

<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) 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. Could improve by moving quickly into attack when there is a turnover. (O) At times shows a variety of passes, eg, dummy, skip and cut, but needs to do this more often rather than taking the ball up all the time. Also displays evasive skills but sometimes run straight into the defender in one on one situations. They need to always use evasive skills to beat the defender, eg, a sidestep. (D) Effects touches as they make an effort to get back to a defensive position after a touch is made. Communicates 50% of the game. Need to communicate 100% of the game to ensure no overlaps in defence. (TP) Has a clear understanding of rules. They could improve by communicating the rules to team mates.</p>																		

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