

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 	√					<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 	1	√	√	√	
<p>Teacher comments: Teacher comments: (O/D) Attacks the attacking team and steals intercepts. They get into an attacking position after a turnover, but could do this quicker. (O) Student gives and receives a variety of passes; these passes create try scoring opportunities. They draw defenders and create gaps for others. They score touchdowns but could work on evasive skills. (D) Makes all touches by reading the oppositions attack. They communicate these plays to their team which provides a clear line of defence. (TP) Has a clear understanding of rules. They could improve by using this knowledge to manipulate the opposition, eg, quick taps.</p>																	