**Sport Education Game Play-Based Season Outcome Assessment**

**Basketball**

On the next pages scoring guides are presented that can be used to assess students’ game play development in Basketball. For each possible game play-based season outcome, a 5-level scoring guide is presented with observable descriptors for Levels 5, 3, and 1. The selection of game play performance indicators should be based on the selected season outcomes to ensure alignment between the two.

The goal is for users to make use of the scoring guide frequently so they can make informed judgments about students’ development as players, from a technical, tactical, rules knowledge, and Fair Play perspective. At the bottom of each page, space is provided for marking down scores for as many as 10 students per lesson. Within Sport Education the goal is to formally assess students throughout the season. Thus, the goal is to avoid a one-time assessment of students’ game play level on the last couple of days of a season.

The scoring guide should be used inclusive of Grades 5 through 12. Moreover, students should be assessed during game play where game conditions are modified to students’ developmental levels. Modifications (including combinations thereof), could include team size, court size, ball type, basket height, differential scoring, player restrictions, etc.)

**Season Outcomes scoring guides included:**

**1. Techniques**

Passing & receiving

Dribbling & turning

Shooting

**2. Tactical moves**

Support

Guard/Mark

Transition play

Decision-making

**3. Game Rules Knowledge in Action**

**4. Fair Play behavior (“General class conduct”)**

***From Complete Guide to Sport Education (3rd ed.); Siedentop, Hastie,***

***& van der Mars, 2020, Champaign, IL: Human Kinetics.***

Assessing Passing and Receiving in Modified Game Play in Basketball

**Select the term that best matches the player(s’) performance for the observed technique(s)/tactic(s).**

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| **Skill / Level** | **EXCEEDS**  ***(Competent)***  ***(5)*** | **MEETS**  ***(Emerging/Recreational)***  ***(3)*** | **DEVELOPING**  ***(Struggling)***  ***(1)*** |
| TECHNIQUESOn-the-ball Play:Passing&Receiving | Passes to open teammates effectively using a variety of passes.  Executes good technique w. appropriate force when passing.  Regularly selects right type of pass given defensive pressure (e.g., give-and-go, no-look) effectively.  Receives ball with hands in ready position with clear target for passer and transitions from triple threat position (i.e., shoot, drive, pass). | Needs more time to move ball to teammates, resulting in being closed down by opponents and reduced passing opportunities to teammates.  On a limited basis, uses techniques such as give-and-go and crossover.  “Hot potato” syndrome less evident.  At times employs effective triple threat position. | Passing is inconsistent, requires more time to move ball on to other players (therefore, passing lanes are easily closed down by opponents).  Frequently exhibits “Hot potato” syndrome.  Favors few techniques (i.e., chest pass and/or short passes).  Recognizes few passing plays.  Keeps eyes down when in possession.  Exclusive use of dominant hand, thus, requires more time to pass. |

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| ***Observed Student Players’ Names*** | ***Rating***  ***(5-1)*** | ***Observed Student Players’ Names*** | ***Rating***  ***(5-1)*** | ***Observer Name*** |
| 1. |  | 6. |  |  |
| 2. |  | 7. |  |
| 3. |  | 8. |  | ***Date:*** |
| 4. |  | 9 |  |  |
| 5. |  | 10. |  |

***From Complete Guide to Sport Education (3rd ed.); Siedentop, Hastie,***

***& van der Mars, 2020, Champaign, IL: Human Kinetics.***

Assessing Dribbling & Turning in Modified Game Play in Basketball

**Select the term that best matches the player(s’) performance for the observed technique(s)/tactic(s).**

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| **Skill / Level** | **EXCEEDS**  ***(Competent)***  ***(5)*** | **MEETS**  ***(Emerging/Recreational)***  ***(3)*** | **DEVELOPING**  ***(Struggling)***  ***(1)*** |
| TECHNIQUESOn-the-ball Play: **Dribbling/**  **Turning** | Dribbles with head up to visually scan court.  Shields and turns w. ball from opponents when pressured.  Dribbles with preferred and non-preferred hands.  Handles ball effectively using various techniques using cross-overs, body fakes, spins, speed and direction change, etc. | More comfortable dribbling while visually scanning court.  Some shielding/turning, but still exposes ball to opponent (more easily double-teamed).    Still tends to favor one hand and a select few moves (e.g., cross-overs, body fakes, spins, etc.). | Uses only dominant hand with eyes down.  Frequently double dribbles and/or travels.  Little, if any, turning/pivoting/shielding when pressured, thus exposing the ball too much and easily giving up ball to opposing team. |

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| ***Observed Student Players’ Names*** | ***Rating***  ***(5-1)*** | ***Observed Student Players’ Names*** | ***Rating***  ***(5-1)*** | ***Observer Name*** |
| 1. |  | 6. |  |  |
| 2. |  | 7. |  |
| 3. |  | 8. |  | ***Date:*** |
| 4. |  | 9 |  |  |
| 5. |  | 10. |  |

***From Complete Guide to Sport Education (3rd ed.); Siedentop, Hastie,***

***& van der Mars, 2020, Champaign, IL: Human Kinetics.***

Assessing Shooting in Modified Game Play in Basketball

**Select the term that best matches the player(s’) performance for the observed technique(s)/tactic(s).**

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| **Skill / Level** | **EXCEEDS**  ***(Competent)***  ***(5)*** | **MEETS**  ***(Emerging/Recreational)***  ***(3)*** | **DEVELOPING**  ***(Struggling)***  ***(1)*** |
| TECHNIQUESOn-the-ball Play:Shooting | Shoots with good technique.  Shoots within offensive scheme, considering opponents’ position/movement, and appropriate to his/her role.  Uses variety of shots (e.g., jump shot; lay-up) at appropriate times given game situation.  Shoots from a variety of angles, distances, (while facing basket or w. back to basket). | Shoots with adequate, but at times poor technique.  Shoots, but at times, does not consider the offensive scheme, still forces shots.  Still favors one or two spots from which to shoot.  Follows own shots to basket at times, but still waits for shot result to respond to new game condition. | Avoids shooting even when not guarded.  When shooting, proper technique is lacking.  Throws the ball towards basket wildly with no chance of making a score. |

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| 1. |  | 6. |  |  |
| 2. |  | 7. |  |
| 3. |  | 8. |  | ***Date:*** |
| 4. |  | 9 |  |  |
| 5. |  | 10. |  |

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***& van der Mars, 2020, Champaign, IL: Human Kinetics.***

Assessing Support In Modified Game Play in Basketball

**Select the term that best matches the player(s’) performance for the observed technique(s)/tactic(s).**

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| **Skill / Level** | **EXCEEDS**  ***(Competent)***  ***(5)*** | **MEETS**  ***(Emerging/Recreational)***  ***(3)*** | **DEVELOPING**  ***(Struggling)***  ***(1)*** |
| TACTICSOff-the-ball Play:Support | Moves to help teammates at effective angles & distances within offensive plan.  Moves to open passing lanes or space.  Draws opponent’s defense out of position, using v-cuts and l-cuts. | Moves to help teammates in moving ball up-court, but sometimes misses the right angle or distance or times it poorly.  Still more reactive than anticipatory to other players’ moves.  At times, still lingers between or behind opponents, but does try to correct.  Only sporadic moves are aimed at drawing opponent’s defense out of position, using v-cuts and l-cuts. | Moves w. uncertainty –appears at random & confused.  Does not/Slowly responds to the game’s action.  Looks lost or avoids ball.  Gets caught “hiding” in between or behind other players. |

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| 1. |  | 6. |  |  |
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| 3. |  | 8. |  | ***Date:*** |
| 4. |  | 9 |  |  |
| 5. |  | 10. |  |

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***& van der Mars, 2020, Champaign, IL: Human Kinetics.***

Assessing Guarding/Marking in Modified Game Play in Basketball

**Select the term that best matches the player(s’) performance for the observed technique(s)/tactic(s).**

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| ***Observed Student Players’ Names*** | ***Rating***  ***(5-1)*** | ***Observed Student Players’ Names*** | ***Rating***  ***(5-1)*** | ***Observer Name*** |
| 1. |  | 6. |  |  |
| 2. |  | 7. |  |
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| **Skill / Level** | **EXCEEDS**  ***(Competent)***  ***(5)*** | **MEETS**  ***(Emerging/Recreational)***  ***(3)*** | **DEVELOPING**  ***(Struggling)***  ***(1)*** |
| TACTICSOff-the-ball Play:Guard/Mark | Keeps ball & opponents in sight most all times.  Chooses effectively between defending opponent or space.  Displays appropriate strong and weak side defensive techniques.  Switches to block out/rebound position upon opponent’s shot attempt.  Recognizes screens and communicates with teammate for appropriate defensive maneuver. | Still appears uncertain about when to defend opponents or space.  Tries to defend opponent, but still easily “caught in traffic” (still does not recognize screens w. ease).  Body position favors either the ball or opponents (slight tunnel vision).  Communicates some w. teammates. | Loses track of opponent’s movement (head swivels) or does not guard at all.  Wanders randomly on court.  Watches and/or chases the ball.  Communicates little, if at all, with teammates. |

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Assessing Transition Play in Modified Game Play in Basketball

**Select the term that best matches the player(s’) performance for the observed skill/tactic(s).**

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| **Skill / Level** | **EXCEEDS**  ***(Competent)***  ***(5)*** | **MEETS**  ***(Emerging/Recreational)***  ***(3)*** | **DEVELOPING**  ***(Struggling)***  ***(1)*** |
| TACTICSOff-the-ball Play:Transition Play | Switches quickly between offense & defense.  Able to double teaming at right time, looking to force a turnover by opponent.  Adjusts to the position/direction of ball & teammates in both offense & defense.  Initiates fast breaks quickly looking to counter attack opponents. | Responds to changes in possession slowly, thus delaying contribution.  Recovery back behind the ball on defense does occur, but slow.  Is reactive to counter attack opportunities, therefore limiting fast break opportunities.  Less lingering with ball, but still missing fast break opportunities at times. | Only watches the ball.  Waits around for other teammates to regain ball possession.  OR  Does not move with team when regaining ball possession. |

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Assessing Decision-Making in Modified Game Play in Basketball

**Select the term that best matches the player(s’) performance for the observed technique(s)/tactic(s).**

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| **Skill / Level** | **EXCEEDS**  ***(Competent)***  ***(5)*** | **MEETS**  ***(Emerging/Recreational)***  ***(3)*** | **DEVELOPING**  ***(Struggling)***  ***(1)*** |
| TACTICSDecision-making | Frequently scans court visually to gather information on game situation.  Consistently makes correct choices of when to dribble, shoot or pass within offensive scheme or based on defensive pressure (e.g., how and where to move off-the-ball).  Anticipates opponents’ and teammates’ movement to gain offensive or defensive advantage regularly. | Visually scans court sparingly to gather information on game situation.  At times makes effective choice from triple threat pos. (i.e., dribble, shoot or pass).  Sporadically demonstrates how and where to move off-the-ball.  Largely ignores the movements of the opponents and concentrates mostly on teammates’ movement into open passing lanes. | No visual scanning around court.  Stands still much of time.  Avoids active involvement in the game.  When in possession of balls tends to “freeze” or randomly choose to dribble, pass or shoot (not considering offensive or defensive situation). |

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Assessing Knowledge of Game Rules in Modified Game Play in Basketball

**Select the term that best matches the player(s’) performance for the observed technique(s)/tactic(s).**

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| **Skill / Level** | **EXCEEDS**  ***(Competent)***  ***(5)*** | **MEETS**  ***(Emerging/Recreational)***  ***(3)*** | **DEVELOPING**  ***(Struggling)***  ***(1)*** |
| Knowledge of Game Rules as Payer | Few, if any basic rule violations (e.g., steps out-of-bounds).    Re-starts game appropriately (i.e., passes ball in play).  Acceptable physical contact w. opponents (e.g., going for ball). | Basic violations such as double dribble and travel violations occur infrequently.    Re-starts game appropriately (i.e., passes ball in play).  Sporadic physical contact w. opponents.  Appears aware of basic violation(s). | Regularly double dribbles, and or travels.    Runs with ball.  Re-starts game inappropriately (e.g., starts to dribble off an out-of-bounds).  Uncontrolled and perhaps excessive physical contact w. opponents.  Appears unaware of basic violation(s). |

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Assessing Fair Play Behavior in Modified Game Play in Basketball

**Select the term that best matches the player(s’) performance for the observed technique(s)/tactic(s).**

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| --- | --- | --- | --- |
| **Skill / Level** | **EXCEEDS**  ***(Competent)***  ***(5)*** | **MEETS**  ***(Emerging/Recreational)***  ***(3)*** | **DEVELOPING**  ***(Struggling)***  ***(1)*** |
| Fair Play Behavior | Shows respect to classmates, teacher, equipment and facilities.  Works productively and effectively with teammates.  Eagerly fulfills assigned non-playing roles.  Shows perseverance and appropriate assertiveness.  When needed, resolves conflict quickly and effectively.  Wins and loses with grace.  Consistently attends class, is on-time, and prepared. | Is in control of self, and needs little teacher supervision.  Shows respect to classmates, teacher, equipment and facilities.  When needed, resolves conflict quickly and effectively.  Participates in most team and class activities.  Fulfills assigned team role(s.).  Rarely misses class.  Few, if any, tardies and attends most classes. | No control of self and needing constant teacher supervision.  No appreciable participation; Interrupting others.  Makes few, if any, attempts at participation.  Hides out from activities.  Taunts others (incl. teammates, officials and others).  Easily overreacts & creates conflicts.  Blames others, & denies personal responsibility.  Gets frustrated and quits on teammates.  Teases and pouts; Makes excuses.  Misses class regularly; and/or is frequently tardy. |

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| 1. |  | 6. |  |  |
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