

GAME PERFORMANCE

Performance Standard 19C.F

Apply offensive, defensive and cooperative strategies during physical activity accordingly:

- *Knowledge*: Knows offensive, transitional, defensive, cooperative, and teamwork strategies during a game performance.
- *Performance*: Performs offensive, transitional, defensive, cooperative, and teamwork strategies during a game performance.

Procedures

1. *In order to demonstrate knowledge of rules, safety and strategies during physical activity (19C)*, students should experience sufficient learning opportunities to develop the following:
 - Apply offensive, defensive and cooperative strategies during physical activity.

Note: Explain and describe simple offensive, defensive and cooperative strategies in physical activities. Provide students with opportunities to participate in activities that require offense, defense and cooperation. Practice using the rubric several times while observing students prior to using the rubric for formal assessment.

2. Use a video camera to record individual student performances in group activities if you want to monitor continuous improvement.
3. Score the performance while the student is performing live or on the videotape.
4. Evaluate each student's performance using the "Game Performance" Rubric as follows:
 - *Knowledge*: The knowledge dimension was demonstrated in the performance
 - *Performance*: Performed offensive, transitional, defensive, cooperative, and teamwork strategies correctly.

Note: The evaluation should be the typical performance for the student, which is not necessarily the best performance.

Examples of Student Work

- [Meets](#)
- [Exceeds](#)

Time Requirements

- To be determined by the Field Test Team

Resources

- Gymnasium or open space
- Video camera and videotape (optional)
- Various equipment as needed for specific activities
- Game Performance Rubric

GAME PERFORMANCE

NAME _____ DATE _____

- Exceeds = 18 - 20 total points and at least 3 points on each dimension
- Meets = 14 - 17 total points and at least 2 points on each dimension
- Approaches = 10 - 13 total points and at least 1 point on each dimension
- Begins = 1 - 9 total points

	Offense	Transition	Defense	Teamwork	Cooperation
4	<ul style="list-style-type: none"> • Moves toward goal/target in control and scores; uses teammates effectively and can carry out strategy 	<ul style="list-style-type: none"> • Aware of teammates and opponents, able to exploit opponents in transition. 	<ul style="list-style-type: none"> • Aware of opponent and is able to defend goal and helps team get into position. 	<ul style="list-style-type: none"> • Plays position; calls for the ball; compliments team. 	<ul style="list-style-type: none"> • Does class work; not disruptive; shows respect for teachers and students; helps others.
3	<ul style="list-style-type: none"> • Moves toward team goal/target but does not have total control; uses teammates to execute strategy but does not have total control 	<ul style="list-style-type: none"> • Aware of teammates and appropriate in transition; gets into appropriate position. 	<ul style="list-style-type: none"> • Aware of opponent and able to defend goal. 	<ul style="list-style-type: none"> • Plays position. 	<ul style="list-style-type: none"> • Does class work; not disruptive; shows respect for teachers and students; occasionally helps others.
2	<ul style="list-style-type: none"> • Is aware of team's goal/target but is not able to move toward goal/target; is aware of teammates but does not have skill to make strategy effective. 	<ul style="list-style-type: none"> • Is slow in making transition; does not pick up opponent quickly or determine strategy quickly. 	<ul style="list-style-type: none"> • Attempts to get into position, but is not sure of position. 	<ul style="list-style-type: none"> • Blames teammates or hogs the ball. 	<ul style="list-style-type: none"> • Does not do class work; blames others for difficulties or work quality.
1	<ul style="list-style-type: none"> • Is not aware where goal or target is; does not move toward target/goal; is not aware of other teammates; does not attempt to use strategy with teammates. 	<ul style="list-style-type: none"> • Is not sure if playing offense or defense or what the goal/target is. 	<ul style="list-style-type: none"> • Is not sure who or where to defend 	<ul style="list-style-type: none"> • Argumentative; unsportsmanlike 	<ul style="list-style-type: none"> • Disruptive; fights; argues; blames others for difficulties or work quality.
Score					