Supplementary Materials S1

Behavioral Coding Scheme

General Guidelines:

- Regardless of posture (standing, tall kneeling), no or minimal movement is defined as sedentary, including small range movements of trunk and lower extremities if child is not directionally moving towards a new position in space (e.g., tapping a foot, wiggling)
- Dynamic movement within a posture OR transitions to different postures (kneeling, 4-point, standing, lying) are "active"
- Label segments of time down to the nearest 1/3 of a second and allow a movement to finish before labeling sedentary.
- Label time as "r" for remove when the child is completely picked up by the therapist

*Example scenarios:*

- Child is standing, hands resting on foam block, lifts arm (body doesn't change position- just mobility from shoulder) would be "Sedentary", unless arm lifting causes other movement
- Child is lifting up onto tippy toes in standing would be "Active"
- Child is standing and then demonstrates postural sway requiring them to recover their own balance would be "Active"

| **Position** | **Active/Movement Description** |
|---|---|
| Standing | **Head and Trunk motion:** Head and/or trunk movement > 30 degrees in any direction<br>**Leg motion:** marching or stepping, hip or knee flexion consistent with squatting or returning to standing from a squatting position<br>**Arm motion:** Reaching (moving arm at the shoulder) which induces trunk movement (i.e., trunk moves greater than 30 degrees) |
| Sitting | **Head and Trunk motion:** Head and/or trunk movement > 30 degrees in any direction<br>**Leg motion:** marching or stepping, raising to standing/squatting or lowering from standing/squatting<br>**Arm motion:** Reaching (moving arm at the shoulder) which induces trunk movement (i.e., trunk moves greater than 30 degrees) |
| Kneeling | **Head and Trunk motion:** Head and/or trunk movement > 30 degrees in any direction<br>**Leg motion:** knee-walking, sliding legs or moving legs in a stepping pattern, transition to another position (short to tall kneeling, ½ kneeling to tall kneeling)<br>**Arm motion:** Reaching (moving arm at the shoulder) which induces trunk movement (i.e., trunk moves greater than 30 degrees) |
| Quadruped | **Head and Trunk motion:** Head and/or trunk movement > 30 degrees in any direction<br>**Leg motion:** knee-walking, sliding legs or moving legs in a stepping pattern, transition to another position or crawling |

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|---|---|
| | **Arm motion:** Reaching (moving arm at the shoulder) which induces trunk movement (i.e., trunk moves greater than 30 degrees) |
| Prone | **Head and Trunk motion:** Head and/or trunk movement > 30 degrees in any direction (moving into a prop on elbows or extended arm position<br>**Leg motion:** knee-walking, sliding legs or moving legs in a stepping pattern, transition to another position or crawling<br>**Arm motion:** Reaching (moving arm at the shoulder) which induces trunk movement (i.e., trunk moves greater than 30 degrees) |
| Supine | **Head and Trunk motion:** Head and/or trunk movement > 30 degrees in any direction, rolling<br>**Leg motion:** lifting legs, kicking or lifting hips in a bridge position<br>**Arm motion:** Reaching (moving arm at the shoulder) which induces trunk movement (i.e., trunk moves greater than 30 degrees) |