

Reproducible 6.1

Game Performance Assessment Instrument: Invasion Games

Class _____ Evaluator _____ Team _____ Game _____

Observation dates (a) _____ (b) _____ (c) _____ (d) _____

Scoring Key

- 5 = very effective performance (always)
- 4 = effective performance (usually)
- 3 = moderately effective performance (sometimes)
- 2 = weak performance (rarely)
- 1 = very weak performance (never)

Components and Criteria

- **Skill execution**—Students pass the ball accurately, reaching the intended receiver.
- **Decision making**—Students make appropriate choices when passing (i.e., passing to unguarded teammates to set up a scoring opportunity).
- **Support**—Students attempt to move into position to receive a pass from a teammate (i.e., forward toward the goal).

Name	Skill execution	Decision making	Support