

**Table 14.1** Example of an Assessment Planning Chart for a Field Hockey Unit

Domain	Skill, knowledge, or disposition	Possible assessments	When to assess
<b>Psychomotor</b>	Dribbling	Skill test, peer and self-assessments, teacher observation through checklists and anecdotal notes, task cards	Game play, drills, end of unit, culminating performance
	Tackling (block, jab)	Skill test, peer and self-assessments, teacher observation through checklists and anecdotal notes	Game play, drills, end of unit, culminating performance
	Shooting (quick hit)	Skill test, peer and self-assessments, teacher observation through checklists and anecdotal notes	Game play, drills, end of unit, culminating performance
	Fielding	Skill test, peer and self-assessments, teacher observation through checklists and anecdotal notes	Game play, drills, end of unit, culminating performance
	Passing (push pass)	Skill test, peer and self-assessments, teacher observation through checklists and anecdotal notes, task card	Game play, drills, end of unit, culminating performance
	Drives (hitting)	Skill test, peer and self-assessments, teacher observation through checklists and anecdotal notes	Game play, drills, end of unit, culminating performance
	Dodge	Skill test, peer and self-assessments, teacher observation through checklists and anecdotal notes	Game play, drills, end of unit, culminating performance
<b>Affective</b>	Fair play	Exit slips, student logs, surveys, peer and self-assessments, game-play rubrics	Game play and group activities throughout the unit
	Teamwork	Exit slips, student logs, surveys, peer and self-assessments, teacher observation using game-play rubrics	Game play and group activities throughout the unit
	Participation	Exit slips, student logs, surveys, peer and self-assessments, teacher observation using game-play rubrics	Game play and group activities throughout the unit
	Effort	Exit slips, student logs, surveys, peer and self-assessments, teacher observation using game-play rubrics, achievement on skill tests, heart rate monitor data	Game play and group activities throughout the unit
	Etiquette	Exit slips, student logs, surveys, peer and self-assessments, teacher observation using game-play rubrics	Game play and group activities throughout the unit

From J.L. Lund and M.F. Kirk, *Performance-Based Assessment for Middle and High School Physical Education*, 3rd ed. (Champaign, IL: Human Kinetics, 2020). Assessment planning chart created by Darren Clay, Georgia State University student.

Domain	Skill, knowledge, or disposition	Possible assessments	When to assess
<b>Cognitive</b>	Rules	Selected-response test (written), exit slips, journal, group project, game-play rubric, announcing rubric, officiating rubric	Pretest and posttest, game play, culminating product
	History	Brochure, poster, selected-response test (written), exit slips, journal, group project	Pretest and posttest, game play, culminating product
	Tactics (defense and offense)	Video, selected-response test (written), exit slips, journal, group project, Game Performance Assessment Instrument (GPAI), game-play rubrics, scouting the competition	Pretest and posttest, game play, culminating product
	Terminology	Dictionary pamphlet, essay assessment, exit slips, journal, group project	Pretest and posttest, game play, culminating product
	Positioning (court movement)	Record of statistics, selected-response test (written), exit slips, journal, group project, GPAI	Pretest and posttest, game play, culminating product
	Safety procedures and equipment	Selected-response test (written), exit slips, journal, group project, game-play assessment, sport ed logs	Pretest and posttest, game play, culminating product
	Scoring	Official scorebook design, selected-response test (written), exit slips, journal, group project	Pretest and posttest, game play, culminating product

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