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**  Moves to get between passer and receiver. | **Skill**  Blocks or intercepts ball. |
| <drill1ts1tch2>Student | Observation  1 2 3 4 5 6 7 8 9 10 | Observation  1 2 3 4 5 6 7 8 9 10 |
|  | ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ |
|  | ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ |
|  | ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ | ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ |
| Percent (sum of check marks ÷ sum of all tallies) | \_\_\_% | \_\_\_% |

## Figure 19.41 Product assessment of defensive performance for keep-away game.