**Soccer Rubric**

**2-5 grades**

Student is able to dribble the soccer ball weaving through a series of 4 cones while maintaining control and using both feet. Cones will be set up 3 yards apart, in a straight line.

Student is able to pass the ball using the inside of their strike foot to a target 7 yards away.

Student is able to trap a ball with their feet.

Student is able to power kick the ball with the top of their foot, into the goal from 10 yards away.

100 points: Student is able to perform all 4 skills.

90 points: Student is able to perform 3 skills.

80 points: Student is able to perform 2 skills.

70 points: Student is able to perform 1 skill.

60 points: Student cannot perform any of the skills.

**K-1 grades**

Student is able to dribble the soccer ball weaving through a series of 4 cones while maintaining control and using both feet. Cones will be set up 5 yards apart, in a straight line.

Student is able to pass the ball using the inside of their strike foot to a target 3 yards away.

Student is able to trap a ball with their feet.

Student is able to shoot a stationary ball into the goal from 5 yards away.

100 points: Student is able to perform all 4 skills.

90 points: Student is able to perform 3 skills.

80 points: Student is able to perform 2 skills.

70 points: Student is able to perform 1 skill.

60 points: Student cannot perform any of the skills.

[PE.1.M.1.5: Dribble an object with hands or feet while demonstrating control in general space.](javascript:setId(2457))

[PE.2.M.1.5: Dribble with hands and feet in various pathways, directions, and speeds around stationary objects.](javascript:setId(2501))

[PE.3.M.1.2: Strike a stationary object from a stationary position using body parts so that the object travels in the intended direction at the desired height.](javascript:setId(2540))

[PE.4.M.1.2: Strike a moving object using body parts from a stationary position so that the object travels in the intended direction at the desired height.](javascript:setId(2587))

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| [PE.5.M.1.2: Approach and strike a moving object with body parts so that the object travels in the intended direction at the desired height using correct technique.](javascript:setId(2632)) |