

Berkey's Assessment of Games

1. Name of the game: Lead Up Shuffleboard Game A
2. Source of the game: Doug Paran
3. Brief description of the game: Align students in single file lines of four at the mid-court stripe of a basketball court. The first person in each line will have two discs and a cue. Each disc will be marked to indicate what line it belongs to. Each student, in turn, will push their two discs toward the basketball key. Any disc remaining in the key after all the discs have been played earns a point for that line. The next student in line moves to the front and repeats the play. Continue until each student has had three or four turns at playing the discs.

Activity Analysis

	Low-----High
1. Students can develop physical skills.	1 2 3 4 5
State the skills: pushing the disc	
Students can practice appropriately	Yes No

	Low-----High
2. Participation level	1 2 3 4 5
Roles of the students: alternate taking turns pushing the discs.	
Potential examples of waiting: each student must wait to get to the head of the line in order to play the discs.	

	Low-----High
3. Activity is developmentally appropriate	1 2 3 4 5
Stage/Age for which activity is appropriate: Grades 6-7	
Justification for this population/group: Basic skill necessary for playing shuffleboard	

	Low-----High
4. Cognitive, personal and social development	1 2 3 4 5
Examples of personal skills (Action/Condition): pushing discs, sitting still	
Examples of cognitive skills (Action/Condition): proper technique	

Modifications for special needs students: Larger/Smaller equipment

