



UGANDA NATIONAL EXAMINATIONS BOARD
CONTINUOUS ASSESSMENT OBSERVATION CHECKLIST
555 PHYSICAL EDUCATION
Senior 3 Term 1

Centre/CA No: **Year**.....

Learner`s Name..... **Learner`s ID**.....

Instructions to the facilitator:

1. This observation checklist contains **two** competencies which **must** be assessed by the end of this term.
2. Please **Tick** against the indicator(s) the learner has exhibited at every level assessed.
3. Record the **Number of Indicators Observed** in the boxes provided at the end of each level for **Subject Competence (SC) and Generic Skill (GS)**.
4. Indicate **N/A** if learner has not been assessed for a particular level(s).

Theme:

Games / Athletics

Topic(s):

Basic Skills in Basketball ,Basic skills in Rugby, Basic skills in hockey, Basic skills in cricket , Basic skills in Badminton and Basic skills in Table tennis.

Learning Outcome(s):

Make improvised equipment for games and sports activities.

Subject Competency(SC)1:

Makes improvised equipment for games and sports activities.

Generic Skill (GS)1:

Creativity and innovation

Learning Domain:

Psychomotor

Level 1: Imitation

Subject Competency(SC)1: Mimicking a video clip or a resourceful person the identification and use of materials in making of improvised equipment for games and sports activities, the learner:

- ☐ considers environmental awareness.
- ☐ considers safety.
- ☐ considers affordability (Locally available / low cost).
- ☐ considers durability of the materials to use.



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- ☐ considers specific features of the item being made (size, shape, weight, texture, Durability, Neatness, measurements, e.t.c)
- ☐ considers usability (serving intended purpose)
- ☐ uses appropriate tools
- ☐ uses appropriate materials

Generic Skill (GS)1: Mimicking from a resourceful person / video clip the application of creativity and innovation in the identification and use of materials to make improvised materials for games, the learner:

- ☐ Uses imagination to explore possibilities.
- ☐ Works with others to generate ideas.
- ☐ Suggests and develops new solutions.
- ☐ Tries out innovative alternatives
- ☐ Looks for patterns and makes generalizations

Level 1 Indicators	
SC	GS

Level 2: Manipulation

Subject Competency(SC)1: Following instructions from a video clip or a resourceful person on the identification and use of appropriate materials in making improvised equipment for games and sports activities, the learner:

- ☐ considers environmental awareness.
- ☐ considers safety.
- ☐ considers affordability (Locally available / low cost).
- ☐ considers durability of the materials to use.
- ☐ considers specific features of the item being made (size, shape, weight, texture, Durability, Neatness, measurements, e.t.c)
- ☐ considers usability (serving intended purpose)
- ☐ uses appropriate tools
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Generic Skill (GS)1: Following instructions from a resourceful person / video clip the application of creativity and innovation in the identification and use of materials to make improvised materials for games, the learner:

- ☐ Uses imagination to explore possibilities.
- ☐ Works with others to generate ideas.
- ☐ Suggests and develops new solutions.
- ☐ Tries out innovative alternatives
- ☐ Looks for patterns and makes generalizations

Level 2 Indicators	
SC	GS

Level 3: Precision

Subject Competency(SC)1: Identifying and using appropriate materials in making improvised equipment for games and sports activities independently though with minimal errors, the learner:

- ☐ considers environmental awareness.
- ☐ considers safety.
- ☐ considers affordability (Locally available / low cost).
- ☐ considers durability of the materials to use.
- ☐ considers specific features of the item being made (size, shape, weight, texture, Durability, Neatness, measurements, e.t.c)
- ☐ considers usability (serving intended purpose)
- ☐ uses appropriate tools
- ☐ uses appropriate materials

Generic Skill (GS)1: Demonstrating creativity and innovation in the identification and use of materials to make improvised materials for games independently though with minimal errors, the learner:

- ☐ Uses imagination to explore possibilities.
- ☐ Works with others to generate ideas.
- ☐ Suggests and develops new solutions.
- ☐ Tries out innovative alternatives
- ☐ Looks for patterns and makes generalizations

Level 3 Indicators	
SC	GS



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Level 4: Articulation

Subject Competency(SC)1: Identifying and using appropriate materials in making improvised equipment for games and sports activities correctly and innovatively, the learner:

- ☐ considers environmental awareness.
- ☐ considers safety.
- ☐ considers affordability (Locally available / low cost).
- ☐ considers durability of the materials to use.
- ☐ considers specific features of the item being made (size, shape, weight, texture, Durability, Neatness, measurements, e.t.c)
- ☐ considers usability (serving intended purpose)
- ☐ uses appropriate tools
- ☐ uses appropriate materials

Generic Skill (GS)1: Demonstrating creativity and innovation in the identification and use of materials to make improvised materials for games correctly and innovatively, the learner:

- ☐ Uses imagination to explore possibilities.
- ☐ Works with others to generate ideas.
- ☐ Suggests and develops new solutions.
- ☐ Tries out innovative alternatives
- ☐ Looks for patterns and makes generalizations

Level 4 Indicators	
SC	GS



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Level 5 : Naturalization

Subject Competency(SC)1: Identifying and using appropriate materials in making improvised equipment for games and sports activities easily, the learner:

- ☐ considers environmental awareness.
- ☐ considers safety.
- ☐ considers affordability (Locally available / low cost).
- ☐ considers durability of the materials to use.
- ☐ considers specific features of the item being made (size, shape, weight, texture, durability, Neatness, measurements, e.t.c)
- ☐ considers usability (serving intended purpose)
- ☐ uses appropriate tools
- ☐ uses appropriate materials

Generic Skill (GS)1: Demonstrating creativity and innovation in the identification and use of materials to make improvised materials for games easily, the learner:

- ☐ Uses imagination to explore possibilities.
- ☐ Works with others to generate ideas.
- ☐ Suggests and develops new solutions.
- ☐ Tries out innovative alternatives
- ☐ Looks for patterns and makes generalizations

Level 5 Indicators	
SC	GS



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Theme(s):	Games / Athletics / Aesthetics / Theory and Practice of Physical Education.
Topic(s):	Basic Skills in Basketball, Basic skills in Rugby, Basic skills in hockey, Basic skills in cricket, Basic skills in Badminton, Basic skills in Table tennis
Learning Outcome(s):	Perform games and sports activities
Subject Competency(SC)2:	Performs games and sports activities.
Generic Skill (GS)2:	Cooperation and self-directed learning
Learning Domain:	Psychomotor

Level 1: Imitation

Subject Competency(SC)2: Mimicking from a video clip or resourceful person the performance of games and sports activities, the learner:

- ☐ uses appropriate tactics for the game.
- ☐ Executes the required techniques of the game.
- ☐ makes proper use of space.
- ☐ wears appropriate attire.
- ☐ ensures safety of the environment.
- ☐ Uses appropriate equipment.
- ☐ under goes body conditioning.
- ☐ Follows the game rules and regulations.
- ☐ rewards games activities fairly.
- ☐ accepts decisions taken by games or sports officials.



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Generic Skill (GS)2: Mimicking a resourceful person/ video clip on demonstration of cooperation and self-directed learning when performing games and sports activities, the learner:

- ☐ Uses imagination to explore possibilities.
- ☐ Works with others to generate ideas.
- ☐ Suggests and develops new solutions.
- ☐ Tries out innovative alternatives
- ☐ Looks for patterns and makes generalizations

Level 1 Indicators	
SC	GS

Level 2: Manipulation

Subject Competency(SC)2: Following instructions from a video clip or resourceful person on the performance of games and sports activities, the learner:

- ☐ uses appropriate tactics for the game.
- ☐ Executes the required techniques of the game.
- ☐ makes proper use of space.
- ☐ wears appropriate attire.
- ☐ ensures safety of the environment.
- ☐ Uses appropriate equipment.
- ☐ under goes body conditioning.
- ☐ Follows the game rules and regulations.
- ☐ rewards games activities fairly.
- ☐ accepts decisions taken by games or sports officials.

Generic Skill (GS)2: Following instructions from a resourceful person/ video clip on demonstration of cooperation and self-directed learning when performing games and sports activities, the learner:

- ☐ Works effectively in diverse teams.
- ☐ Interacts effectively with others.
- ☐ Takes responsibilities for own learning
- ☐
- ☐

Level 2 Indicators	
SC	GS



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Works independently with persistence
Manages goals and time when designing posters

Level 3: Precision

Subject Competency(SC)2: Performing games and sports activities independently with minimal errors, the learner:

- ☐ uses appropriate tactics for the game.
- ☐ Executes the required techniques of the game.
- ☐ makes proper use of space.
- ☐ wears appropriate attire.
- ☐ ensures safety of the environment.
- ☐ Uses appropriate equipment.
- ☐ under goes body conditioning.
- ☐ Follows the game rules and regulations.
- ☐ rewards games activities fairly.
- ☐ accepts decisions taken by games or sports officials.

Generic Skill (GS)2: Demonstrating cooperation and self-directed learning when performing games and sports activities independently though with minimal errors, the learner:

- ☐ Works effectively in diverse teams.
- ☐ Interacts effectively with others.
- ☐ Takes responsibilities for own learning
- ☐ Works independently with persistence
- ☐ Manages goals and time when designing posters

Level 3 Indicators	
SC	GS

Level 4: Articulation

Subject Competency(SC)2: Performing games and sports activities correctly and innovatively, the learner:

- ☐ uses appropriate tactics for the game.



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- ☐ Executes the required techniques of the game.
- ☐ makes proper use of space.
- ☐ wears appropriate attire.
- ☐ ensures safety of the environment.
- ☐ Uses appropriate equipment.
- ☐ under goes body conditioning.
- ☐ Follows the game rules and regulations.
- ☐ rewards games activities fairly.
- ☐ accepts decisions taken by games or sports officials.

Generic Skill (GS)2: Demonstrating cooperation and self - directed learning when performing games and sports activities correctly and innovatively, the learner:

- ☐ Works effectively in diverse teams.
- ☐ Interacts effectively with others.
- ☐ Takes responsibility for own learning.
- ☐ Works independently with persistence.
- ☐ Manages goals and time.

Level 4 Indicators	
SC	GS

Level 5: Naturalization

Subject Competency(SC)2: Performing games and sports activities easily, the learner:

- ☐ uses appropriate tactics for the game.
- ☐ Executes the required techniques of the game.
- ☐ makes proper use of space.
- ☐ wears appropriate attire.



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- ☐ ensures safety of the environment.
- ☐ Uses appropriate equipment.
- ☐ under goes body conditioning.
- ☐ Follows the game rules and regulations.
- ☐ rewards games activities fairly.
- ☐ accepts decisions taken by games or sports officials.

Generic Skill (GS)2: Demonstrating cooperation and self-directed learning when performing games and sports activities correctly and innovatively, the learner:

- ☐ Works effectively in diverse teams.
- ☐ Interacts effectively with others.
- ☐ Takes responsibility for own learning.
- ☐ Works independently with persistence.
- ☐ Manages goals and time.

Level 5 Indicators	
SC	GS