Preshil, The Margaret Lyttle Memorial School

Physical and Health Education Due Date: Friday 11th May 2018

Unit: Parkour

Key Concept: Change

Related Concepts: Adaptation, Environment

Global Concept: Scientific and Technical Innovation

Statement of Inquiry: Adaptations may be required to interact with a changing environment.

Year 3 - Assessment Criterion C: Applying and Performing



Goal: To successfully complete a parkour run video on the school grounds. The video will show you adapting movements and landings to overcome various obstacles throughout your run.

Role: You are an amateur Parkour / Free Running competitor and want to enter the first round of the Red Bull Art of Motion Free Running Competition

Aim: To submit a 15-20 second video to the "judges" (aka your teacher) for the Art of Motion competition. Refer to Judges Criteria. All runs must be recorded at school to keep the competition field even.

Process:

REMEMBER!! Safety first! Don't attempt any jumps or moves you are not confident with. If you're unsure, please don't hesitate to ask your teacher.

Plan your run on paper or laptop BEFORE you attempt it
See attached feedback sheet and judges criteria: check you have covered
everything
Practice it several times before you video
Video may be edited - this will not be assessed
You may have music in the background if you wish
Have someone help you record your run
Submit to compass along with self-assessment sheet completed

"Judges" Criteria:

Judges will not be on the look-out for the highest drop or the craziest move. They will search through all the participants and pick those with a clean style and efficient landings. They will want to see combinations of moves that are well put together and executed as good as possible. The editing skills on the videos will not be judged, the Judges they are only interested in your freerunning skills!

- ✓ Creativity: Use your body and your surroundings in a creative way.
- ✓ Difficulty: Make the moves that stand out and make the judges jaws drop.
- ✓ Flow: Combinations, nicely planned lines and continuous movement.
- Execution: Show that you have control of your movements. Safe and clean landings are very important to the judges.
- ✓ Overall Performance: Make sure that all the above provide a great spectacle overall!



ARKOUR ASSESSME

FLUENC

DOES IT FLOW OR IS IT DISRUPTED?

ONSISTENC

REPEATEDLY PERFORMING WITH ACCURACY?



STIFF, STRONG BODY PARTS?

ALANCE AND QUALIT

SAFE, HELD FOR 3 SECONDS, NO SHAKING?

EVELS/HEIGHT

HAVE THEY ADDED CHANGE IN HEIGHT TO SEQUENCE?

OF PERFORMANCE

TOO FAST, TOO SLOW?

INKING ACTIONS

GOOD RANGE OF ROLLS + JUMPS GOING INTO AND OUT OF BALANCES?

HAVE THEY MADE/USED HARDER ACTIONS? HOW?















Physical and Health Education MYP 3 Criterion C: Applying and performing

At the end of year 3, students should be able to:

- i. demonstrate and apply a range of skills and techniques
- ii. demonstrate and apply a range of strategies and movement concepts
- iii. outline and apply information to perform effectively.

Achievement level descriptor	Task Specific Clarification	
The student does not reach a standard described by any of the descriptors below.		
The student:		
i. recalls and applies skills and techniques with limited success		
ii. recalls and applies strategies and movement concepts with limited success		
iii. recalls and applies information to perform.		
The student:		
i. demonstrates and applies skills and techniques with limited success		
ii. demonstrates and applies strategies and movement concepts with limited success		
iii. identifies and applies information to perform.	See attached Assessment and Feedback Sheet and	
The student:	also Judges Criteria	
i. demonstrates and applies skills and techniques		
ii. demonstrates and applies strategies and movement concepts		
iii. identifies and applies information to perform effectively.		
The student:		
i. demonstrates and applies a range of skills and		
techniques ii. demonstrates and applies a range of strategies and		
movement concepts		
iii. outlines and applies information to perform		
effectively.		

Notes for criterion C

- 1. Criterion C must be assessed in **performance/playing situations**.
- 2. A student's ability to recall and apply **skills and techniques** effectively could include: accuracy, efficiency, control, coordination, timing, fluency, speed and power.
- 3. A student's ability to recall and apply **strategies and movement concepts** effectively could include: the use of space, force and flow of movement and adaptation to various situations.
- 4. A student's ability to recall and apply **information** to perform effectively could include: reading the situation, processing information, responding to feedback and making appropriate decisions. Depending on the nature of the activity, these sorts of characteristics should be considered.
- 5. Criterion C is not appropriate for assessing replication of movement routines and umpiring/refereeing.