

BHS Grading:

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):	

Participation and social Responsibility Grading Rubric:

TOTAL P/SR POINTS: 20

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

4 PTS.	<ul style="list-style-type: none"> *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. 	1 PTS.	<ul style="list-style-type: none"> *Rarely participates *Is rarely respectful and kind *Rarely has a positive attitude *Rarely acts in a safe and reliable manner
3 PTS.	<ul style="list-style-type: none"> *Usually makes use of ability *Usually has a positive attitude *Usually is safe and responsible *Usually is respectful, considerate and kind to others. 	0 PTS.	<ul style="list-style-type: none"> *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.
2 PTS.	<ul style="list-style-type: none"> *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. 		

Grading of Skill:

TOTAL SKILL POINTS POSSIBLE PER UNIT: 12

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

3 Pts.	Completes all aspects of the skill (there may be errors)
2 Pts.	Lacks components of the skill, but is able to utilize skill within the context of the activity
1 Pts.	Skill is unrecognizable

Grading of Applications:

TOTAL APPLICATION POINTS PER UNIT: 12

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

Grading of Knowledge:

TOTAL POINTS COGNITIVE ASSESSMENT: 6

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

6 Pts.	Written Quiz
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