

Type of Activity:
 Lead-up Drill
 Fitness X Game

Score: _____/20

Berkey's Assessment of Games

REC: finish scoring the 4 activities and put total score at top.

1. Name of the game: Design A Route
2. Source of the game: Pedometer Power p.63
3. Brief description of the game: Give students a map of the school area. Put in groups with pedometers. Have them select a route and record the number of steps required to walk the route.

Activity Analysis

	Low				High
1. Students can develop physical skills.	1	2	3	4	5
State the skills: Walking/Jogging				X	
Students can practice appropriately	Yes	X	No		

	Low				High
2. Participation level	1	2	3	4	5
Roles of the students: stay together and show on map where they went					X
Potential examples of waiting: Looking for short routes, not staying together					

	Low				High
3. Activity is developmentally appropriate	1	2	3	4	5
Stage/Age for which activity is appropriate: 6 th gr. +				X	
Justification for this population/group: active but able to socialize					

	Low				High
4. Cognitive, personal and social development	1	2	3	4	5
Examples of personal skills (Action/Condition): Standards 1, 2, 3, 5					
Examples of cognitive skills (Action/Condition):					

Modifications for special needs students:
 Assign to group that will stay on surface appropriate to their ability.

Variations on page 64 include guessing the number of steps before beginning. Switching maps and walking other routes. Did they get the same amount of steps? Could become a graphing lesson for math.