Tactical and Strategic Game Play Rubric

**TSGP Assessment**

This unit will be assessed using both formative and summative assessments each assessment will connect with the above listed specific outcomes. The following three assessment categories will be used this semester:

• Psychomotor Assessment (doing): on-the-ball skills; off-the-ball skills

• Cognitive Assessment (knowing): tactical awareness; game knowledge

• Affective Assessment (valuing): game appreciation; sports citizenship / fair play

**Assessment**

During each ten day period students will be assessed according to the following rubric. Scores will be posted and entered on PowerSchool. To achieve Level 4 grades, students must be on task and consistently working at a high intensity level. Level 4 students arrive ready to participate and they make good use of the gym time by being highly engaged with the activities.

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| Level of Achievement | Level 1 | | | Level 2 | | | Level 3 | | | Level 4 | | | Bi Weekly Score |
| Point Value | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |  |
| Demonstration of Module 1 Course Outcomes  60% | Limited engagement, activity, intensity, and execution of effective game play tactics and techniques | | | Some engagement, activity, intensity, and execution of effective game play tactics and techniques | | | Considerable engagement, activity, intensity, and execution of effective game play tactics and techniques | | | Consistently high degree of engagement, activity, intensity, and execution of effective game play tactics and techniques | | |  |