

Type of Activity:
 Lead-up Drill
 Fitness x Game

Score: _____/20

Berkey's Assessment of Games

REC: finish scoring the 4 activities and put total score at top.

1. Name of the game: Skeleton Relay
2. Source of the game: invented it
3. Brief description of the game: Using laminated skeletons and laminated cards with muscle names, students run down, find a card and place on the bone the muscle covers. Cards and skeletons have Velcro on them. Run back to line and next person goes. Student can fix errors and put up one new muscle.

Activity Analysis

	Low	-----			High
1. Students can develop physical skills.	1	2	3	4	5
State the skills: running or other locomotor skill			X		
Students can practice appropriately	Yes	X	No		

	Low	-----			High
2. Participation level	1	2	3	4	5
Roles of the students: run quickly, identify				X	
Potential examples of waiting: slower runners, not knowing muscles					

	Low	-----			High
3. Activity is developmentally appropriate	1	2	3	4	5
Stage/Age for which activity is appropriate: 6 – 8					X
Justification for this population/group: enjoy competition, work together					

	Low	-----			High
4. Cognitive, personal and social development	1	2	3	4	5
Examples of personal skills (Action/Condition): run distance across gym					
Examples of cognitive skills (Action/Condition): place a muscle in correct place					

Modifications for special needs students: students with motor problems can start closer. May need assistance in placing muscle card on skeleton.

