AS/A2 PHYSICAL EDUCATION

COURSEWORK ASSESSMENT CRITERIA

GAME ACTIVITIES: NET/WALL GAMES

TABLE TENNIS

National Governing Body:
> English Table Tennis Association
> Queensbury House (3rd Floor)
> Havelock Road
> Hastings
> East Sussex
> TN24 1HF

STANDARDISATION
Assessment and standardisation will take place at the school. The students will be working on this activity within school/centre, as well as within their clubs with their respective coaches, if applicable. The Head of Department will meet with each club coach to explain the assessment criteria for AS/A2 level. In school their club students will keep training logs to be used for their Personal Performance Portfolio. This will be monitored by teachers within the centre.

AS: To standardise the assessment all students will be brought together for an initial assessment using the conditioned competitive situations illustrated. The Head of Department will be involved in this initial assessment. From this initial evaluation the strengths/weaknesses will be discussed with each student asking for their input here. An action plan for each student will then be formulated, initiated by themselves. This information will be recorded in their Personal Performance Portfolio. Their final assessment will take place in the same way after an extended period of training in school and within their respective club, if applicable. Evaluation of their progress will be discussed and recorded in their PPP. Video evidence will be taken at these sessions. Assessment marks will be recorded by the department after each assessment.

A2: The effective performance for A2 students will take place at the school/centre also using the criteria set by the Board. Standardisation will take place by the Head of Department during formal competitive situations: training sessions/school/club matches. The 'Evaluation and Appreciation of Performance through Observation and Synopsis of Knowledge' will take place using open-ended questioning illustrated by the Board.

SAFETY
At all times the safety procedures will comply with those recommended for Table Tennis. All practices will be carried out with due regard for safety at all times. Students will be aware at all times of the importance of safety, e.g. the importance of warm up/cool down and the need to stretch fully.

TABLE TENNIS

The candidate is assessed in the selection and application of acquired and developed skills in conditioned competitive situations which focus on:

- Attacking play;
- Defensive play.

Assessment is based on performance in a conditioned competitive situation where the candidate performs the acquired and developed skills under pressure in a strategic situation. The level of success of the acquired and developed skills are measured through the movement phases identified below:

- Preparation
  - Stance, Table position

- Execution
  - Grip length, Timing, Body action, Bat arm, Free arm, Transfer of weight, Footwork

- Recovery
  - and Anticipation

- Results

- Overall efficiency

These assessment phases are used in conjunction with the following assessment criteria for the conditioned competitive situations.

- Service
  - Low net trajectory, varied length, speed and direction
    (include long and fast, short and slow, short plus bounce at end of table)
  - Combination of strokes, range of target areas, movement.

- Service Return
  - Push – from a short serve; Drive – from a long serve
    (include varied angles, direction, exploitation of cross over point)

- Basic Strokes
  - Backhand push
  - Forehand drive   } & combinations of these
  - Backhand drive
  - Forehand push
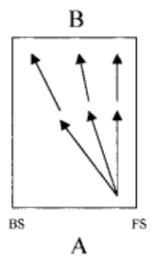
- Advanced strokes
  - Forehand and Backhand Topspin
  - Forehand and Backhand Backspin
  - Block
  - Drop shot

Game Activities: Net/Wall Games – Conditioned Competitive Situation exemplars

Table Tennis

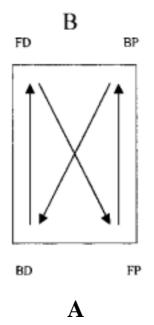**Service and Return**

Player A
Candidate serves with varied length, speed and direction from both forehand and backhand sides.

Player B
Candidate returns variety of serves showing varied angles and direction, to include push return and drive return.

Player A to perform 24 serves and then swap with player B.
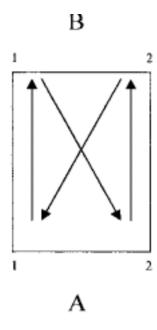
Basic Strokes

Player A
Performs backhand drive down the line followed by forehand push down the line.

Player B
Performs backhand push diagonally followed by forehand drive diagonally.

After 30 successful shots players A and B swap over.

Spin

Player A
1.   Backhand topspin down the line.
2.   Forehand topspin down the line.
Player B – block return.

Player A
1.   Backhand backspin down the line.
2.   Forehand backspin down the line.
Player B – topspin return.

Player A
1.   Forehand backspin diagonally.
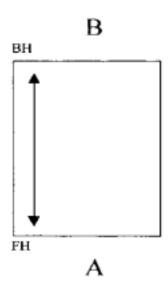2.   Backhand backspin diagonally.
Player B – topspin return.

Player A
1.   Forehand topspin diagonally.
2.   Backhand topspin diagonally.
Player B – block return.

After sufficient successful shots players A and B swap roles.

Block/Drop combination

Player A serves.
Players A and B play 3 shots each in area shown, when A reaches fourth shot it should become open ended i.e. any shot to open up and continue the rally.
Players should include block and drop shots and aim to win the rally.

Player A serves five times and then A and B swap roles.

Marks	Description
25 – 30	Candidate demonstrates a very high level of acquired and developed skills that show a consistently high standard of accuracy, control and fluency. There is the successful selection and application of more advanced techniques where accuracy, control and fluency remain despite competitive pressures. The candidate has introduced appropriate strategies and demonstrated an understanding of tactics to outwit the opposition. Performances in the conditioned competitive situations have been excellent and progress has allowed them to achieve their performance based targets.
19 – 24	Candidate demonstrates a high level of acquired and developed skills that illustrates a very good standard of skill production. There is consistent success in the selection and application of advanced techniques. Under competitive pressure the level of technical accuracy, control and fluency is normally good. The candidate has shown a good understanding of the perceptual requirements to perform and introduced a range of tactics and strategies to use successfully against the opposition. Performances in the conditioned competitive situations have been very good and improvement has been such as to allow a high standard of learning and understanding.
13 – 18	Candidate demonstrates a good level of acquired and developed skills that allows for a sound standard of performances. There is a sound level of success in the selection and application of advanced techniques in the events and under competitive pressure the level of accuracy, control and fluency is reliable. The candidate has been able to introduce and use tactics and strategies to show a sound understanding of the performance requirements against opposition. Performances in the conditioned competitive situations have been good and improvement reflects satisfactory learning and understanding.
7 –12	Candidate demonstrates an improving level of acquired and developed skills that allows for an average level of performances. There is an attempt to select and apply advanced techniques and under competitive pressure accuracy, control and fluency are usually achieved. The candidate has a basic perception of the requirements of performance and is able to introduce and use tactics and strategies at satisfactory level. Performances in the conditioned competitive situations have become more consistent and progress has allowed some in learning and understanding.
0 -6	Candidate demonstrates a moderate level of acquired and developed skills that allows for a moderate level of performances. There is an attempt to select and apply advanced techniques and under pressure there is a level of technical accuracy, control and fluency. The candidate has been able to incorporate some tactics and strategies with a limited perception of the requirements of performance. Performances in the conditioned competitive situations have some consistency with a degree of learning and understanding.

Game Activities: Net/Wall Games   Unit 2567

Marks	Description
25 – 30	Candidate demonstrates a very high level of acquired and developed skills that show a consistently high standard of accuracy, control and fluency. There is the successful selection and application of more advanced techniques where accuracy, control and fluency remain despite competitive pressures. The candidate has introduced strategies at a high level and demonstrated an understanding of tactics to outwit the opposition. Performance in the formal competitive situations have been excellent and progress has allowed them to achieve their performance based targets. An excellent level of physical endeavour and sportsmanship is evident combined with flair. National/Regional representation may be an indicator of attainment of this high standard but assessment criteria must still be met.
19 – 24	Candidate demonstrates a high level of acquired and developed skills that illustrates a very good standard of skill production. There is consistent success in the selection and application of advanced techniques in the game. Under competitive pressure the level of technical accuracy, control and fluency is normally good. The candidate has shown a good understanding of the perceptual requirements to perform and introduced a range of tactics and strategies to use successfully against the opposition. Performances in the formal competitive situations have been very good and improvement has been such as to allow a high standard of learning and understanding. A high level of physical endeavour and sportsmanship is evident combined with flair. Regional/County representation may be an indicator of attainment of this standard but assessment criteria must still be met.
13 – 18	Candidate demonstrates a good level of acquired and developed skills that allows for a sound standard of performances in the game There is a sound level of success in the selection and application of advanced techniques in the game and under competitive pressure the level of accuracy, control and fluency is reliable. The candidate has been able to introduce and use tactics and strategies to show a sound understanding of the performance requirements against opposition. Performances in the formal competitive situations have been good and improvement reflects satisfactory learning and understanding. A good level of physical endeavour and sportsmanship is evident combined with some flair. District/Area/School/Local club representation may be an indicator of attainment of this standard but assessment criteria must still be met.
7 –12	Candidate demonstrates an improving level of acquired and developed skills that allows for an average level of performances in the game. There is an attempt to select and apply advanced techniques in the game and under competitive pressure accuracy, control and fluency are usually achieved. The candidate has a basic perception of the requirements of performance and is able to introduce and use tactics and strategies at satisfactory level. Performances in the formal competitive situations have become more consistent and progress has allowed some learning and understanding. A competent level of physical endeavour and sportsmanship is evident combined with a little flair. Representing the school/college but not at first team level may be an indicator of attainment of this standard but assessment criteria must still be met.
0 -6	Candidate demonstrates a moderate level of acquired and developed skills that leads to a moderate level of performances. There is an attempt to select and apply advanced techniques and under pressure there is a level of technical accuracy, control and fluency. The candidate has been able to incorporate some tactics and strategies with a limited perception of the requirements of performance. Performances in the formal competitive situations have some consistency with a degree of learning and understanding. A level of physical endeavour and sportsmanship is evident. The candidate plays occasionally in a team.