Coding: Observe players for two-minute intervals. Each time the player performs correctly, place a check mark in the square; when the player performs incorrectly, place an X in the square.

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Decision**  Chooses shots that set up attack (long or short; left or right). | **Skill**  Makes accurate in-bound throw. | **Base**  Returns to base position to defend space. |
| Student | Observation  1 2 3 4 5 6 7 | Observation  1 2 3 4 5 6 7 | Observation  1 2 3 4 5 6 7 |
|  | ☐ ☐ ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ |
|  | ☐ ☐ ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ |
|  | ☐ ☐ ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ |
| Percent (sum of check marks ÷ sum  of all tallies) | \_\_\_% | \_\_\_% | \_\_\_% |

## Figure 19.17 Performance checklist for setting up an attack.