

How to make progress in Core PE

The following diagram shows how progress can be made when assessing students as a participant. The same system is used for **Leadership; Working With Others; and Communication**. The grade on the left is a Year 11 GCSE PE grade – so we have set out how a student can progress from year 7 through to year 11 against the GCSE PE grading criteria.

PE Assessment Framework						
GCSE Grade	Description / Target	Year 7	Year 8	Year 9	Year 10	Year 11
0	<i>Performance not worthy of credit.</i>					
1	The student shows low levels of skill and technique for the activity in the game/competitive type practice situations and this will be very clearly evident in the competitive situation itself.	F	F	F		
		D				
2	Their understanding of the rules limits their performance and they have a very low ability when applying strategies and tactics and a poor positional sense as appropriate for the activity. Their performance will clearly lack maturity.	S	D	F	F	
3	The student shows limited advanced skill and technique for the activity in the game/competitive type practice situations and this may be even more evident in the competitive situation itself.	S	S	D	F	F
4	They may not demonstrate a clear understanding of the rules when taking part and will be limited in their ability to apply strategies and tactics and also in their positional sense as appropriate for the activity. Their ability to improvise will be limited in activities which allow for this as will their touch and deception. Their performance will lack maturity.	E	S	S	D	F
5	The student shows good advanced skill and technique for the activity in the game/competitive type practice situations and in the competitive situation itself.	E	E	S	S	D
6	They will also demonstrate some understanding of the rules when taking part and good application of strategies and tactics and positional sense as appropriate for the activity. In activities which allow for improvisation, touch and deception they demonstrate this at a good level and their performance shows some maturity.	E+	E	E	S	S
7	The student shows very good advanced skill and technique for the activity in the game/competitive type practice situations and in the competitive situation itself.		E+	E	E	S
8	They will also demonstrate a clear understanding of the rules when taking part and very good application of strategies and tactics and positional sense as appropriate for the activity. In activities which allow for improvisation, touch and deception they demonstrate this at a very good level and their performance shows a very good level of maturity.			E+	E	E
9	The student shows excellent advanced skill and technique for the activity in the game/competitive type practice situations and in the competitive situation itself.				E+	E
10	They will also demonstrate a very clear understanding of the rules when taking part and an excellent application of strategies and tactics and positional sense as appropriate for the activity. In activities which allow for improvisation, touch and deception they demonstrate this at an excellent level and their performance shows an excellent level of maturity.					E+
	Learning Pathway	Min Track Grade				
	F = Foundation	1- to 2+				
	D =Developing	3- to 3+				
	S = Secure	4- to 5+				
	E = Excellence	6- to 7+				
	E+ = Exceptional	8- to 9+				