

GAME PERFORMANCE RUBRIC

	1 NOT PRESENT	2 BEGINNING	3 DEVELOPING	4 ACQUIRED	5 PROFICIENT
BASE Appropriate return of performer to a "home" or "recovery" position between skill attempts.	Makes no attempt to participate in game.	Doesn't start in correct position in game or regularly fails to return to correct position.	Starts in correct position to begin game or returns to appropriate position for "restart"	Starts in correct position and is able to direct team members into correct position	Starts in correct position and directs team members into correct position making allowances for positioning of opposition players.
ADJUST Movement either offensively or defensively as required by the flow of the game.	Makes no attempt to participate in game.	Moves to poor positions on court/field as a result of the flow of the game.	Sometimes makes appropriate movements, in both attack & defence, as a result of the flow of the game.	Makes correct movements, both in attack & defence, in the flow of the game and directs team members.	Always makes correct decisions and correctly directs team members, as a result of the flow of the game.
DECISION MAKING Making appropriate choices about what to do with and without the ball during the game.	Makes no attempt to participate in game.	Panics when in possession and/or regularly makes poor decisions.	Sometimes makes correct decisions when in possession of the ball during the game.	Makes correct decisions when in possession of the ball. Only calls for the ball when in good position to receive it.	Always makes correct decisions with and without the ball. Only calls for the ball when in good position to receive it.
SKILL EXECUTION Efficient performance of selected skills within game play.	Makes no attempt to participate in game.	Consistently makes skill errors when in possession.	Sometimes (50%) makes successful skill execution within the context of the game being played.	Consistently (75%) makes successful skill execution within the context of the game being played.	Regularly (over 90%) makes successful skill executions within the context of the game being played.
SUPPORT Off the ball movement to a position to receive a pass.	Makes no attempt to participate in game.	Stands around playing area making little to no attempt to involve themselves in the game.	Sometimes supports team members in possession by getting into space to receive a pass.	Supports team members in possession by communicating and getting into space to receive a pass.	Supports team members in possession by communicating and getting into space to receive a pass while also communicating with other team members not in possession.
COVER Defensive support for player making a play on, or moving to, the ball.	Makes no attempt to participate in game.	Makes little or no attempt to support team members in defence.	When not in possession sometimes moves into an appropriate defensive position.	Makes appropriate decisions on defending an opponent or space.	Makes appropriate decisions on defending an opponent or space; directs team members into defensive positions.
GUARD/MARK Defending an opponent who may or may not have the ball.	Makes no attempt to participate in game.	Makes little or no attempt to defend opposition players.	Is sometimes able to defend with success and sometimes forces opponent into a skill error.	Defends with success and forces opponent into skill errors.	Defends with success and consistency forces opponent into skill errors resulting in turnover of possession.

Adapted from: Harvey, Stephens. 2007. Using a Generic Invasion Game for Assessment. JOPERD Volume 78. No. 4.