**Lower KS2 Y3/4 Class Score Sheet Level A - Non-Gymnast**

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| **Child Name** | Skill 1**Roll**/1.5 | Skill 2**Balance**/1.5 | Skill 3**Jump**/1.5 | Skill 4**Additional 1**/1.5 | Skill 5**Additional 2**/1.5 | Skill 6**Additional 3**/1.5 | **Total for skills****/**9 | Creativity/1 | **Total Score****/10** |
| **Deductions** | **-1.5** full marks deducted if the skill has not been completed.**-1.00** for large falls or not completing the skills incorrectly **–0.5** for lack of body tension/ not holding balances for 3 seconds**-0.2** for bent arms, legs and not having pointed toes. | This is a positive to be added to total. |  |
| **A Example** | ***-1.0*** | ***-0.2*** | ***-1.0*** | ***-0.5*** | ***-0.5*** | ***-0.5*** | ***5.3*** | ***+ 1.0*** | ***6.3*** |
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**Lower KS2 Y3/4 Class Score Sheet Level B Gymnast**

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| **Child Name** | Skill 1**Roll**/1.5 | Skill 2**Balance**/1.5 | Skill 3**Jump**/1.5 | Skill 4Additional/1.5 | Skill 5Additional/1.5 | Skill 6Additional/1.5 | **Total for skills****/**9 | Creativity/1 | **Total Score****/10** |
| **Deductions** | **-1.5** full marks deducted if the skill has not been completed.**-1.00** for large falls or not completing the skills incorrectly **–0.5** for lack of body tension/ not holding balances for 3 seconds**-0.2** for bent arms, legs and not having pointed toes. | This is a positive to be added to total. |  |
| **A Example** | ***-1.0*** | ***-0.2*** | ***-1.0*** | ***-0.5*** | ***-0.5*** | ***-0.5*** | ***5.3*** | ***+ 1.0*** | ***6.3*** |
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**Judging criteria for Lower KS2 Year 3/4**

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| --- | --- | --- |
| **Skills** | **Type of Skill** | **Judging criteria** |
| **Roll** | **Level A Skills** * Teddy Bear
* Rocking on back
* Forward Roll

**Level B Skills*** Dish
 | **-1.5 for not completing a skill or missing it out****-1.00 for large falls or not completing the skills correctly*** Teddy bear roll - not completing 1 full turn or taking more than two turns to complete the move.
* Opening up and not fully completing a full rock forwards and backwards
* Forward roll - hands down on floor twice or roll on top of head
* Dish roll – feet and hands must be off the floor *(****LEVEL B)***

**-0.5 if no body tension** * Teddy bear roll – bent back and legs
* Legs apart in egg/dish roll
* No control with moves
* Completed too fast
 |
| **Balance** | **Level A Skills** * Point Balance (123)
* Patch Balance (large body part)

**Level B Skills*** Shoulder stand roll to stand
* Arch or Dish
 | **-1.5 for not completing the skill or missing it out****-1.00 for large falls or not completing the skills correctly*** Large falls or taking a step or resetting to complete the move again
* Combination of patch and point (should be on small or large body parts not both)
* Dish/arch arms and legs not off the floor ***(LEVEL B)***

**-0.5 if no body tension / not held for 3 seconds*** Arms and legs tote/straight where possible
* Straight body in shoulder stand /Use hands to get up *(****LEVEL B****)*

**-0.2** **for small errors*** Toes not pointed
* Feet apart in shoulder stand ***(LEVEL B)***
* Using hands to get up off the floor***(LEVEL B)***
 |
| **Jump** | **Level A Skills*** Stretch
* Star
* Tuck
* Half turn
 | **-1.5 for not completing the skill or missing it out****-1.00 for large falls or not completing the skills correctly*** Large falls/ taking a large step forwards or backwards after the move is completed
* Move completed but is neither a stretch or star jump but looks to have attempted one
* Tuck jump- heels flick to the students bottom not their hip height

-**0.5 if no body tension** * Bent arms truck and legs

**-0.2 for small errors*** Toes not pointed
* Landed with feet apart
 |
| **Additional Skills** | **Level A Skills*** Arabesque
* Animal moves

**Level B Skills*** Handstand
* Cartwheel
 | **-1.5 for not completing the skill or missing it out**-**1.00 for large falls or not completing the skills correctly*** Large falls/ taking a step or resetting to complete the move again

**-0.5 if no body tension** * Arms and legs tote where possible
* Quick action and moves on too quick
* 90 degree of leg not made in arabesque
* Legs don’t reach the 180 degree position in a handstand together *(LEVEL B)*
* In cartwheel legs come out to the side (opposed to over the head) *(LEVEL B)*

**-0.2 deduction for small errors*** Toes not pointed
* Landing with feet apart
 |
| **Creativity** | DanceAdditional linking movesFluidityExpressionEffort | * +1.0 if there is evidence of any linking moves or any kind of dance and the routine flows well and lots of expression and effort is shown
* + 0.5 if there is some evidence of linking moves and dance
* + 0.2 if the participant has tried but needs prompts and encouragement
* 0 if the participant makes no effort to include linking moves or dance and/or falls/trips
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**KS1 Class Score Sheet Level A Non Gymnast**

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Child Name** | **Roll****/2** | **Balance****/2** | **Jump****/2** | **Additional****/2** | **Total for Skills****/8** | **Creativity****/2** | **Total Score****/10** |
| **Deductions** | **-2.00 if skill missed or not completed** **-1.00 if fall or performed incorrectly,** **-0.5 lack of body tension,** **-0.2 bents arms, no pointed toes** | This is a positive to be added to your total. |  |
| ***A. Example*** | ***-1.0*** | ***-0.5*** | ***-0.2*** | ***-0.2*** | ***6.1*** | ***+1.0*** | ***7.1*** |
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**KS1 Class Score Sheet – Level B Gymnast**

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| --- | --- | --- | --- | --- | --- | --- | --- |
| **Child Name** | **Roll****/2** | **Balance****/2** | **Jump****/2** | **Additional Move****/2** | **Total for Skills****/8** | **Creativity****/2** | **Total Score****/10** |
| **Deductions** | **-2.00 if skill missed or not completed** **-1.00 if fall or performed incorrectly,** **-0.5 lack of body tension,** **-0.2 bents arms, no pointed toes** | This is a positive to be added to your total. |  |
| ***A. Example*** | ***-1.0*** | ***-0.5*** | ***-0.2*** | ***-0.2*** | ***6.1*** | ***+1.0*** | ***7.1*** |
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**KS1 1 Judging criteria.**

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| --- | --- | --- |
| **Skill** | **Type of Skill** | **Judging criteria** |
| **Rolls** | **Level A Skills*** Teddy Bear
* Egg
* Pencil

**Level B Skills*** Rocking on back
* Dish
* Forward Roll
 | **-2.00 full marks deducted if the skill has not been completed or missed out****-1.00 for large falls or not completing the skills correctly*** Teddy Bear Roll - not completing 1 full turn or taking more than two turns to complete the move.
* Opening up and not completing a full rock forward and backwards (LEVEL B)
* Forward Roll - hands down twice on floor, or roll on top of head (LEVEL B)
* Dish Roll- feet/hands must be off the floor *(LEVEL B)*

**- 0.5 if no body tension** * Teddy Bear Roll- try keep back and legs straight
* Legs apart in egg/dish roll
* No control with moves
* Completed too fast
 |
| **Balances** | **Level A Skill*** Point Balance(123)
* Front Support
* Patch Balance (large part of body)

**Level B Skills** * Back support
* Shoulder stand
 | **-2.00 full marks deducted if the skill has not been completed or missed out****-1.00 for large falls or not completing the skills correctly*** Large falls or taking an additional step
* Resetting to complete the move again
* Combination of patch and point (should be on small or large body parts not both)

**-0.5 if no body tension / not held for 3 seconds*** Arms and legs tote where possible
* Straight body in shoulder stand and back support (LEVEL B)

**-0.2** **for small errors*** Toes not pointed
* Feet apart in back support or shoulder stand (LEVEL B)
 |
| **Jumps** | **Level A Skills** * Stretch
* Star

**Level B Skills*** Tuck
 | **-2.00 full marks deducted if the skill has not been completed or missed out****-1.00 for large falls or not completing the skills correctly*** Large falls/ taking a large step forwards or backwards after the move is completed
* Move completed but is neither a stretch nor star jump but looks to have attempted one
* Tuck Jump- heels flick to the students bottom not their hip height (LEVEL B)

-**0.5 if no body tension** * Straight arms and legs
* Land with straight legs

**-0.2** **for small errors*** Toes not pointed
* Landing with feet apart
 |
| **Additional Skills** | **Level A Skills*** Walk
* Animal moves

**Level B Skills** * Step turn
 | **-2.00 full marks deducted if the skill has not been completed or missed out**-**1.00 for large falls or not completing the skills incorrectly*** Large falls/ taking a step or resetting to complete the move again
* Quick action and moves on too quick
* Step Turn not completed with 2 steps (LEVEL B)

**-0.5 if no body tension** * Arms and legs tote where possible

**-0.2** **for small errors*** Toes not pointed
* On step turn feet must return together on completion (LEVEL B)
 |
| **Creativity***.* | DanceAdditional movesFluidityExpressionEffort | * +2.0 if there is evidence of any linking moves or any kind of dance and the routine flows well and lots of effort is shown
* + 1.0 if there is some evidence of linking moves and dance
* + 0.2 if the participant has tried but needs prompts and encouragement
* 0 if the participant makes no effort to include linking moves or dance and/or falls/trips
 |