

Assessment of Physiotherapy Practice: Marking guide

### What is new in 2024?

#### Two main changes:

- 1. The year 4 clinical placements assessment form location; APP linkup
- 2. Removal of staircasing of grading





About

The APP is a valid instrument designed for use by clinical educators and students to assess workplace based performance of pre-registration physiotherapy students ...more

Register

If you are a University clinical education manager, a clinical education coordinator or a clinical educator, click here for more information on how to register for this site....more

Contact

If you would like to know more about APPLinkup or if you have a query for the APPLinkup team please don't hesitate to get in touch...more

# APP grading

#### Level 1

Initial/early clinical placements

Simple presentations / some-complex patients

How to complete (final APP):

- Overall score/mark to pass = 40/80
- University will calculate the final 'grade'.
- All items must be scored (no not applicable).
- Each Domain must be passed (this allows some '1's' if the total score in the Domain is greater or equal to 50%). This would have required prior notification to the relevant University.
- No zeros

#### Level 2

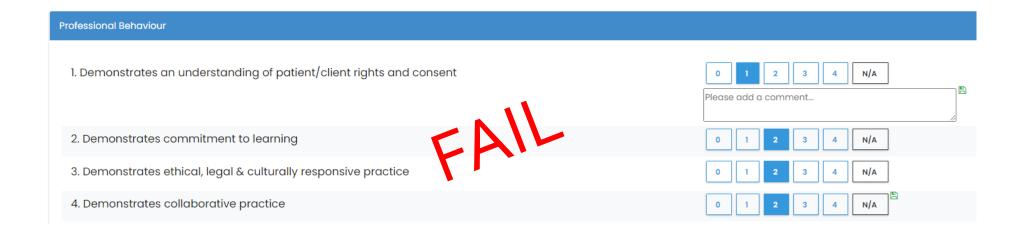
Progressive/later in programme clinical placements

How to complete (final APP):

- Overall score/mark to pass = 40/80
- University will calculate the final 'grade'.
- All items must be scored (no not applicable).
- Must achieve a minimum of '2' for all items.
- Note. a rating of o or 1 indicates that minimum acceptable competency has <u>not</u> been achieved.

## Level 1

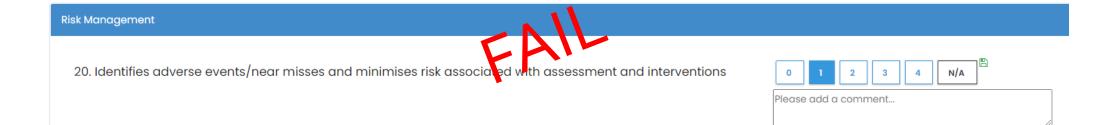
# 1. Demonstrates an understanding of patient/client rights and consent 1. Demonstrates an understanding of patient/client rights and consent 2. Demonstrates commitment to learning 3. Demonstrates ethical, legal & culturally responsive practice 4. Demonstrates collaborative practice



## Level 1

20. Identifies adverse events/near misses and minimises risk assignated with assessment and interventions

0 1 2 3 4 N/A



# Level 2

