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**  Reads hit and moves to correct court position. | **Decision**  Chooses shots that set up attack (deep, short, wide). | **Skill**  Accurately executes stroke. |
| 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 19.19 Performance checklist for setting up an attack.