



Sample assessment task

Year level	6
Learning area	Health and Physical Education
Subject	Physical Education
Title of task	Dribble knockout

Task details

Description of task	Students practise the fundamental movement skills needed to participate in a game of dribble knockout. They demonstrate their use of a number of individual skills, as well as game skills.
Type of assessment	Formative
Purpose of assessment	To assess students' skill development and plan further teaching if required
Assessment strategy	Observation
Evidence to be collected	This will include student performance in individual and group activities that reflect a student's ability level.
Suggested time	10–20 minutes

Content description

Content from the Western Australian Curriculum	Fundamental movement skills demonstrating adjustment of force and speed to improve accuracy and control Basic strategies and tactics to successfully achieve an offensive and defensive outcome or goal: <ul style="list-style-type: none">• use of appropriate skills• spatial awareness• relationship to and with objects, people and space
---	--

Task preparation

Prior learning	Students have previously been taught and have practised the fundamental movement skill of hand dribble in a variety of contexts.
Assessment differentiation	Teachers should differentiate their teaching and assessment to meet the specific learning needs of their students, based on their levels of readiness to learn and their need to be challenged. Where appropriate, teachers may either scaffold or extend the scope of assessment tasks.

Assessment task

Assessment conditions	Assessment will involve students in individual and group/pair scenarios.
Resources	<ul style="list-style-type: none">• Fundamental movement skills performance assessment support material - Bounce• Any hard surface allowing for a maximum basketball court size space• Cones for marking out play area• One basketball per student

Instructions for teacher

Dribble knockout

- Teach the rules of the game explicitly.
- Set up the play area as follows.

Actual task instructions

- Divide the class into three ability groups which allows for three games to be played simultaneously.
- Each player must have a basketball.
- On the whistle, players move around dribbling the ball inside the marked area.
- Players must control their ball while at the same time attempting to push another player's ball over the boundary line.
- If a player's ball crosses the boundary line, they must exit the playing area and dribble the ball around the outside of the playing area before re-entering the game.
- If a player's ball stops moving they must pick up the ball, exit the playing area and dribble the ball around the outside of this area before re-entering the game.
- To increase the challenge, you can decrease the size of the playing area. Alternatively, you can increase the size of the playing area to give players more opportunity to dribble the ball into space.
- This game can also be played as a knockout competition with a winner at the end.

NB Ability grouping allows for less skilled students to show what they can do, and challenges the more able students.

Sample marking key

Assessment of individual skills

Observation points for a skill must be taken into account holistically rather than by focusing on a detailed anatomy of its parts before deciding on a mark. It is essential that when assessing individual skills, observations reflect the quality of a student's movement when performing. The teacher must take into account four elements in the demonstration of a skill: consistency, precision, fluency, control.

Final assessment of the skill performance, range of marks (assessment scale) and level of attainment will be guided by the achievement standards for the appropriate year level as set out by the School Curriculum and Standards Authority.

Consistently displays all of the selected observation points	5
Consistently displays most of the selected observation points	4
Displays most of the selected observation points but performance is inconsistent	3
Consistently demonstrates some of the selected observation points	2
Inconsistently demonstrates a few of the selected observation points	1
Does not demonstrate any of the selected observation points	0
Observation points	
Marks	
Skill 1: Bounce	
<ul style="list-style-type: none"> • Eyes are focused forward throughout the movement • Ball is contacted and controlled with spread fingers • Feet as comfortably apart with knees and hips slightly bent • Body leans slightly forward • Ball is bounced to hip height using a pushing, straightening motion of the wrist and elbow • Ball should be kept to the side and slightly in front of the body 	
Subtotal	5

Sample marking key

Assessment of game skills

Tactical situations or problems appropriate to the year group should be identified before assessment of students' performance. This may include defence or offence skills depending on the activity being assessed. When assessing game/competition skills, factors such as game pressure, pace, skill and intensity of opponent and teammates, playing area and environmental conditions may affect performance and should be taken into account.

Always demonstrates skills at a high level under pressure	5
Consistently demonstrates skills under pressure	4
Frequently demonstrates appropriate skills	3
Consistently demonstrates some of the selected skills	2
Inconsistently demonstrates a few of the selected skills	1
Does not demonstrate any of the selected skills	0
Observation points	
Marks	
<ul style="list-style-type: none"> creates options by moving to areas such as behind a defender or passes to team-mate in open position leads to open space to create a passing option for a team-mate or draw defenders away supports team-mate with the ball 	
Subtotal	5
<ul style="list-style-type: none"> anticipates ball movement and moves to attacking position moves to a defensive position when possession is lost 	
Subtotal	5
<ul style="list-style-type: none"> selects appropriate individual skills such as: <ul style="list-style-type: none"> dribble to get around opponents or move into open space pass to team-mate in an appropriate position 	
Subtotal	5
Total	20