



<b>Assessment Grid</b>			
Subject: <b>Physical Education</b>		Year: <b>8</b>	Topic/module: <b>Outwitting Opponents - Basketball</b>
<b>KS4 target direction</b>	<b>4</b>	<b>6</b>	<b>8(9)</b>
<b>Advanced</b>	Enrichment/extension – reaching, or part of, next pathway → Features of work may include:	Enrichment/extension – reaching, or part of, next pathway → Features of work may include:	Enrichment/extension Features of work may include:
<b>Secure</b>  <i>Students must achieve competence in <b>all</b> statements before being judged 'Secure'</i>	<b>Secure</b> The student can: <ul style="list-style-type: none"> <li>Plan and implement their own warm ups.</li> <li>Understand the basic basketball rules</li> <li>Perform basic passing, dribbling and shooting skills in practice situations.</li> <li>Understand basic tactics in basketball, including how different styles of play can affect a game.</li> <li>Show a basic understanding of using attacking and defending principles.</li> </ul>	<b>Secure</b> The student can: <ul style="list-style-type: none"> <li>Plan and implement own basketball specific warm ups.</li> <li>Understand the rules of basketball and apply them in games.</li> <li>Consistently perform passing, dribbling and shooting skills in practice situations and can apply them in competitive situations.</li> <li>Show good technique with both hands and some advanced skills.</li> <li>Understand tactics in basketball and have a good knowledge of different styles of play.</li> </ul>	<b>Secure</b> The student can: <ul style="list-style-type: none"> <li>Plan and implement own basketball specific dynamic warm ups.</li> <li>Apply correct rules to games and are able to referee a small sided game.</li> <li>Consistently perform advanced passing, dribbling and shooting skills in competitive situations.</li> <li>Show advanced technique with both hands in competitive situations.</li> <li>Have knowledge of a range of attacking and defensive strategies which they are able to apply to games.</li> <li>Have a good knowledge of different styles of play and be able to implement them in a game.</li> </ul>
<b>Developing</b>	Mostly secure – one or more gaps For example:	Mostly secure – one or more gaps For example:	Mostly secure – one or more gaps For example:
<b>Beginning</b>	Significant gaps	Significant gaps	Significant gaps

