### **Teacher Observation Example**

#### Task 1

SWBAT accurately perform the backhand throw, while stationary, to a stationary target 15 feet away so that their partner does not have to take more than 1 step to catch the Frisbee at least 75% of the time.

- Get into groups of 4.
- Each of you will have 5 attempts to perform the backhand throw to a stationary partner who is positioned 15 feet away (stand on the poly spots).
- The non-participating group members will observe and provide feedback using the provided form. Switch roles when you have your 5 attempts.
  - o The throw is successful if their partner does not have to take more than 1 step to catch the Frisbee.

### Name of the student being observed:

Mark an "x" in the box if your partner's throw was accurate (their partner did not have to take more than 1 step to reach the Frisbee).

#### Task 2

SWBAT accurately perform the backhand throw, while stationary, to a moving target 15 feet away so that their partner does not have to take more than 1 step to catch the Frisbee at least 75% of the time.

- Get into groups of 4.
- Each of you will have 5 attempts to perform the backhand throw to a moving partner (their partner will run designated routes using cones).
- The non-participating group members will observe and provide feedback using the provided form. Switch roles when you have your 5 attempts (the throw is successful if their partner does not have to significantly alter their speed or direction to catch the Frisbee).

| Name of the student being observed:  Mark an "x" in the box if your partner's throw was accurate (the throw is   |  |  |  |  |             |  |
|--|--|--|--|--|-------------|--|
| Mark an "x" in the box if your partner's throw was accurate (the throw is successful if their partner does not have to significantly alter their speed or direction to catch the Frisbee). |  |  |  |  | X (thrower) |  |
|  |  |  |  |  |             |  |

## **Peer Observation Example**

| • | We will be playing a g                                    | game of Ultima | te today. |            |  | GOOD JOB TE | AM |
|---|---|----------------|-----------|------------|--|-------------|----|
| • | It will be 4 v 4, with y person and recording t was used. | ıt             |           |            |  |             |    |
| • | We will rotate the 5 <sup>th</sup> J                      |                |           |            |  |             |    |
| • | At the end, tally up the                                  | 6              | WE ROCK   | Troid most |  |             |    |
|   | Use tally marks in each box (5 marks per box)             |                |           |            |  |             |    |
|   |   |                |           |            |  |             |    |

## **Name of Student Observed:**

## **Total # of Positive Encouragements Given:**

1. How did it feel when the entire team was being positive? Was it authentic to start? If not, did it become authentic?

2. How did it feel to give positive feedback versus negative feedback you may have given in the past?

# **Self-Assessment Example**

| Name:                 |  |                |                 |
|-----------------------|--|----------------|-----------------|
|                       | record yourself performing your video and assess which |                |                 |
|                       | Sideways to Target                                     | Wipe the Table | Point to Target |
|                       |  |                |                 |
| Attempt 1             |  |                |                 |
| Attempt 2             |  |                |                 |
| Attempt 3             |  |                |                 |
| Attempt 4             |  |                |                 |
|                       | Refle  | ection         |                 |
| What did you do well? |  |                |                 |
| What can you improve? |  |                |                 |

## **Statistics Assignment Example**

### Name:

- At this station you will record yourself performing the forehand throw to a stationary target 15 feet away.
- After 4 attempts, watch your video and assess which cues you performed on each attempt.
- When you are finished, enter the amount of times each cue was observed in the "score" row.

• Then calculate the average by dividing the top number by 4 (ie.  $\frac{1}{4} = 25\%$ ).

|           | Peace Grip | Elbow In | Step Out  |
|-----------|------------|----------|-----------|
|           |            |          | critities |
| Attempt 1 |            |          |           |
| Attempt 2 |            |          |           |
| Attempt 3 |            |          |           |
| Attempt 4 |            |          |           |
| Score     | /4         | /4       | /4        |
| Average   |            |          |           |

# Multimedia Project Example

| Name:   | Name:                             |
|---|-----------------------------------|
| In groups of 2, you will create an instructional video on the backhand throw in Ultimate.  Your video will include: | HOW TO THROW A BACKHAND           |
| An introduction of yourselves   |                                   |
| An explanation of what the backhand throw is and  | when it is used in Ultimate       |
| An explanation of each of the 3 cues  |                                   |
| Accurate demonstrations of the backhand throw to<br>four demonstrations for each group member.                      | a stationary target 15 feet away; |

# **Exit-Slip Example**

| Name:  |  |  |  |  |  |  |  |  |
|--|--|--|--|--|--|--|--|--|
| In 3-5 sentences, explain why it is important to move on offense when you do not have the Frisbee. Make sure to include what this is called. |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |
|  |  |  |  |  |  |  |  |  |

# **Student Drawing Example**

| Name:              | O = Offensive player D = Defensive player S = Start of the play Numbered Arrows = the thrown disc |
|--------------------|---|
|                    | (label each arrow with the order of the throw $-1^{st}$ , $2^{nd}$ , $3^{rd}$ , etc)              |
| Draw one offensive | play that your team practiced today.  |
|                    |   |
|                    |   |
|                    |   |
|                    |   |
|                    |   |
|                    |   |
|                    |   |
|                    |   |
|                    |   |
|                    |   |
|                    |   |

## Create a Routine, Drill, Warmup, or Offensive/Defensive Strategy Example

| In your home group,    | create an offensive play     | that will help you w  | vith your team's | identified weakness |
|------------------------|------------------------------|-----------------------|------------------|---------------------|
| (spacing, angles, or v | variety). See the criteria f | for this assignment b | below:           |                     |

- o Identifies what weakness the play is addressing
- o Explains how this play addresses their weakness
- o Draws the play using symbols and shapes
- Includes a legend for the symbols and shapes

| Name:                                    | Name: |        | Name:                     |  |  |  |  |
|--|-------|--------|---------------------------|--|--|--|--|
| Weakness this play is addressing:        |       |        |                           |  |  |  |  |
| How does this play address the weakness: |       |        |                           |  |  |  |  |
|  |       |        |                           |  |  |  |  |
|  |       |        |                           |  |  |  |  |
|  |       |        |                           |  |  |  |  |
|  |       |        |                           |  |  |  |  |
|  |       |        |                           |  |  |  |  |
| Drawing of play:                         |       | Legend | d for symbols and shapes: |  |  |  |  |
|  |       |        |                           |  |  |  |  |
|  |       |        |                           |  |  |  |  |
|  |       |        |                           |  |  |  |  |
|  |       |        |                           |  |  |  |  |
|  |       |        |                           |  |  |  |  |
|  |       |        |                           |  |  |  |  |
|  |       |        |                           |  |  |  |  |
|  |       |        |                           |  |  |  |  |
|  |       |        |                           |  |  |  |  |
|  |       |        |                           |  |  |  |  |
|  |       |        |                           |  |  |  |  |
|  |       |        |                           |  |  |  |  |

## **Student Presentation Example**

You will create a poster board presentation on the "Spirit of the Game" in Ultimate. The poster must include: the definition of "Spirit of the Game," examples from class of "Spirit of the Game," tips on how to support teammates, and tips on how to be a good sportsperson.

|   | Needs<br>Improvement | Good but Could<br>be Better | Close to<br>Perfection |
|---|----------------------|-----------------------------|------------------------|
| Definition of "Spirit of the Game"          |                      |                             |                        |
| Examples from class of "Spirit of the Game" |                      |                             |                        |
| Tips on how to support teammates            |                      |                             |                        |
| Tips on how to be a good sportsperson       |                      |                             |                        |

## Journal Example

You will keep a daily reflection of how your team is functioning during this unit of Ultimate, at least a half page each day. Examples of guiding questions:

- Who has become the leaders(s)? Why do you think this?
- Who needs the most support in your group and why (needing support is not bad)? How are you helping the team member?
- What is the team atmosphere like? Good? Bad? Why do you think this is? What would you want different?
- How are each team member improving? Be specific.

| Misfire                            | Just Missed Target                | Target                             |  |
|------------------------------------|-----------------------------------|------------------------------------|--|
| The journal was not completed on   | The journal was completed on      | The journal was completed on       |  |
| time or was missing more than 2    | time but was missing 1-2 entries. | time and included all journal      |  |
| entries. The responses were not    | The responses were thoughtful and | entries. The responses were        |  |
| detailed and not necessarily about | relating to the team but could be | thoughtful and reflected the team. |  |
| the team. Grammar and spelling     | more descriptive. Grammar and     | Grammar and spelling were          |  |
| made reading the journal entries   | spelling were sufficient.         | sufficient.                        |  |
| difficult.                         |                                   |                                    |  |

## **Game Performance Assessment Instrument (GPAI) Example**

- 1. Half of the class conducts GPAI on their partner while they play in a game of Ultimate. Observers must spread out to avoid being distracted.
- 2. Finish GPAI by calculating %.

| Psychomotor  Throw Completion % |                | Cognitive  | - Decision | Cognitive - Support   |              |
|---------------------------------|----------------|--|------------|---|--------------|
|                                 |                | Pass was to an Open Player (when possessing the Frisbee) |            | Moved into Open Space<br>(when on offense without the<br>Frisbee) |              |
| Successful attempt              | Total attempts | Yes  | No         |   |              |
|                                 |                |  |            |   |              |
|                                 |                |  |            |   |              |
|                                 |                |  |            |   |              |
|                                 |                |  |            |   |              |
|                                 |                |  |            |   |              |
| Completion %                    |                | Appropriate Decision %                                   |            | Appropriate A   | djustments % |
|                                 |                |  |            |   |              |

### **Activity, Nutrition, Skill Log Example**

- 1. Create an account at https://www.supertracker.usda.gov/default.aspx
- 2. Keep a log of all your physical activity for 1 full week using the "Physical Activity Tracker" (be as accurate as you can (log daily) include all physical activity such as walking to class, chores, etc).

