

Type of Activity:

Lead-up **Drill**
Fitness Game

Score: ____19/20

Berkey's Assessment of Games

1. Name of the game: Frisbee catch
2. Source of the game: Ready to Use Secondary PE Activities Program book
3. Brief description of the game: Use throws taught (backhand, overhand, thumb throw) and catches taught (one hand) – throw Frisbee back and forth with partner 10 feet away

Activity Analysis

	Low-----				High
1. Students can develop physical skills.	1	2	3	<u>4</u>	5
State the skills: Throwing motions and 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: Throwing and catching frisbee					
Potential examples of waiting: none					

	Low-----				High
3. Activity is developmentally appropriate	1	2	3	4	<u>5</u>
Stage/Age for which activity is appropriate:					
Justification for this population/group: Fun, outdoor activity					

	Low-----				High
4. Cognitive, personal and social development	1	2	3	4	<u>5</u>
Examples of personal skills (Action/Condition): Cooperation, positive encouragement					
Examples of cognitive skills (Action/Condition): Body awareness					

Modifications for special needs students: Shorten distance, do from a sitting position