

Berkey's Assessment of Games

1. Name of the game: Dribble tag

2. Source of the game: PEP Grant Group

3. Brief description of the game: Students dribbling the basketball in a confined area will tag students without a basketball

Activity Analysis

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

	Low	-----			High
2. Participation level	1	2	<u>3</u>	4	5
Roles of the students: active participation					
Potential examples of waiting: provide alternative activity when student is out of game.					

	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: basic basketball skill					

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

Modifications for special needs students: Shorten playing area, Have partners, Make modifications for special needs as appropriate.