## EXPLANATION OF INDEX VALUES ASSIGNED EACH STUNT

The percentage of students, who were successful in reaching the required standard in each stunt after the practice period, was computed. These percentages were then expressed as differences from the average, the stunt successfully done by 50% of students. So the Forward Roll (#1) would represent a -49% difference from the average (99-50): and the Chest Roll (#30) would have a difference value of 40 (50-10). On the assumption of a normal distribution; these difference values are expressed in terms of standard deviations from the mean (the 50%, point), using the proper statistical table. "Standard Deviation" values of each stunt are then referred to a scale in which -3 standard deviations (0 on our scale) represents the easiest possible stunt, and \( \frac{1}{2} \) standard deviations (6 on our scale) represents the hardest possible stunt.

The difficulty values of the stunts for which we have figures range from .67 to 4.75.

Since these indexes are in terms of standard distances on a linear scale they can be directly compared. Item #29 is thus almost exactly twice as difficult as items #8 and #9. Item #33 is seven times as hard to learn as stunt #1. Item #6 is as much harder than #5 as #25 is harder than #24.

Pupils learning the various stunts should be given credit, therefore, in proportion to these standard difficulties of each performance.

## DISTRIBUTION OF STUDENTS BY GROUPS

Hour	Group 1	Group 2	Group 3	Group 4	Group 5	Group 6	Group 7	Group &
I	3	5	14	13	7	3	0	3
II	2	5	14	12	8	7	0	3
III	2	5	14	19	2	4	2	0
IV	3	4	19	14	9	1	0	1
VI	4	1	15	8	6	3	0	0
VII	2	5	12	17	5	3	0	0
	16	25	88	83	37	21	2	7