

Evaluating Decision Making Through Game Play

Presentation Handouts

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Game Performance Assessment Instrument– Territorial Games

Scoring Key:

5 = **Almost Always** – very few missed opportunities (<10%)

4 = **Usually** – consistently takes advantage of the opportunities (61% - 90%)

3 = **Inconsistently** – takes advantage of, but also often misses the opportunity (40% - 60%)

2 = **Usually Fails** – misses opportunity more times than not (39% - 10%)

1 = **Almost Always Fails** – hardly ever takes advantage of the opportunity (<10%)

Components and Criteria

Decision Making: a. Determines they are not in an open passing lane and moves into an open space based on where the defense is. b. Cuts into space vacated by a teammate or moves to another space so a teammate can cut into their space (synchronized movement with teammates).

Support: a. Comes back or lateral to support the player with the ball when they are in trouble to receive a short possession pass (avoids a 10 second count).
b. Moves to open space toward the target area at the appropriate angle.

Adjust: a. After the player passes, he/she moves into a new space based on the position of the ball. b. Moves to meet the pass.

Decision Making	Support	Adjust
a.	a.	a.
b.	b.	b.

Game Performance Assessment Instrument for Net/Wall Games Volleyball

1. Decision Making Criteria

- Player attempts to use a pass to set up another teammate (back row to front row).
- Player attempts to use a pass to set up a scoring attempt.

2. Adjust Criteria

- Player moves, either offensively or defensively, as needed by the flow of the game (e.g. cover space, open-up, support the passer).

3. Skill Execution Criteria

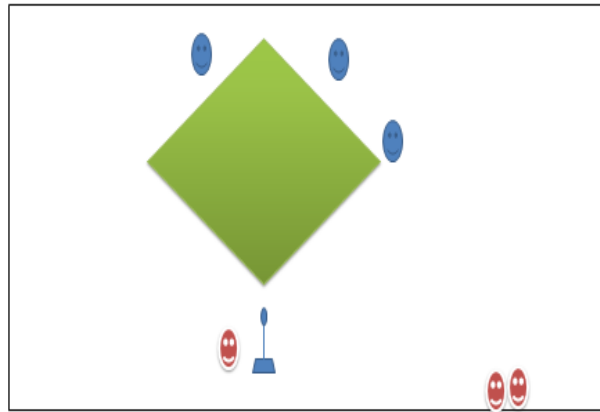
- Player makes proper contact with the ball sending it in the intended direction (forearm pass and set).
- Server executes a legal serve to the opponent's side of the net.

	Decision Making		Adjust		Skill Execution	
Name	Appropriate	Inappropriate	Appropriate	Inappropriate	Appropriate	Inappropriate

Striking/Fielding Game

Striking/Fielding Games

- Tactical Problem: Defending Space
- Tactical Solutions:
 - initial position to keep ball in the infield
 - fielding grounders
 - base coverage when ball is hit on the left side/right side
 - over hand & under hand throws.
 - throws to appropriate base to get the force out



3 versus 3

- 3 defenders play short stop, second base and first base on a short field.
- Offensive team must hit a grounder toward short, second or first base. They get three outs (force play to 2nd or 1st, pop fly, outfield hit) or 3 times through the order. Batter runs to first before ball does. Alternate having a runner on 1st and no runner.

Evaluating Defending Space

Striking/Fielding:

Review the Tactical Problem, components and criteria.

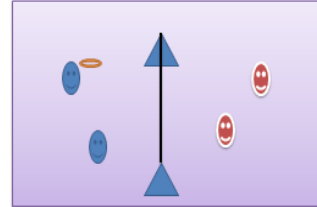
The two teammates who are not hitting will collaborate on the tallies for the play. List the player's name next to the column.

Talk through the hit and fielding situation like a "play by play" and place tally marks in the appropriate columns.

Net/Wall

- Tactical Problem: Winning the Point
- Tactical Solutions:
 - Tossing where the opponents are not
 - Faking a toss
 - Force the opponents back, then place toss short; vice versa
 - Toss right several times then left; vice versa
 - Passing to a teammate

Net/Wall Game



Deck Ring Doubles

- One team starts with the deck ring, using a backhand side arm toss, teams try to score a point by having the deck ring land in bounds on the other team's side.
- Players cannot move when they have the deck ring.
- Deck ring must fly over the jump rope.

Evaluating Winning the Point

Net/Wall:

Review the Tactical Problem, components and criteria.

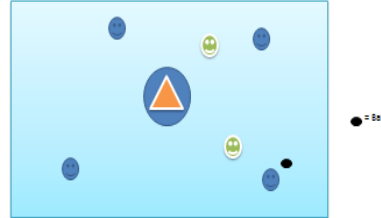
The two teammates who are not participating will collaborate on the tallies for the play. Choose one player to evaluate. List the players' names next to the column.

Talk through the point like a "play by play" and place tally marks in the appropriate columns.

Territorial Games

Territorial Games

- Tactical Problem: Creating Space
- Tactical Solutions:
 - Supporting the player with the ball lateral or behind
 - Moving into an open passing lane
 - Splitting the defense
 - Recognizing where other off-the-ball teammates are



4 v 2 Central Target Keep-Away

- 4 offensive players versus 2 defensive players. Offense uses under hand passes to move the yarn ball toward the target. A point is scored when the offense hits the target with the ball before it bounces.
- The person with the ball cannot move, the defense may not take the ball out of the offensive player's hands.

Evaluating Creating Space

Territorial Game:

Review the Tactical Problem, components and criteria.

The two teammates who are not participating will collaborate on the rubric score. Choose one player to evaluate. List the player's name next to the column. Use the GPAI to take notes as the game is being played.

GPAI Template Territorial Game

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Component 1 _____

Criterion 1 _____

Criterion 2 _____

Component 2 _____

Criterion 1 _____

Criterion 2 _____

Component 3 _____

Criterion 1 _____

Criterion 2 _____

Component 1	Component 2	Component 3
1.	1.	1.
2.	2.	2.

GPAI Template
Net/Wall Games

Component 1 _____

Criterion 1 _____

Criterion 2 _____

Component 2 _____

Criterion 1 _____

Criterion 2 _____

Component 3 _____

Criterion 1 _____

Criterion 2 _____

Component 1		Component 2		Component 3	
Effective	Ineffective	Effective	Ineffective	Effective	Ineffective

GPAI Template
Striking/Fielding Games

Component 1 _____

Criterion 1 _____

Criterion 2 _____

Component 2 _____

Criterion 1 _____

Criterion 2 _____

Component 3 _____

Criterion 1 _____

Criterion 2 _____

Component 1		Component 2		Component 3	
Effective	Ineffective	Effective	Ineffective	Effective	Ineffective