

PERS/SOC RESP/SAFETY /4 /4 /4 /4 /4 (20)

SKILL (12): STRATEGY APP (4): SKILL APP (4): RULES APP (4)

KNOWLEDGE (6): TOTAL (50):

ROCK PORT HIGH SCHOOL Participation and social Responsibility Grading

Rubric:

**A maximum of 4 participation points may be awarded per day.

<p>0PTS. *Refuses to participate, or is absent from class *Fails to treat others with respect *Demonstrates a negative attitude *Demonstrates lack of safety and reliability *Is unprepared for class and refuses to wear clothing supplied by PE Department.</p>	<p>1PT. *Rarely participates *Is rarely respectful and kind *Rarely has a positive attitude *Rarely acts in a safe and reliable manner</p>
<p>2PTS. *Occasionally use of ability *Occasionally a team player *Is occasionally safe and responsible *Is occasionally respectful, considerate and kind to others. *Is unprepared for class and borrows clothing for class.</p>	<p>3PTS. *Usually makes use of ability *Usually has a positive attitude *Usually is safe and responsible *Usually is respectful, considerate and kind to others.</p>
<p>4PTS. *Consistently makes excellent use of ability *Consistently has an excellent attitude *Is consistently a team player *Is consistently safe and responsible *Is consistently respectful, considerate and kind to others.</p>	

Grading of Skill:

*Each activity unit has critical skills to assess, each will be assigned 1-3 points based on skill assessments.

<p>1 Pt. Skill is unrecognizable</p>	<p>2 Pts. Lacks components of the skill, but is able to utilize skill within the context of the activity.</p>	<p>3 Pts. Completes all aspects of the skill (there may be errors)</p>
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Grading of Knowledge:

*A quiz will be given at the conclusion of each activity unit to test cognitive knowledge of activity concepts.

6 Pts. Written Quiz

Grading of Applications:

*Each of the three application categories are graded out of 4 points.

APPLICATION OF SKILL & STRATEGY: One's ability to apply the skills learned to the context of the activity or in an authentic situation.

APPLICATION OF STRATEGY: One's ability to apply the learned strategic concepts towards the current activity in order to increase one's game play.

APPLICATION OF RULES CONVENTIONS AND SAFETY: One's ability to apply classroom and game rules while participating in a safe and respectful manner.

1 Pt. Rarely attempts to apply the concept in an appropriate context.	2 Pts. Occasionally attempts to apply the concept in an appropriate context to the activity.	3 Pts. Usually attempts to apply the concept in an appropriate context to the activity.	4 Pts. Consistently attempts to apply the concept in an appropriate context to the activity.
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