Attainment descriptors - Physical Education - Secondary cycle

APPROVED BY THE JOINT TEACHING COMMITTEE AT ITS MEETING OF 13 AND 14 OCTOBER 2016 IN BRUSSELS

Entry into force on 1 September 2018 for S1-S5
  on 1 September 2019 for S6
  on 1 September 2020 for S7

1st Baccalaureate session in June 2021
## Attainment Descriptors - Physical Education Secondary

### Cycle 1 (S1-S3)

<table>
<thead>
<tr>
<th>Mark</th>
<th>Denominator</th>
<th>Grade</th>
<th>Competences</th>
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</thead>
</table>
| 9-10 | excellent   | A     | **Basic motor skills**: The student shows an excellent ability to link and vary skills.  
*Social and civic competence*: The student shows an excellent ability to participate with fair play.  
*Playing competence*: The student demonstrates an excellent understanding of the elementary concept of the games.  
*Competitive Competence*: The student shows an excellent performance, participation and behaviour in different physical activities.  
*Health and fitness competence*: The student demonstrates an excellent understanding that activity, nutrition, hygiene and safety are essential components of a healthy lifestyle.  
*Culture awareness and expression*: The student shows an excellent awareness and creativity when exposed to different cultural activities. |
| 8-8,9| very good   | B     | **Basic motor skills**: The student shows a very good ability to link and vary skills.  
*Social and civic competence*: The student shows a very good ability to participate with fair play.  
*Playing competence*: The student demonstrates a very good understanding of the elementary concept of the games.  
*Competitive Competence*: The student shows a very good performance, participation and behaviour in different physical activities.  
*Health and fitness competence*: The student demonstrates a very good understanding that activity, nutrition, hygiene and safety are essential components of a healthy lifestyle.  
*Culture awareness and expression*: The student shows a very good awareness and creativity when exposed to different cultural activities. |
| 7-7,9| good       | C     | **Basic motor skills**: The student shows a good ability to link and vary skills.  
*Social and civic competence*: The student shows a good ability to participate with fair play.  
*Playing competence*: The student demonstrates a good understanding of the elementary concept of the games.  
*Competitive Competence*: The student shows a good performance, participation and behaviour in different physical activities.  
*Health and fitness competence*: The student demonstrates a good understanding that activity, nutrition, hygiene and safety are essential components of a healthy lifestyle.  
*Culture awareness and expression*: The student shows a good awareness and creativity when exposed to different cultural activities. |
| 6-6,9| satisfactory| D     | **Basic motor skills**: The student shows a satisfactory ability to link and vary skills.  
*Social and civic competence*: The student shows a satisfactory ability to participate with fair play.  
*Playing competence*: The student demonstrates a satisfactory understanding of the elementary concept of the games.  
*Competitive Competence*: The student shows a satisfactory performance, participation and behaviour in different physical activities.  
*Health and fitness competence*: The student demonstrates a satisfactory understanding that activity, nutrition, hygiene and safety are essential components of a healthy lifestyle.  
*Culture awareness and expression*: The student shows a satisfactory awareness and creativity when exposed to different cultural activities. |
<p>| 5-5,9| sufficient  | E     | <strong>Basic motor skills</strong>: The student shows sufficient ability to link and vary skills. |</p>
<table>
<thead>
<tr>
<th>Score</th>
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<th>Description</th>
</tr>
</thead>
</table>
| 3-4,9 | failed (weak) | Basic motor skills: The student shows little ability to link and vary skills.  
Social and civic competence: The student shows little ability to participate with fair play.  
Playing competence: The student demonstrates little understanding of the elementary concept of the games.  
Competitive Competence: The student shows little performance, participation and behaviour in different physical activities.  
Health and fitness competence: The student demonstrates little understanding that activity, nutrition, hygiene and safety are essential components of a healthy lifestyle.  
Culture awareness and expression: The student shows little awareness and creativity when exposed to different cultural activities. |
| 0-2,9 | failed (very weak) | Basic motor skills: The student fails to show ability to link and vary skills.  
Social and civic competence: The student fails to show ability to participate with fair play.  
Playing competence: The student demonstrates no understanding of the elementary concept of the games.  
Competitive Competence: The student fails to show performance, participation and behaviour in different physical activities.  
Health and fitness competence: The student demonstrates no understanding that activity, nutrition, hygiene and safety are essential components of a healthy lifestyle.  
Culture awareness and expression: The student fails to show awareness and creativity when exposed to different cultural activities. |
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| 9-10  | excellent   | A     | **Motor skills**: The student shows an excellent ability to combine skills and performs them with consistent precision, control and fluency.  
**Social and civic competence**: The student shows an excellent ability to co-operate and to take responsibility for themselves, others and equipment.  
**Playing competence**: The student demonstrates an excellent understanding of the concept of the games, including basic tactical skills.  
**Competitive Competence**: The student shows an excellent performance, participation and behaviour in most individual and team sports.  
**Health and fitness competence**: The student demonstrates an excellent understanding of how the different components of fitness affect performance and a healthy lifestyle.  
**Culture awareness and expression**: The student shows and expresses an excellent awareness and creativity when exposed to different cultural activities. |
| 8-8,9 | very good   | B     | **Motor skills**: The student shows a very good ability to combine skills and performs them with consistent precision, control and fluency.  
**Social and civic competence**: The student shows a very good ability to co-operate and to take responsibility for themselves, others and equipment.  
**Playing competence**: The student demonstrates a very good understanding of the concept of the games, including basic tactical skills.  
**Competitive Competence**: The student shows a very good performance, participation and behaviour in many individual and team sports.  
**Health and fitness competence**: The student demonstrates a very good understanding of how the different components of fitness affect performance and a healthy lifestyle.  
**Culture awareness and expression**: The student shows and expresses a very good awareness and creativity when exposed to different cultural activities. |
| 7-7,9 | good        | C     | **Motor skills**: The student shows a good ability to combine skills and performs them with precision, control and fluency.  
**Social and civic competence**: The student shows a good ability to co-operate and to take responsibility for themselves, others and equipment.  
**Playing competence**: The student demonstrates a good understanding of the concept of the games, including basic tactical skills.  
**Competitive Competence**: The student shows a good performance, participation and behaviour in many individual and team sports.  
**Health and fitness competence**: The student demonstrates good understanding of how the different components of fitness affect performance and a healthy lifestyle.  
**Culture awareness and expression**: The student shows and expresses a good awareness and creativity when exposed to different cultural activities. |
| 6-6,9 | satisfactory| D     | **Motor skills**: The student shows a satisfactory ability to combine skills and performs them with control and fluency.  
**Social and civic competence**: The student shows a satisfactory ability to co-operate and to take responsibility for themselves, others and equipment.  
**Playing competence**: The student demonstrates a satisfactory understanding of the concept of the games, including basic tactical skills.  
**Competitive Competence**: The student shows a satisfactory performance, participation and behaviour in some individual and team sports.  
**Health and fitness competence**: The student demonstrates satisfactory understanding of how the different components of fitness affect performance and a healthy lifestyle.  
**Culture awareness and expression**: The student shows and expresses a satisfactory awareness and creativity when exposed to different cultural activities. |
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<th>Range</th>
<th>Description</th>
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<tbody>
<tr>
<td>5-5,9</td>
<td>sufficient</td>
<td>E</td>
<td>Motor skills: The student shows a sufficient ability to combine skills and performs them with control.</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>Social and civic competence: The student shows sufficient ability to co-operate and to take responsibility for themselves, others and equipment.</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>Playing competence: The student demonstrates a satisfactory understanding of the concept of the games.</td>
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<td></td>
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<td></td>
<td>Competitive Competence: The student shows a satisfactory performance, participation and behaviour in some individual and team sports.</td>
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<td></td>
<td></td>
<td></td>
<td>Health and fitness competence: The student has a satisfactory understanding of how the different components of fitness affect performance and a healthy lifestyle.</td>
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<td></td>
<td></td>
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<td>Culture awareness and expression: The student shows and expresses a satisfactory awareness and creativity when exposed to different cultural activities.</td>
</tr>
<tr>
<td>3-4,9</td>
<td>failed (weak)</td>
<td>F</td>
<td>Motor skills: The student shows little ability to combine skills and performs them with control.</td>
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<td></td>
<td></td>
<td>Social and civic competence: The student shows little ability to co-operate and to take responsibility for themselves, others and equipment.</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>Playing competence: The student has little understanding of the concept of the games.</td>
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<tr>
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<td></td>
<td>Competitive Competence: The student shows little performance, participation and behaviour in few individual and team sports.</td>
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<tr>
<td></td>
<td></td>
<td></td>
<td>Health and fitness competence: The student has little understanding of how the different components of fitness affect performance and a healthy lifestyle.</td>
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<td></td>
<td></td>
<td></td>
<td>Culture awareness and expression: The student shows and expresses little awareness and creativity when exposed to different cultural activities.</td>
</tr>
<tr>
<td>0-2,9</td>
<td>failed (very weak)</td>
<td>FX</td>
<td>Motor skills: The student fails to show ability to combine skills and performs them with control.</td>
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<tr>
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<td>Social and civic competence: The student fails to show ability to co-operate and to take responsibility for themselves, others and equipment.</td>
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<tr>
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<td>Playing competence: The student has no understanding of the concept of the games, including basic tactical skills.</td>
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<tr>
<td></td>
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<td></td>
<td>Competitive Competence: The student fails to show performance, participation and behaviour in individual and team sports.</td>
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<td>Health and fitness competence: The student has no understanding of how the different components of fitness affect performance and a healthy lifestyle.</td>
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<td></td>
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<td>Culture awareness and expression: The student fails to show and express awareness and creativity when exposed to different cultural activities.</td>
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## Cycle 3 (S6-S7)

<table>
<thead>
<tr>
<th>Mark</th>
<th>Denominator</th>
<th>Grade</th>
<th>Competences</th>
</tr>
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</table>
| 9-10 | excellent   | A     | **Complex motor skills**: The student shows an excellent ability to combine and select advanced skills, performs them with consistent precision, control and fluency.  
**Social and civic competence**: The student shows an excellent ability to be autonomous, deal with and solve problems constructively.  
**Playing competence**: The student demonstrates an excellent understanding of the complex concept of the games, including tactical skills.  
**Competitive Competence**: The student shows an excellent performance, participation and behaviour in most individual and team sports.  
**Health and fitness competence**: The student applies excellently the knowledge of health and fitness, to plan and evaluate their own lifestyle.  
**Culture awareness and expression**: The student shows an excellent awareness of different cultural activities to foster their own creative expression. |
| 8-8,9 | very good   | B     | **Complex motor skills**: The student shows a very good ability to combine and select advanced skills, performs them with consistent precision, control and fluency.  
**Social and civic competence**: The student shows a very good ability to be autonomous, deal with and solve problems constructively.  
**Playing competence**: The student demonstrates a very good understanding of the complex concept of the games, including tactical skills.  
**Competitive Competence**: The student shows a very good performance, participation and behaviour in many individual and team sports.  
**Health and fitness competence**: The student applies very well the knowledge of health and fitness, to plan and evaluate their own lifestyle.  
**Culture awareness and expression**: The student shows a very good awareness of different cultural activities to foster their own creative expression. |
| 7-7,9 | good        | C     | **Complex motor skills**: The student shows a good ability to combine and select advanced skills, performs them with precision, control and fluency.  
**Social and civic competence**: The student shows a good ability to be autonomous, deal with and solve problems constructively.  
**Playing competence**: The student demonstrates a good understanding of the complex concept of the games, including tactical skills.  
**Competitive Competence**: The student shows a good performance, participation and behaviour in many individual and team sports.  
**Health and fitness competence**: The student applies well the knowledge of health and fitness, to plan and evaluate their own lifestyle.  
**Culture awareness and expression**: The student shows a good awareness of different cultural activities to foster their own creative expression. |
| 6-6,9 | satisfactory | D    | **Complex motor skills**: The student shows a satisfactory ability to combine advanced skills and performs them with control and fluency.  
**Social and civic competence**: The student shows a satisfactory ability to be autonomous, deal with and solve problems constructively.  
**Playing competence**: The student demonstrates a satisfactory understanding of the concept of the games.  
**Competitive Competence**: The student shows a satisfactory performance, participation and behaviour in some individual and team sports.  
**Health and fitness competence**: The student has some knowledge of health and fitness, to plan and evaluate his/her own lifestyle.  
**Culture awareness and expression**: The student shows a satisfactory awareness of different cultural activities to foster their own creative expression. |
| 5-5,9 | sufficient  | E     | **Complex motor skills**: The student shows sufficient ability to combine advanced skills, performs them with control.  
**Social and civic competence**: The student shows sufficient ability to be autonomous, deal with and solve problems constructively.  
**Playing competence**: The student demonstrates sufficient understanding of the concept of the games.  
**Competitive Competence**: The student shows sufficient performance, participation and behaviour in some individual and team sports.  
**Health and fitness competence**: The student has sufficient knowledge of health and fitness, to plan and evaluate his/her own lifestyle.  
**Culture awareness and expression**: The student shows sufficient awareness of different cultural activities to foster their own creative expression. |
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<tr>
<td>3-4.9</td>
<td>failed (weak)</td>
<td><strong>Complex motor skills:</strong> The student shows little ability to combine advanced skills and performs them with control. <strong>Social and civic competence:</strong> The student shows little ability to be autonomous, deal with and solve problems constructively. <strong>Playing competence:</strong> The student demonstrates little understanding of the concept of the games. <strong>Competitive Competence:</strong> The student shows little performance, participation and behaviour in few individual and team sports. <strong>Health and fitness competence:</strong> The student has little knowledge of health and fitness, to plan and evaluate his/her own lifestyle. <strong>Culture awareness and expression:</strong> The student shows little awareness of different cultural activities to foster their own creative expression.</td>
</tr>
<tr>
<td>0-2.9</td>
<td>failed (very weak)</td>
<td><strong>Complex motor skills:</strong> The student fails to show ability to combine advanced skills and performs them with control. <strong>Social and civic competence:</strong> The student fails to show ability to be autonomous, deal with and solve problems constructively. <strong>Playing competence:</strong> The student has no understanding of the concept of the games. <strong>Competitive Competence:</strong> The student fails to show performance, participation and behaviour in individual and team sports. <strong>Health and fitness competence:</strong> The student has no knowledge of health and fitness, to plan and evaluate their own lifestyle. <strong>Culture awareness and expression:</strong> The student fails to show awareness of different cultural activities to foster their own creative expression.</td>
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