

Type of Activity:

Lead-up **Drill**  
Fitness **Game**

Score: 14/20

## Berkey's Assessment of Games

1. Name of the game: rebounding drill
2. Source of the game: PEP Grant Group
3. Brief description of the game: partners practice shooting/rebounding. One shoots, one rebounds, then switch.

### Activity Analysis

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

	Low-----				High
<b>2. Participation level</b>	<b>1</b>	<b>2</b>	<b><u>3</u></b>	<b>4</b>	<b>5</b>
Roles of the students: shooter, rebounder					
Potential examples of waiting: if rebounder misses ball, number of basketball hoops					

	Low-----				High
<b>3. Activity is developmentally appropriate</b>	<b>1</b>	<b>2</b>	<b><u>3</u></b>	<b>4</b>	<b>5</b>
Stage/Age for which activity is appropriate: Middle School					
Justification for this population/group: ball possession critical for controlling game, practice rebounding skill					

	Low-----				High
<b>4. Cognitive, personal and social development</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b><u>4</u></b>	<b>5</b>
Examples of personal skills (Action/Condition): Teamwork, sportsmanship					
Examples of cognitive skills (Action/Condition): rebound correctly within the rules, strategy for controlling the ball					

Modifications for special needs students: lower basket

