

Type of Activity:

Lead-up

Drill

Fitness

Game

Score: 19/20

## Berkey's Assessment of Games

1. Name of the game: GUTS

2. Source of the game: Experience and Ready to Use Secondary PE Activities by Ken Lumsden and Sally Jones

3. Brief description of the game: Catcher and Thrower who earn points for "good" throws and catches. Must keep pivot foot in place, if catcher receives Frisbee successfully they get a point, if not the thrower gets a point. If the throw is not within the set reach of partner then the catcher gets a point. If the catcher moves pivot foot from area the thrower gets a point

### Activity Analysis

Low-----High

**1. Students can develop physical skills.**

**1      2      3      4      5**

State the skills: Throwing and catching a Frisbee

Students can practice appropriately

**Yes**

No

Low-----High

**2. Participation level**

**1      2      3      4      5**

Roles of the students: Catcher and Thrower-everyone participates

Potential examples of waiting: Odd # of students, one will have to take turns

Low-----High

**3. Activity is developmentally appropriate**

**1      2      3      4      5**

Stage/Age for which activity is appropriate: Middle school students

Justification for this population/group: Have better hand-eye coordination to throw and catch the frisbee

Low-----High

**4. Cognitive, personal and social development**

**1      2      3      4      5**

Examples of personal skills (Action/Condition): Working with a partner-cooperation, sportsmanship during the game

Examples of cognitive skills (Action/Condition): knowing the skills to perform the types of throws and catch

Modifications for special needs students: Change distance, may move or do from a chair