

Type of Activity:
 Lead-up Drill
 Fitness **Game**

Score: 19/20

Berkey's Assessment of Games

1. Name of the game: STAR
2. Source of the game: Ready-to-Use PE Activities
3. Brief description of the game: Passing to partner counting completed passes. Get an "S" for 3 consecutive passes. After 2 more passes you get a "T". Continue until STAR is spelled. Must give good passes.

Activity Analysis

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

	Low	-----			High
2. Participation level	1	2	3	4	<u>5</u>
Roles of the students: passers, catchers					
Potential examples of waiting: retrieving errant balls					

	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 passing and catching					

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

Modifications for special needs students:
 Nerf ball, distance shortened, less consecutive throws to earn a letter.