

Berkey's Assessment of Games

1. Name of the game: Keep away
2. Source of the game: PEP Grant Group
3. Brief description of the game: While dribbling in a confined area students try to knock each others basketball away

Activity Analysis

	Low				High
1. Students can develop physical skills.	1	2	3	4	<u>5</u>
State the skills: Dribble basketball					
Students can practice appropriately	<u>Yes</u>		No		

	Low				High
2. Participation level	1	2	3	<u>4</u>	5
Roles of the students: All students involved					
Potential examples of waiting: When students out of game they dribble out of bounds					

	Low				High
3. Activity is developmentally appropriate	1	2	3	<u>4</u>	5
Stage/Age for which activity is appropriate: middle school					
Justification for this population/group: practice dribble skills					

	Low				High
4. Cognitive, personal and social development	1	2	3	<u>4</u>	5
Examples of personal skills (Action/Condition): fair play, sportsmanship					
Examples of cognitive skills (Action/Condition): strategies					

Modifications for special needs students: Shorten playing area, have a partner, make modifications as needed for specific students.