

6-ON-6 MODIFIED SOFTBALL GAME ASSESSMENT RUBRICS

Offence (Batting)	Quality criteria to indicate student's level of attainment		
Level 4	Toss (underhand) a softball into the strike zone and team mate is able to hit the ball. *The ball is tossed to the batter at a level between his/her chest and waist	Hit the ball into space based on game situation so as to score *The ability to bat the ball depending on the game situation shows that the student is able to read the game	Run to the next base or stay on existing base based on game situation, to prevent from being put out. *This level shows the students' ability to read the game.
Level 3	Toss (underhand) a softball into the strike zone [LO1]	Withhold from batting a pitched ball judged to be out of the strike zone [LO3] *This level shows student's ability to make the judgement to bat or not bat, which is a higher level of play.	Run to free the base for the next runner [LO5]
Level 2	Tosses (underhand) a softball with an arc with the ball above the batter's head.	Hit the ball when it is tossed within the strike zone and run to the first base [LO2]	Advance to forward base when the ball is batted [LO4] *But may be tagged out by fielder
Level 1	Toss (underhand) a softball in the intended direction (i.e. towards the batter). *The ball may not land in the strike zone	Hit the ball off the tee and run towards the first base	Run to the next base when instructed
Indicator	Pitch (Underhand Toss) (Pitching would be done as a closed skill)	Bat	Base Run (Base Runner)
Capability	Student is able to play a 6-on-6 modified game with appropriate rules		

Defence (Fielding)	Quality criteria to indicate student's level of attainment		
Level 4	Move into position to catch the ball when it lands in area beyond coverage *Student catches the ball beyond the immediate area of coverage. Student is not expected to run way beyond the area to save a ball.	Throw the ball to the appropriate base to put the lead runner or next runner out, to prevent the runner from advancing to the next base or to avoid a run score	Move into position and direct teammates to pass the ball to stop base runner from advancing to the next base or to avoid a run score
Level 3	Move into position to catch the ball when it lands in area of coverage [LO7]	Throw the ball to teammate to put the runner out [LO8]	Move into position to receive the ball to stop base runner from advancing to the next base or to avoid a run score [LO9]
Level 2	Catch the ball when within range	Throw the ball towards teammate at the base *Student is able to throw the ball to the base, but does not put the runner out	Stand in position to maximise coverage before batter hits the ball [LO6]
Level 1	Stop the ball when within range	Throw the ball towards the general direction of the bases	Stand close to/on the base to receive the ball to stop runner from advancing *Student remains at the same position without much movement from the base.
Indicator	Recovering (Ground/Fly ball)	Sending (Underhand Toss and Overhand Throw)	Base Covering (Infield)
Capability	Student is able to play a 6-on-6 modified game with appropriate rules		