

# GRADES K-2



## CATCHING AND THROWING



## PERFORMANCE RUBRIC

### MOTOR DEVELOPMENT

- Throws a ball for distance, using proper form
- Catches, showing proper form, a gently thrown ball
- Catches a self-tossed ball

### COGNITIVE DEVELOPMENT

- Gives examples of underhand and overhand movement patterns
- Explains key elements of throwing for distance
- Explains that point of release influences direction

### AFFECTIVE DEVELOPMENT

SOCIAL DEVELOPMENT	PERSONAL DEVELOPMENT
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- Cooperates with partner/group
- Demonstrates courtesy towards others
- Shares with others

- Applies skills to play situations
- Shows respect for equipment
- Feels successful

### STUDENTS

- Scale:**
- 3 Demonstrates all 3 cues all the time with no mistakes
  - 2 Demonstrates 2 cues all the time with no mistakes
  - 1 Demonstrates 1 cue all the time with no mistakes
  - 0 Cannot demonstrate any of the cues