

MANILLA CENTRAL SCHOOL - ASSESSMENT TASK NOTIFICATION 2023

Stage 4 PDHPE – R SINGLETON, R FELSTEAD

Task Number: 4

Weight: 20%

Notification Date: Week 1, Term 4 - Monday 9th October

Due Date: Week 3, Term 4 - Monday 23rd October – in class

7/8PDHPE1: Period 1

7/8PDHPEA: Period 6



MODIFIED GAME

OUTCOMES ASSESSED

PD4-4 refines, applies and transfers movement skills in a variety of dynamic physical activity contexts

PD4-5 transfers and adapts solutions to complex movement challenges

PD4-9 demonstrates self-management skills to effectively manage complex situations

TASK DESCRIPTION

In groups (2-4), you will design a modified, invasion game. You will choose the equipment, method of scoring, the method of travel and how to win.

As a group, you will create a 1-page document outlining your game that will explain how the game is played. You will then set your game up on the due date and explain and demonstrate at least **1** tactic that could be used in attack and at least **1** tactic could be used in defence for your game.

TASK INSTRUCTIONS

As a group, choose 1 item from each column below (eg, using a soccer ball, scoring by use of try line, dribbling like a basketball and winning by 2 points).

EQUIPMENT	SCORING	TRAVEL	WINNER
Tennis Ball	Soccer Goals	European Handball	Must win by 2
Soccer Ball	AFL Post	Touch Football	First to score
NFL Ball	Try Line	Soccer (dribble)	First to 3
European Handball	Basketball hoop	Basketball (dribble)	Best out of 3
Dodgeball	Two goals at each end	NFL (No tackling)	2 x 3 min halves
NRL Ball	No goals – score from passes between team members	Netball	5 min game

All group members must contribute to the design and presentation of the game evenly.

Your game must:

- Be safe for all participants
- Have even teams
- Be able to be played on school grounds, using school equipment

Teacher's signature: _____

Mrs R Felstead

Head Teacher's signature: _____

Ms A Nott

Deputy Principal's signature: _____

Mrs A Lawrence

Marking Guidelines

<ul style="list-style-type: none"> • Successfully uses 1 item from each column to design a complete and functioning game and outlines all aspects of the game on a 1-page document. • Successfully explains and demonstrates at least 1 attacking and defensive tactic that could be used to play the game • All group members contributed equally to the design and presentation of the game • Successfully meets all marking criteria 	17-20
<ul style="list-style-type: none"> • Uses 1 item from each column to design a complete and functioning game outlines most aspects of the game on a 1-page document. • Briefly explains and demonstrates at least 1 attacking and/or defensive tactic that could be used to play the game • All group members contributed equally to the design and/or presentation of the game • Successfully meets all marking criteria 	13-16
<ul style="list-style-type: none"> • Uses items from the table to design a functioning game and outlines some aspects of the game on a 1-page document. • Briefly outlines and/or demonstrates 1 attacking and/or defensive tactic that could be used to play the game • All group members contributed to the design and/or presentation of the game • Successfully meets all marking criteria 	9-12
<ul style="list-style-type: none"> • Uses items from the table to design a basic game. • Briefly outlines and/or demonstrates 1 attacking and/or defensive tactic that could be used to play the game • Some group members contributed to the design and/or presentation of the game • Meets some of the marking criteria 	5-8
<ul style="list-style-type: none"> • Uses items from the table to design an incomplete game. • Briefly outlines and/or demonstrates 1 attacking and/or defensive tactic that could be used to play the game • Some group members contributed to the design and/or presentation of the game • Meets some of the marking criteria 	1-4
<ul style="list-style-type: none"> • Non-serious attempt/Non completion of task 	0

Feedback :

Teacher signature: _____

/20

Task Mark:	Task Rank:	Cumulative Rank: