

BASKETBALL

Potential Modifications and Adaptations

Equipment	Rules	Environment	Instruction
<input type="checkbox"/> Basketballs <input type="checkbox"/> Large balls <input type="checkbox"/> Small balls <input type="checkbox"/> Bright balls <input type="checkbox"/> Textured balls <input type="checkbox"/> Heavy balls <input type="checkbox"/> Light balls <input type="checkbox"/> Foam balls <input type="checkbox"/> Nerf balls <input type="checkbox"/> Beach balls <input type="checkbox"/> Deflated balls <input type="checkbox"/> Auditory balls <input type="checkbox"/> Buzzer basket <input type="checkbox"/> High basket <input type="checkbox"/> Low basket <input type="checkbox"/> Bright basket <input type="checkbox"/> Wide basket	<input type="checkbox"/> Increase number of fouls allowed <input type="checkbox"/> Eliminate 3-second rule <input type="checkbox"/> Eliminate double-dribble rule <input type="checkbox"/> Can walk with ball without dribbling <input type="checkbox"/> Different points awarded for baskets <input type="checkbox"/> Extra step on layup <input type="checkbox"/> Undefined <input type="checkbox"/> No defense for certain number of seconds <input type="checkbox"/> Free shooting (no defense) <input type="checkbox"/> Everyone touches ball before a shot is attempted <input type="checkbox"/> Pass certain number of times before a shot is attempted <input type="checkbox"/> Vary game length <input type="checkbox"/> Limit boundaries <input type="checkbox"/> Small-sided games (e.g., 3 on 3) <input type="checkbox"/> Increase number of players	<input type="checkbox"/> Cones as boundaries <input type="checkbox"/> Bright boundaries <input type="checkbox"/> Ropes as boundaries <input type="checkbox"/> Beeper or auditory boundaries <input type="checkbox"/> Visual shooting line <input type="checkbox"/> Smooth surface <input type="checkbox"/> Modify court size <input type="checkbox"/> Stations	<input type="checkbox"/> Verbal cues <input type="checkbox"/> Demonstration <input type="checkbox"/> Modeling <input type="checkbox"/> Tactile modeling <input type="checkbox"/> Physical assistance <input type="checkbox"/> Task cards (enlarged if needed) <input type="checkbox"/> Pictures <input type="checkbox"/> Guided discovery <input type="checkbox"/> Problem-solving <input type="checkbox"/> Task analysis <input type="checkbox"/> Proximity <input type="checkbox"/> Individualized <input type="checkbox"/> Sign language <input type="checkbox"/> Feedback <input type="checkbox"/> Peer tutor <input type="checkbox"/> Paraeducator <input type="checkbox"/> Interpreter

Dribbling

Task	Student dribbles a basketball around cones or inactive defensive players.
Scale components	(a) Form, (b) control
Rubric level and color	Rubric descriptors
1. White	Student dribbles in place using fingertips at waist height; ball contacts the floor in front (or outside) the foot on the same side as the dribbling hand in 3 out of 5 attempts with or without assistance.
2. Yellow	Student dribbles while walking around eight cones placed 5 feet (1.5 meters) apart using fingertips at waist height; ball contacts the floor in front (or outside) the foot on the same side as the dribbling hand in 3 out of 5 attempts with or without assistance.
3. Orange	Student dribbles with proper form while walking around eight cones placed 5 feet apart and controls the ball 50 percent of the time with or without assistance.
4. Green	Student dribbles with proper form while jogging around eight cones placed 5 feet apart and controls the ball 50 percent of the time with or without assistance.
5. Blue	Student dribbles with proper form while jogging around eight cones placed 5 feet apart and controls the ball 80 percent of the time.
6. Purple	Student dribbles with proper form while jogging around eight cones placed 5 feet apart and controls the ball 80 percent of the time with dominant hand and 50 percent of the time with nondominant hand.
7. Brown	Student dribbles with proper form while jogging around eight stationary defenders placed 5 feet apart and controls the ball 80 percent of the time with either hand.

Foul Shot

Task	Student shoots foul shots from the foul line.
Scale components	(a) Form, (b) accuracy
Rubric level and color	Rubric descriptors
1. White	Student shoots foul shot from 5 feet (1.5 meters) in front of the foul line in 3 out of 5 attempts with or without assistance.
2. Yellow	Student faces the basket from 5 feet in front of the foul line with knees bent, dominant hand palm up under ball, and nondominant hand supporting ball from side in 3 out of 5 attempts with or without assistance.
3. Orange	Student faces the basket from 5 feet in front of the foul line with knees bent, dominant hand palm up under ball, nondominant hand supporting ball from side, and knee and arm extension during the shot in 3 out of 5 attempts with or without assistance.
4. Green	Student shoots foul shot with proper form from the foul line in 3 out of 5 attempts.
5. Blue	Student shoots foul shot with proper form from the foul line and hits the rim in 3 out of 5 attempts.
6. Purple	Student shoots foul shot with proper form from the foul line and makes 5 out of 10 shots.
7. Brown	Student shoots foul shot with proper form from the foul line and makes at least 8 out of 10 shots.

Game Play

Task	Student is evaluated on offensive skills during game play.
Scale components	(a) Use of passes, dribbling, and shooting; (b) ability to retain ball on offensive side or score
Rubric level and color	Rubric descriptors
1. White	Student properly uses bounce pass and chest pass during game play some of the time.
2. Yellow	Student properly uses the triple threat by obtaining possession and then dribbling, passing, or shooting, according to the appropriate option, 50 percent of the time.
3. Orange	Student uses the triple threat by obtaining possession and then dribbling, passing, or shooting, according to the appropriate option, 75 percent of the time.
4. Green	Student dribbles around defenders and retains possession, completes passes, and shoots accurately (i.e., hits basket rim or backboard or makes the shot) 50 percent of the time.
5. Blue	Student dribbles around defenders and retains possession, completes passes, and shoots accurately 75 percent of the time.
6. Purple	Student assists others in shooting by passing to an open teammate 75 percent of the time.
7. Brown	Student properly uses triple threat and displays appropriate skills 95 percent of the time and accuracy in passing, shooting, and dribbling at least 50 percent of the time.