**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 4  Additional  /1.5 | Skill 5  Additional  /1.5 | Skill 6  Additional  /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** | Dance  Additional linking moves  Fluidity  Expression  Effort | * +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 |

**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**  *.* | Dance  Additional moves  Fluidity  Expression  Effort | * +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 |