

# GAME PERFORMANCE ASSESSMENT INSTRUMENT

Observer: \_\_\_\_\_

Player Observed: \_\_\_\_\_

## Game Components

1. **Consistency** (of shot mechanics - can keep ball in play)
2. **Control** (of spin, power and placement)
3. **Anticipation** (court movement to recover to base position and then respond)

Observe selected player for 5-8 minutes, observing only performance related to the above game components.

Place ticks in the box for each game interaction

**P = Present/Observable**

**AI = Absent or Inappropriate**

	Consistency		Control		Anticipation	
Player Name	P	AI	P	AI	P	AI
Column Total						
Game Component Rating (P ÷ AI)						

## Levels of Performance

4 = Very Effective Performance: almost always observable

3 = Effective Performance: usually observable

2 = Moderately Effective Performance: observable in more than half the student's attempts

1 = Weak Performance: observable in less than half the students attempts

	Consistency	Control	Anticipation
Level of Performance			

<p>What feedback would you give to the player to help them improve their performance?</p>	
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