

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 																				
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) 																				
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 																				

<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 	✓	✓	✓	✓	✓	<ul style="list-style-type: none"> • a comprehensive understanding of the rules of Turbo Touch during competitive games • the ability to restart play quickly and correctly 							<ul style="list-style-type: none"> • 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 					
<p>Teacher comments: (O/D) Often in a position to receive the ball but they do not attack the ball. They need to run on to the pass. (O) Drives forward with the ball but this is not always with purpose or insight as to how it will affect play. They often run straight into the defender. (D) Not always fast enough to retreat and get back in position to make touches. (TP) Has developed an understanding of the rules as the unit has progressed and takes an active part in the game.</p>																			

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