

Unit Title: Indoor Team Games	
Level:	Entry Three
Credit Value:	3
GLH:	30
OCNLR Unit Code:	MA3/E3/LQ/002
Ofqual Unit Reference Number:	A/505/8644

This unit has 6 learning outcomes

LEARNING OUTCOMES	ASSESSMENT CRITERIA
The learner will:	The learner can:
1. Be able to use indoor team games equipment.	1.1. Identify equipment required for an indoor team game. 1.2. Use indoor team game equipment.
2. Be able to interact with others during indoor team games.	2.1. Listen to and respond to peers and tutors during an indoor team game, showing respect and consideration. 2.2. Work cooperatively in skill work and competitive games.
3. Be able to carry out set tasks.	3.1. Carry out set tasks, such as organising games or recording scores.
4. Know the meaning of game tactics.	4.1. State the meaning of 'game tactics'. 4.2. Use agreed game tactics during an indoor team game.
5. Be able to use safe working practices when participating in indoor team games.	5.1. State why it is important to have correct equipment and personal kit. 5.2. Ensure the safety of others whilst participating in an indoor team game.
6. Be able to review own performance and personal skills.	6.1. Identify aspects of participation in indoor team games which have gone well. 6.2. State how own skills could be improved in the future.

Assessment

The grid below gives details of the assessment activities to be used with the unit attached. Please refer to the OCN London Assessment Definitions document for definitions of each activity and the expectations for assessment practice and evidence for verification.

P = Prescribed This assessment method *must* be used to assess all or part of the unit.

O = Optional This assessment method *could* be used to assess all or part of the unit.

Case Study		Project	
Written question & answer/test/exam	O	Role play/simulation	
Essay		Practical demonstration	P
Report		Group discussion	
Oral question and answer	O	Performance/exhibition	
Written description		Production of artefact	