

Type of Activity:
 Lead-up **Drill**
 Fitness Game

Score: 14/20

Berkey's Assessment of Games

1. Name of the game: Jump Shot drill
2. Source of the game: PEP Grant Group
3. Brief description of the game: One line shoots short jump shots while the other line rebounds. Vary the angle for the jump shots. Add defensive pressure from the rebounding line

Activity Analysis

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

| | Low | ----- | | | High |
|--|----------|-----------------|----------|----------|----------|
| 2. Participation level | 1 | <u>2</u> | 3 | 4 | 5 |
| Roles of the students: performing jump shots | | | | | |
| Potential examples of waiting: waiting to take their turn, number of basketball hoops available. | | | | | |

| | 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 jump shot skills | | | | | |

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

Modifications for special needs students: make modifications as needed for specific needs, shorten distance of jump shot.

