



ORANGE HIGH SCHOOL

ASSESSMENT TASK NOTIFICATION

Subject	PDHPE – ONGOING SKILLS ASSESSMENT
Topic	INVASION GAMES
Class Teacher	
Head Teacher	Ms Dray
Date Given	WEEK 2
Date Due	ONGOING SKILLS ASSESSMENT

TOPIC = INVASION GAMES

In this unit students will explore numerous aspects of invasion games, focusing on the transferal of game play principles across different sporting contexts. Students will develop their fundamental movement skills through TGFU warm-up games and activities and implement these skills in modified games. Students will also develop their understanding of attacking and defending strategies required in invasion games and apply this across different contexts. Assessment will consist of: Student self assessment of skills and teacher observation to make a moderated judgement

Outcomes/Content Assessed:

Stage 4 – Healthy, Safe and Active Lifestyles

Key inquiry question	Content
PD4-5:	A student transfers and adapts solutions to complex movement challenges.

Non-completion of Task:

If you know you are going to be away on the day that the task is due, you must make alternative arrangements with your teacher beforehand. If you are suddenly away on the day that the task is due, you must contact your teacher or Head Teacher on your return to school. Documentation will be required in both classes.

Plagiarism:

Plagiarism, the using of the work of others without acknowledgement will incur serious penalties and may result in zero award. Any cheating will also incur penalties.

Failure to follow the above procedures may result in a zero award.

PHYSICAL LITERACY CONTINUUM → YEAR 7 INVASION GAMES MARKING CRITERIA

ASPECT	ELEMENT	A – CLUSTER 5 (yr 8)	B – CLUSTER 4/5	C – CLUSTER 4 (yr 6)	D – CLUSTER 3 (yr 4)	E – CLUSTER 2 (yr 2)
TACTICAL MOVEMENT- Includes understanding of physical activity contexts, rules and tactics. This understanding is used to plan for tactical movement and demonstration of critical and creative thinking through movement.	Thinking in action	Applies multiple tactics appropriately to achieve success within a range of physical activities	Applies some tactics appropriately to achieve success within a range of physical activities	Applies multiple tactics within a physical activity, e.g. shows they have a number of options in a situation to change the way they move	Applies a specific tactic to achieve success in a single physical activity, e.g. shows an understanding of when, where and how to move	Applies different movement skills and concepts to achieve success within the rules of a physical activity, e.g. uses dodge to avoid others and move into space
	Knowledge of physical activity contexts	Communicates and transfers tactics across a range of physical activities	Transfers tactics across some physical activities which takes into account strengths of self and others	Implements tactics which account for the strengths of self and others within a physical activity	Implements a tactic based on individual strengths within a physical activity	Attempts to support teammates in implementing a tactic
		Compares tactics and how they can be used across multiple physical activities	Recognises similarities and differences between tactics used across a few activities	Recognises similarities and differences between tactics used to achieve specific purposes in physical activities	Describes the intent of tactics used in different physical activities	Identifies the underlying reasons for rules within a physical activity
		Creates a plan to succeed in physical activity which takes account of the abilities of self and other	Creates a plan to success in physical activity which takes account abilities of self and attempts to account for others	Creates a plan to succeed in physical activity which takes account of individual strengths	Identifies how to modify tactics within the rules to influence achievement or success within a physical activity	Identifies appropriate tactics within a physical activity to influence achievement or success
MOVEMENT COMPETENCIES - Involves developing proficiency in object control, stability and locomotor skills to sequence movement in a wide variety of physical activity settings.	Combinations	Refines stability, locomotor and object control skills in dynamic physical activity contexts to improve the efficiency (process) and effectiveness of movement (outcome)	Refines stability, locomotor and object control skills in some dynamic and some controlled physical activity contexts to improve the efficiency (process) and effectiveness of movement (outcome)	Refines stability, locomotor and object control skills in controlled physical activity contexts to improve the efficiency (process) and effectiveness of movement (outcome)	Connects a variety of stability, object control and locomotor skills to perform quality movement sequences in a range of controlled environments, e.g. balance (stability) to a roll (locomotor) to a jump (locomotor)	Connects some stability, object control and locomotor skills to perform unrefined movement sequences in a range of controlled environments.

		Selects from a range of movement skills and applies the most appropriate skill in dynamic physical activity contexts	Transitions smoothly from one skill to another in dynamic physical activity contexts, e.g. transitions from receiving an object (e.g. catch) to propelling the object (e.g. throw)	Transitions smoothly from one skill to another in controlled physical activity contexts, e.g. transitions from receiving an object (e.g. catch) to propelling the object (e.g. throw)	Transitions from one skill to another with varied success in controlled physical activity contexts	Transitions from one skill to another with minimal success in controlled physical activity contexts.
		Transfers similar movement skills and sequences appropriately across physical activity contexts	Applies movement skills to perform sequences in a range of dynamic physical activity contexts	Applies movement skills to perform sequences in dynamic physical activity contexts	Applies movement skills to perform sequences in predictable physical activity contexts	Connects a number of skills and attempts to sequence them in a logical manner