

Element/skills for Turbo Touch	The student effectively demonstrates the following elements and skills to enable full participation:	Dates observed:					The student consistently and effectively demonstrates the following elements and skills to enable full participation:	Dates observed:					The student consistently, effectively and in an accomplished manner demonstrates the following elements and skills to enable full participation:	Dates observed:												
		24/2	3/3	10/3	17/3	7/4		24/2	3/3	10/3	17/3	7/4		24/2	3/3	10/3	17/3	7/4								
Offensive/ Defensive Movement off the Ball (O/D)	<ul style="list-style-type: none"> <li>getting into an appropriate position in a game</li> <li>getting into a position to receive a pass on attack or defending when the opposition has the ball</li> </ul>				√	√	<ul style="list-style-type: none"> <li>getting into a position to defend an attacker with the ball</li> <li>attacking the ball as a runner</li> </ul>																			
Offensive ball skills (O)	<ul style="list-style-type: none"> <li>starting the play with a tap ball</li> <li>giving and receiving passes in a variety of directions</li> <li>driving forward with the ball on attack</li> </ul>	√	√	√	√	√	<ul style="list-style-type: none"> <li>giving and receiving a variety of passes in either direction (eg skip passes, dummy passes, cuts)</li> <li>tapping and laying the ball and quickly get into position to receive a pass</li> <li>driving forward with the ball displaying some evasive skill (eg side-stepping)</li> </ul>																			
Defensive skills (D)	<ul style="list-style-type: none"> <li>the ability to initiate touches during a game of Turbo Touch</li> <li>getting back into position each time</li> </ul>			√	√		<ul style="list-style-type: none"> <li>the ability to consistently effect touches during a game of Turbo Touch</li> <li>getting back into a defensive position</li> <li>communicating with team players on defence</li> </ul>																			

<p>Team Play <b>(TP)</b></p>	<ul style="list-style-type: none"> <li>an understanding of the rules of Turbo Touch during competitive games</li> <li>the ability to correctly restart play</li> </ul>			√	√	√	<ul style="list-style-type: none"> <li>a comprehensive understanding of the rules of Turbo Touch during competitive games</li> <li>the ability to restart play quickly and correctly</li> </ul>													<ul style="list-style-type: none"> <li>a comprehensive understanding of the rules of Turbo Touch during competitive games</li> <li>the ability to effectively use their understanding to advance play with confidence and create opportunities to score a touchdown</li> </ul>					
<p><b>Teacher comments:</b> <b>(O/D)</b> Does not know where to stand in relation to the phase of play, eg, offensive play or defensive play, but tends to slowly follow others if prompted. On occasion they were in position to receive a pass. <b>(O)</b> Can start play with a tap ball and run forward on attack, however action is needed on giving and receiving a variety of passes. They did not throw long or pop passes. When out of position, they struggled with catching the ball. <b>(D)</b> Struggled to initiate touches because they did not get back to a defensive position after each touch or turnover. <b>(TP)</b> Showed a low level of understanding of the rules of Turbo Touch and lacked enthusiasm which effected full participation in the games. They did take a role in re-starting play on occasion.</p>																									