Student 6: High Not Achieved

NZQA Intended for teacher use only

Element/skills for Turbo Touch	The student effectively demonstrates the following elements and skills to enable	Dates observed:	The student consistently and effectively demonstrates the following elements and skills	Dates observed:	The student consistently, effectively and in an accomplished manner	Dates observed:
	full participation:	7/4 17/3 10/3 3/3 24/2	to enable full participation:	7/4 17/3 10/3 3/3 24/2	demonstrates the following	7// 17/3 10/3 3/3 24/2
Offensive/ Defensive Movement off the Ball (O/D)	getting into an appropriate position in a game     getting into a position to receive a pass on attack or defending when the opposition has the ball	\ \ \ \ \ \	<ul> <li>getting into a position to defend an attacker with the ball</li> <li>attacking the ball as a runner</li> </ul>		<ul> <li>moving to pick up opposition runners/drives/attacking moves (eg, intercepts)</li> <li>defending and getting into a position ready for the next attack</li> <li>moving quickly to attack when a turnover is achieved</li> </ul>	
Offensive ball skills (O)	starting the play with a tap ball     giving and receiving passes in a variety of directions     driving forward with the ball on attack	1	<ul> <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>		<ul> <li>giving and receiving a variety of passes to create scoring opportunities (flick ons)</li> <li>running to draw a defender, create a gap, and allow a good pass</li> <li>working quickly to 'open' an active zone</li> <li>tapping and playing the ball with ease</li> <li>driving forward with the ball displaying a variety of evasive skills</li> </ul>	
Defensive skills (D)	<ul> <li>the ability to initiate touches during a game of Turbo         Touch     </li> <li>getting back into position each time</li> </ul>		<ul> <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>		<ul> <li>defending and making a touch</li> <li>getting back on defence quickly and consistently during a game</li> <li>consistently and confidently communicating positively with team players</li> </ul>	

Team Play (TP)  • an understanding of the of Turbo Touch during competitive games • the ability to correctly re play	understanding of the rules of Turbo Touch during	a comprehensive     understanding of the rules of     Turbo Touch during     competitive games     the ability to effectively use     their understanding to     advance play with confidence     and create opportunities to     score a touchdown
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**Teacher comments: (O/D)** 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. **(O)** 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. **(D)** Struggled to initiate touches because they did not get back to a defensive position after each touch or turnover. **(TP)** 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.

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