

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"> 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 style="list-style-type: none"> getting into a position to defend an attacker with the ball attacking the ball as a runner 	<ul style="list-style-type: none"> moving to pick up opposition runners/drives/attacking moves (eg, intercepts) defending and getting into a position ready for the next attack moving quickly to attack when a turnover is achieved 												
Offensive ball skills (O)	<ul style="list-style-type: none"> starting the play with a tap ball giving and receiving passes in a variety of directions driving forward with the ball on attack 	✓	✓	✓	✓	✓	<ul style="list-style-type: none"> giving and receiving a variety of passes in either direction (eg skip passes, dummy passes, cuts) tapping and laying the ball and quickly get into position to receive a pass driving forward with the ball displaying some evasive skill (eg side-stepping) 	<ul style="list-style-type: none"> giving and receiving a variety of passes to create scoring opportunities (flick ons) running to draw a defender, create a gap, and allow a good pass working quickly to 'open' an active zone tapping and playing the ball with ease driving forward with the ball displaying a variety of evasive skills 												
Defensive skills (D)	<ul style="list-style-type: none"> the ability to initiate touches during a game of Turbo Touch getting back into position each time 	✓	✓	✓	✓	✓	<ul style="list-style-type: none"> the ability to consistently effect touches during a game of Turbo Touch getting back into a defensive position communicating with team players on defence 	<ul style="list-style-type: none"> defending and making a touch getting back on defence quickly and consistently during a game consistently and confidently communicating positively with team players 					✓	✓						

<p>Team Play (TP)</p>	<ul style="list-style-type: none"> an understanding of the rules of Turbo Touch during competitive games the ability to correctly restart play 	√	√	√																																			
<p>Teacher comments: (O/D) Always in correct position to defend an attacker with the ball. Runs on to passes from team mates which keeps the team moving forward with the ball. (O) Begins play with a tap ball. They drive forward on attack and demonstrate a pop pass. Run straight when on attack. (D) Initiates touches because they are in the correct position on defence. Also show small levels of communication to team mates when on defence. (TP) Has a clear understanding of rules. They are always in position to take part in the game. They restart play with a tap and sometimes speed up play by using a quick tap.</p>																																							

3

√

√

2