

Berkey's Assessment of Games

1. Name of the game: Homerun Football
2. Source of the game: Physical Educators Big Book of Sport and Lead-Up Games
3. Brief description of the game: Develops passing, catching, and punting skills with a softball format. Defense must get football back to catcher prior to offensive player crossing home plate.

Activity Analysis

	Low				High
1. Students can develop physical skills.	1	2	3	<u>4</u>	5
State the skills: passing, catching, defending, running, punting					
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, punters, ball carriers					
Potential examples of waiting: fielders wait for action, batting players waits for turn					

	Low				High
3. Activity is developmentally appropriate	1	2	3	4	<u>5</u>
Stage/Age for which activity is appropriate: Middle School					
Justification for this population/group: practicing defense, passing, catching, punting, running, offense, defense					

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

Modifications for special needs students: Use larger, smaller, lighter, softer balls. Make modifications as needed for specific needs