Coding: Observe players for two-minute intervals. Each time the player demonstrates the skill or scores, place a check mark in the appropriate square.

|  |  |  |
| --- | --- | --- |
| Set a pick for a teammate. | Used a jab step to  change direction. | Scored. |
| Observation  1 2 3 4 5 6 7 | Observation  1 2 3 4 5 6 7 | Observation  1 2 3 4 5 6 7 |
| ☐ ☐ ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ |
| ☐ ☐ ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ |
| ☐ ☐ ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ |
| \_\_\_% | \_\_\_% | \_\_\_% |

## Figure 19.25 Checklist for offensive movement in tag game.