not hidden.

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SORT MAT

Sort Mat — Push or Pull

MY NAME _____

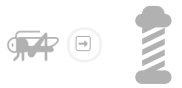


Put each card on its faint picture.

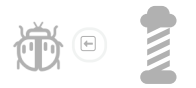
● starting



Push



Pull



Draw one more thing to push.

Draw one more thing to pull.



CHECKLIST

Quick Probe Forms A, B and C

STUDENT

DATE

FORM GIVEN (A, B OR C)

HOW TO MARK EACH SCENE

Show the card, or point to the scene on this form, and have the student sort it push or pull (say the word, or put the card in the matching bin on the sort mat). Mark + if the choice is what your own scoring rule counts as correct and – for the other direction or no response. The card page (page 6) names every scene, including the pictures a child may name another way.

Form A 4 scenes · untimed



SORTED CORRECTLY (OUT OF 4)

Form B 4 scenes · untimed



SORTED CORRECTLY (OUT OF 4)

Form C 4 scenes · untimed



SORTED CORRECTLY (OUT OF 4)

WHAT THIS FORM DOES NOT DECIDE

It does not set a criterion or a typical rate for push and pull, and it does not include an elicitation or cueing script — your own scoring rule decides what earns a plus.



CHECKLIST

Full-Deck Probe — All Twelve Scenes

STUDENT

DATE

FORM ROTATION GIVEN TODAY

#	SCENE	BELONGS IN	SORTED CORRECTLY? + / -	WHERE THE STUDENT PUT IT, IF DIFFERENT
1	  ant & ring buoy	Push	☐ ☐ + -	
2	  worm & ring buoy	Pull	☐ ☐ + -	
3	  beetle & oil drum	Push	☐ ☐ + -	
4	  cricket & oil drum	Pull	☐ ☐ + -	
5	  worm & flag	Push	☐ ☐ + -	
6	  ant & flag	Pull	☐ ☐ + -	
7	  cricket & barber pole	Push	☐ ☐ + -	
8	  beetle & barber pole	Pull	☐ ☐ + -	
9	  ant & mountain	Push	☐ ☐ + -	
10	  worm & mountain	Pull	☐ ☐ + -	
11	  beetle & bridge	Push	☐ ☐ + -	
12	  cricket & bridge	Pull	☐ ☐ + -	

TOTAL (CORRECT OUT OF 12)

TWELVE SCENES ON ONE SHEET

Every scene in deck order, one line each, marked + / - the same way as the quick forms. Total the correct column at the foot and carry it to the log (page 15) as correct out of 12.

 **NOTES**

Push and Pull at Home

Send home the same week these scenes are new in session. No jargon, no percents — the data log already has those.

STUDENT

WEEK OF

FROM

THIS WEEK'S SCENES (CIRCLE THE ONES WE PRACTICED)


Push


Pull


Push


Pull

SOMETHING THAT WENT WELL

TWO MINUTES AT HOME (PUSH OR PULL?)

Point to a scene and ask push or pull. Then find one real thing in the room to push and one to pull, and say which is which.

WE PRACTICED (INITIAL THE DAY)

MON	TUE	WED	THU	FRI	SAT	SUN

PUSH AND PULL WE NOTICED OUTSIDE OF PRACTICE TIME

Anywhere a family named pushing or pulling something real — a door, a wagon, a drawer, a swing.

ANYTHING TO FLAG BEFORE NEXT SESSION

QUESTIONS? BEST WAY TO REACH ME

SIGNATURE (FAMILY), IF YOUR SCHOOL ASKS FOR IT

EXAMPLE

Filled Example

SAMPLE · INVENTED STUDENT

Every number in the read-out is re-counted straight from the table above.

Jonah is invented, and so is every mark on this page. Eight quick probes, Forms A, B and C rotating.

#	DATE	FORM	CORRECT	OUT OF	PERCENT	NOTES
1	9/9	A	2	4	50%	baseline
2	9/16	B	2	4	50%	baseline, said “push” for the beetle/barber pole pull scene
3	9/23	C	1	4	25%	baseline
4	9/30	A	3	4	75%	–
5	10/7	B	3	4	75%	2 probes above the last low point—team kept the plan
6	10/14	C	3	4	75%	–
7	10/21	A	4	4	100%	–
8	10/28	B	4	4	100%	criterion range reached twice

READING THE NUMBERS

Sessions 1–3 (Forms A, B, C) scored 2, 2 and 1 of 4: baseline is the median of the three, 2 of 4, 50 percent. By session 8, Jonah sorted 4 of 4, 100 percent — a 50 percentage-point rise from baseline. Every percent above is that row’s own correct count divided by 4, times 25.

A LINE THIS LOG COULD WRITE

“On picture-sort probes of push and pull (4 scenes, untimed), Jonah sorted 2 of 4 scenes correctly at baseline in September and 4 of 4 on the most recent probe in October.”

WHERE JONAH WOULD SIT ON THE CASELOAD PAGE

One row: baseline 50 percent, current 100 percent, trend up, direction still missed “pull” (session-2 note), decision “continue current plan” — the same numbers this table already shows, carried onto page 17 in one line instead of eight rows.

WHAT THIS EXAMPLE IS NOT

One invented child’s eight sessions. It does not predict how quickly any real student will move, and it sets no typical rate for push and pull — it exists only to show how the log, the table and the graph read once numbers are actually on them.

PULL WAS THE PATTERN, NOT A ONE-OFF

The session-2 note (“push” for a scene that was actually pull) is the kind of error the full-deck form (page 14) makes visible: one row per scene means a clinician can see whether a missed direction is scattered or concentrated, which the answer key (page 11) already helps sort out.