PHYSICAL EDUCATION

PERFORMANCE ASSESSMENT SUPPORT MATERIAL

BASKETBALL
Assessment of practical student performance in Physical Education

Authentic assessment must include tasks that are worthwhile, significant and meaningful, as well as involve the ongoing process of recording, monitoring and reflection to assist learning, monitor learning, set learning goals and help identify further practice opportunities in order for these to be achieved. Final assessment at the end of a teaching unit on the selected activity may be completed through monitoring of progress together with formalised assessment tasks.

When assessing students’ performance in a practical context, a teacher should refer to observation points for individual and game skills in the selected activity.

Assessment of individual skills

Observation points for a skill must be taken into account holistically rather than by focussing 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; and control.

Final assessment of the skill performance 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.

Breaking of sport specific rules

When students are taught and given opportunities to practise and use various skills in a competitive scenario, the teacher should indicate to the student if a rule is consistently broken while performing the skill, e.g. travelling. If, at the time of assessment, a student consistently breaks the rules of the sport, but who otherwise performs at a particular standard, should have one mark deducted for each rule that is consistently broken.

Assessment of game/competition 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. Game pressure, pace, skill and intensity of opponent and teammates, playing area, environmental conditions etc. may affect performance and should be taken into account when assessing game/competition skills.

The teacher must take into consideration that contact, or possession, which provide the opportunity for individual skill assessment accounts for only a small percentage of game time. Most game time is spent in movement and performance of tactical/strategic skills ‘off the ball’.

Assessment should typically take into account the totality of game play, including the dynamic and changing situations associated with game play, by considering tactical products and processes which form part of the total composition of game/competition performance.

The range of marks or assessment scale will be determined by the teacher but must reflect expected achievement standards for that year group.
<table>
<thead>
<tr>
<th>Individual skills – marks allocation</th>
</tr>
</thead>
<tbody>
<tr>
<td>A mark is allocated to the level of performance demonstrated consistently for each skill across a variety of practice drills and scenarios.</td>
</tr>
<tr>
<td>6</td>
</tr>
<tr>
<td>5</td>
</tr>
<tr>
<td>4</td>
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<tr>
<td>3</td>
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<tr>
<td>2</td>
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<tr>
<td>1</td>
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<tr>
<td>0</td>
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</tbody>
</table>
Individual skills

Control dribble
Speed dribble
Offensive stance – triple threat
Lead – wing lead
Closeouts – wing closeouts
Shot – free throw
Lay-up
Pass (contested)
Shot – catch and shoot jump shot
Shot – one dribble jump shot
Screen
Defence – on ball containment

Control dribble

**Preparation**
- Feet shoulder width apart (staggered stance)
- Knees bent
- Straight back
- Head and eyes up

**Execution**
- Extension of the elbow to create a pushing action
- Finger pads used to contact the ball
- Ball below waist level at all times
- Non-dribbling hand (lead) between waist and shoulder height (parallel to the ground)
- Ball contacts the ground adjacent to trail foot (rear)

**Completion**
- Ball comes back into the hand at hip height

**Outcome**
- Ball possession is maintained

Speed dribble

**Preparation**
- Head and eyes up
- Body in an upright running position

**Execution**
- Extension of the elbow to create a pushing action
- Body in full running action
- Ball is pushed out in front of the body
- Ball at waist height or above at the top of the bounce

**Completion**
- Ball comes back into the hand at hip height
- Ball possession is maintained

**Outcome**
- Ball carried successfully
## Offensive stance – triple threat

### Preparation
- Feet shoulder width apart
- Back straight
- Body weight low with knees flexed
- Heels off the ground with weight on balls of feet
- Head and eyes up, wide vision to see the whole court

### Execution
- Body square to the basket
- Ball gripped strongly with pads of the fingers
- Shooting hand behind the ball, non-shooting guide hand on the side of the ball
- Ball on ‘shooting hand’ side of body
- Ready to shoot, pass or dribble

### Completion/Outcome
- Integrity of balanced stance is maintained throughout

## Lead – wing lead

### Preparation
- Move is towards the basket with hand closest to baseline raised as a passing target
- Come to a stop in the key with baseline foot being closest to the basket

### Execution
- Shoulder of target hand (baseline hand, closest to basket) is rotated in a ‘slashing motion’ towards top of the keyway
- Baseline foot is lifted (making opposite foot the pivot foot) and forward pivot towards the top of the keyway (this simulates stepping past the defence to get front position)
- Foot is planted, facing top of the keyway and force is transferred from pivot foot to planted foot
- In a low stance push-off is achieved from the planted foot and lead is out to the wing

### Completion
- Front position is achieved

### Outcome
- Lead results in a passing option

## Closeouts – wing closeouts

### Preparation
- Ready stance: feet shoulder width apart
- Heels off the ground with weight on balls of the feet
- On cue (offensive player receiving the ball) turn is made moving nearest foot to the offensive player first and sprint

### Execution
- As distance to the offensive player is reduced so is the distance of strides (shorter steps, quicker contact with floor) ‘stutter steps’
- Width between feet is wider than hips during ‘stutter steps’
- Arms are raised upward with palms facing the ball
- Ball, defender, basket relationship (defender face on to offensive player)

### Completion
- Efficiency of movement (timing of transition from sprint to stutter steps)

### Outcome
- Offensive player is checked
### Shot – free throw

**Preparation**
- Body balanced with weight on balls of feet
- Eyes focused on the target
- Finger pads spread on the ball with elbow under the ball
- Knees flexed

**Execution**
- Extension of legs to provide vertical lift
- Shooting hand under the ball, wrist flexed (90° between forearm and wrist)
- Ball raised vertically through line of sight
- Arm extension to full elbow lock and wrist snap
- The ball is released just before reaching full leg extension

**Completion**
- Follow through position is held with middle three fingers directed at the target until the ball hits the rim
- Body rises up onto the balls of the feet and balance is held until the ball hits the rim
- Follow through position of arms is held, usually for two counts, or until the ball hits the rim
- Ball travels with back spin

**Outcome**
- Goal scored

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### Lay-up

**Preparation**
- Dribble with control
- Eyes on the basket
- Ball in both hands in the movement to the basket
- Once dribble has ceased – foot work is: right, left (jump) for a right-hand lay up

**Execution**
- Movement to near side of the basket to create appropriate angle
- RH – flexion of left knee to apply vertical force, right leg at 90° and driving up (knee at waist height)
- Elbow extension of shooting arm allowing for one-hand release
- Wrist flexion and finger extension to release ball at maximum height
- Height of elbow at release on or above eye level, in front of shooting eye (right eye, right hand)

**Completion**
- Ball contacts top corners of small square (on a 45° lay-up)
- Balanced landing with flexion of knees to absorb impact

**Outcome**
- Goal scored
### Pass (contested)

**Preparation**
- Offensive stance (Triple Threat)
- Ball gripped strongly with pads of fingers
- Overhead: hands on the sides of the ball
- Push: one hand behind the ball with fingers up and other hand on the side of the ball with fingers forwards

**Execution**
- Recognition of target
- Selection of space (over/under defender’s arms or overhead) to deliver pass
- Elbows are flexed to draw the ball above the head or for a push pass to the side of the body
- Force is transferred by stepping toward target, transferring weight to front foot and extending the elbow

**Completion**
- Optimal angle of release with appropriate force to reach the target

**Outcome**
- Accuracy (ball hits receiver’s target hand)

### Shot – catch and shoot jump shot

**Preparation**
- Shoulders square to the basket
- Knees flexed
- Target (both hands up) is provided for the passer
- Step is into the pass
- Catch is made with both hands

**Execution**
- Catch in the air
- A jump or stride stop is used (non-shooting foot lands first)
- Shooting hand under the ball, wrist flexed creates a 90° angle between forearm and wrist
- Ball is raised vertically through line of sight
- Extension of legs to provide power and vertical jump (off the ground)
- Arm extension to full elbow lock and snap of the wrist

**Completion**
- Leaving the ground and landing are on the same spot on the balls of the feet in a bouncing action for a 2-count
- Follow through position is held with middle three fingers directed at the target until the ball hits the rim
- Follow through position of arms is held, usually for two counts, until the ball hits the rim
- Ball travels with back spin

**Outcome**
- Goal scored
### Shot – one dribble jump shot

<table>
<thead>
<tr>
<th>Preparation</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Triple Threat position</td>
</tr>
<tr>
<td>• Onside – RH (dribble with right hand)</td>
</tr>
<tr>
<td>• Crossover – the ball is ripped to opposite hip then dribble</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Execution</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Extension of legs to provide power and execute vertical jump</td>
</tr>
<tr>
<td>• Elbow at 90° pointing at the basket, shooting hand under the ball</td>
</tr>
<tr>
<td>• Arm extends upward</td>
</tr>
<tr>
<td>• Ball released just before maximum height of jump</td>
</tr>
</tbody>
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### Screen (1)

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<thead>
<tr>
<th>Preparation</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Screener jumps to a complete stop</td>
</tr>
<tr>
<td>• Wide stance to create a solid base of support</td>
</tr>
<tr>
<td>• Hands in front of the chest to protect the body</td>
</tr>
<tr>
<td>• Slight flexion of the knees</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Execution</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Screen is set using a jump stop at a perpendicular angle or facing the defender’s back</td>
</tr>
<tr>
<td>• Stationary position is maintained</td>
</tr>
<tr>
<td>• Once ball carrier has dribbled past shoulders, reverse pivot is performed (so that hips face the ball)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
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<tr>
<td>• Direction taken by screener and cutter is determined by defence</td>
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</tbody>
</table>

<table>
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<tr>
<th>Outcome</th>
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<tbody>
<tr>
<td>• Successful separation of screener and cutter into available court space</td>
</tr>
</tbody>
</table>

### Screen (2)

<table>
<thead>
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</tr>
</thead>
<tbody>
<tr>
<td>• The defender is identified</td>
</tr>
<tr>
<td>• Sprint into the screen</td>
</tr>
<tr>
<td>• Stop is performed one step from defender</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Execution</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Screen is set using a jump stop at a perpendicular angle or facing the defender’s back</td>
</tr>
<tr>
<td>• Cutter moves past the screener’s shoulders and cuts at an appropriate angle to space (looking to receive the ball)</td>
</tr>
<tr>
<td>• Screener reverse pivots and based on space taken by cutter, separates from cutter to open court space</td>
</tr>
</tbody>
</table>

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</thead>
<tbody>
<tr>
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</tbody>
</table>
Defence – on ball containment

**Preparation**
- Same stance as defensive slide
- Feet shoulder-width apart
- Back straight
- Knees slightly flexed
- Head and eyes up
- Position is on line between ball (offensive player) and basket

**Execution**
- Same as defensive slide execution
- Step/slide movement maintaining stance
- The foot, the side of the offensive player is moving towards, moves first with no leg crossover
- Toes of lead foot point in the direction of the step
- Contact with ground is with balls of feet (heels off the ground)
- Gap is maintained (arm’s length from feet of offensive player)

**Completion**
- Low centre of gravity maintained throughout the slide
- Ball, defender, basket relationship is maintained

**Outcome**
- Offensive ball carrier is contained
### Game skills

<table>
<thead>
<tr>
<th>Tactical problems</th>
<th>OFFENCE</th>
<th>DEFENCE</th>
</tr>
</thead>
</table>
| **Use of space**  | Runs to create options  
                    | Creates and maintains space  
                    | Blocks opposition to allow team mate to attack | Reads play and moves to man or zone defence  
                    | Blocks attacking players  
                    | Is ready to force turnover |
| **Positioning**   | Anticipates ball movement and moves to effective attacking position  
                    | Blocks defensive players  
                    | Creates and maintains space  
                    | Creates attacking goal shooting options | Anticipates ball movement and moves to effective defensive position  
                    | Blocks offensive players  
                    | Moves quickly in turnovers |
| **Execution of skills** | Uses ball skills effectively  
                        | Follows up to be involved in play | Uses ball skills effectively under pressure  
                        | Follows up after passing or blocking |
| **Decision making** | Uses skill creatively  
                        | Shows evidence of strategic thinking in attacking moves | Uses skill creatively  
                        | Shows evidence of strategic thinking in blocking attack |

<table>
<thead>
<tr>
<th>Subtotal</th>
<th>20</th>
<th>20</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total</td>
<td>40</td>
<td></td>
</tr>
</tbody>
</table>

### Game skills – marks allocation

A mark is allocated to the level of performance demonstrated consistently for each element of offence and defence.

<table>
<thead>
<tr>
<th>Mark</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>Performance is consistent in offence and defence under pressure in a variety of competitive situations. Demonstrates the ability to control play and influence opponent’s performance. Selection of movement patterns and skills are effective in achieving the intended outcome.</td>
</tr>
<tr>
<td>4</td>
<td>Performance is usually effective in a variety of competitive situations under some pressure. Movement patterns and skills are often effective and achieve the intended outcome.</td>
</tr>
<tr>
<td>3</td>
<td>Performance is somewhat effective while demonstrating most components with some success. Overall reflects an adequate level of performance.</td>
</tr>
<tr>
<td>2</td>
<td>Achieves some success when performing in a competitive situation but commits a number of errors with respect to execution of skills and appropriate decision making. Sometimes reflects an adequate level of performance.</td>
</tr>
<tr>
<td>1</td>
<td>Performs with significant errors with respect to execution of skills and appropriate decision making. Rarely demonstrates an adequate level of performance.</td>
</tr>
<tr>
<td>0</td>
<td>Minimum level of performance is not demonstrated</td>
</tr>
</tbody>
</table>