

GAME PERFORMANCE ASSESSMENT INSTRUMENT

Observer: _____ Player Observed: _____

Game Components

- 1. **Decision Making** - Makes appropriate decisions about what to do with the ball
- 2. **Skill Execution** - Efficient execution of selected skills

Observe selected player for 5-8 minutes, observing only performance related to the above game components.

Place ticks in the box for each game interaction

A = Appropriate IA = Inappropriate
E = Effective IE = Ineffective

	Decision Making		Skill Execution	
Player Name	A	IA	E	IE
Column Total				

Data Analysis

Decision Making Index (DMI)	$A/(A+IA)$	
Skill Execution Index (SEI)	$E/(E+IE)$	
Game Performance Index (GP)	$(DMI+SEI)/2$	
Game Involvement (GI)	$A+IA+E+IE$	

What feedback would you give to the player to help them improve their performance?	
--	--