

Berkey's Assessment of Games

1. Name of the game: Shuffleboard lead up game B
2. Source of the game: Doug Paran
3. Brief description of the game: Place students in teams of six, have them split into two groups of three and align single file facing one another from opposite sides of a volleyball court. The first person in each line has a shuffleboard cue. On one side they also have two discs. Running parallel to and six feet inside the sideline is a line of tape. In succession, the first person in each line pushes their two discs toward their teammates on the opposite side of the court, being awarded a point for each disc coming to rest between the tape line and far sideline. When all the discs have been played, the first player on the opposite side in each line will play them back. Continue until each player has had three or four opportunities to play the disks.

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: Different equipment and different targets