

Berkey's Assessment of Games

1. Name of the game: Dribble Relays
2. Source of the game: PEP Grant Group
3. Brief description of the game: team relay where students dribble to a designated area and back

Activity Analysis

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

	Low	-----			High
2. Participation level	1	<u>2</u>	3	4	5
Roles of the students: active participation					
Potential examples of waiting: standing in line until their turn to go					

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

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

Modifications for special needs students: Make playing area smaller, use partners, make modifications as needed.