

Type of Activity:

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

Score: 16/20

Berkey's Assessment of Games

1. Name of the game: Guard, Passing, and Receiving stations
2. Source of the game: PEP Grant Group
3. Brief description of the game: Passer and receiver choose a pattern to run. Defender tries to break up the pass.

Activity Analysis

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

	Low-----				High
2. Participation level	1	2	3	<u>4</u>	5
Roles of the students: passers, catchers, defenders					
Potential examples of waiting: none if using groups of 3, depends on size of class and equipment 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: practicing defense, passing, and catching					

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

Modifications for special needs students:
Nerf ball