



National Certificate of Educational Achievement
TAUMATA MĀTAURANGA Ā-MOTU KUA TAEA

Exemplar for Internal Achievement Standard

Physical Education Level 2

This exemplar supports assessment against:

Achievement Standard 91330

Perform a physical activity in an applied setting

An annotated exemplar is an extract of student evidence, with a commentary, to explain key aspects of the standard. It assists teachers to make assessment judgements at the grade boundaries.

New Zealand Qualifications Authority

To support internal assessment

	Grade Boundary: Low Excellence
1.	<p>For Excellence, the student needs to perform a physical activity to an outstanding level in an applied setting.</p> <p>This involves the consistent, effective and accomplished demonstration of the elements and skills of the chosen activity to enable full participation.</p> <p>The student shows a consistent, effective and accomplished demonstration of the elements and skills for offensive ball skills, defensive skills and team play and some skills of offensive/defensive movement off the ball in turbo touch (1).</p> <p>For a more secure Excellence, the student would need to show a more consistent, effective and accomplished demonstration of all skills of the offensive/defensive movement off the ball in turbo touch.</p>

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>																			

	Grade Boundary: High Merit
2.	<p>For Merit, the student needs to perform a physical activity to a high level in an applied setting.</p> <p>This involves consistently and effectively demonstrating the elements and skills of the chosen activity to enable full participation.</p> <p>The student shows a consistent, effective and accomplished demonstration of the elements and skills for offensive ball skills in turbo touch (1) which is supported in the teacher comments (2).</p> <p>The student has consistently and effectively demonstrated elements and skills of offensive/defensive movement off the ball, defensive skills and team play in turbo touch (3).</p> <p>To reach Excellence, the student would need to demonstrate more consistently, effectively and in an accomplished manner the elements and skills of offensive/defensive movement off the ball, defensive skills and team play in turbo touch.</p>

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 					
<p>Teacher comments: (O/D) Always in the correct position to defend an attacker with the ball. Also run on to passes from team mates which keeps the team moving forward with the ball. (O) Gives and receives a variety of passes, these passes create try scoring opportunities. They draw defenders in and create gaps for other attacking players. Score touchdowns and do this by using a variety of evasive skills. (D) Effects touches as they make an effort to get back to a defensive position after a touch is made. Communicates 80% of the game on defence. (TP) demonstrates a clear understanding of the rules of Turbo Touch. Communicates rules to other team mates from time to time.</p>															

	Grade Boundary: Low Merit
3.	<p>For Merit, the student needs to perform a physical activity to a high level in an applied setting.</p> <p>This involves consistently and effectively demonstrating the elements and skills of the chosen activity to enable full participation.</p> <p>The student has consistently and effectively demonstrated most elements and skills in turbo touch (1).</p> <p>For a more secure Merit, the student would need to demonstrate the offensive skills more consistently and effectively (2).</p>

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 	<p>✓</p>	<p>✓</p>																																				
<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>																																							

	Grade Boundary: High Achieved
4.	<p>For Achieved, the student needs to perform a physical activity in an applied setting.</p> <p>This involves effectively demonstrating the elements and skills of the chosen activity to enable full participation.</p> <p>The student has consistently and effectively demonstrated the elements and skills for offensive/defensive movement off the ball for turbo touch (1) which is supported in the teacher comments (2).</p> <p>The student has effectively demonstrated the elements and skills for offensive ball skills, defensive skills and team play in turbo touch (3).</p> <p>To reach Merit, the student would need to consistently and effectively demonstrate the elements and skills of offensive/defensive movement off the ball, defensive skills and team play in turbo touch.</p>

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

	Grade Boundary: Low Achieved
5.	<p>For Achieved, the student needs to perform a physical activity in an applied setting.</p> <p>This involves effectively demonstrating the elements and skills of the chosen activity to enable full participation.</p> <p>The student has effectively demonstrated most elements and skills in turbo touch (1).</p> <p>For a more secure Achieved, the student would need to effectively demonstrate the defensive skills in turbo touch (2).</p>

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>																			

1

2

	Grade Boundary: High Not Achieved
6.	<p>For Achieved, the student needs to perform a physical activity in an applied setting.</p> <p>This involves effectively demonstrating the elements and skills of the chosen activity to enable full participation.</p> <p>The student has effectively demonstrated the elements and skills of offensive ball skills in turbo touch (1).</p> <p>To reach Achieved, the student would need to effectively demonstrate all elements and skills for offensive/defensive movement off the ball, defensive skills and team play in turbo touch (2).</p>

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) 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.</p>																									