

Berkey's Assessment of Games

1. Name of the game: Zig-Zag drill
2. Source of the game: PEP Grant Group
3. Brief description of the game: Using defensive shuffle students will shuffle from sideline to sideline the length of the gym.

Activity Analysis

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

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

	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 defensive shuffling					

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

Modifications for special needs students: shoren the distance, allow some to cross feet or jug the distance, make modifications as needed for specific needs.

