

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

Score: 17/20

## Berkey's Assessment of Games

1. Name of the game: Battle Tee
2. Source of the game: Pobuda
3. Brief description of the game: Divide students into two equal teams. They will play a game against each other by hitting off a batting tee. The rules and strategy are the same a normal game.

### Activity Analysis

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

|   | Low      |          |                 |          | High     |
|---|----------|----------|-----------------|----------|----------|
| <b>2. Participation level</b>   | <b>1</b> | <b>2</b> | <b><u>3</u></b> | <b>4</b> | <b>5</b> |
| Roles of the students: either fielder, thrower, hitter                      |          |          |                 |          |          |
| Potential examples of waiting: as thrower and fielder perform his/her tasks |          |          |                 |          |          |

|   | Low      |          |          |          | High            |
|---|----------|----------|----------|----------|-----------------|
| <b>3. Activity is developmentally appropriate</b>                                     | <b>1</b> | <b>2</b> | <b>3</b> | <b>4</b> | <b><u>5</u></b> |
| Stage/Age for which activity is appropriate: 6-8 <sup>th</sup>                        |          |          |          |          |                 |
| Justification for this population/group: developmentally appropriate for sport skills |          |          |          |          |                 |

|   | Low      |          |          |          | High            |
|---|----------|----------|----------|----------|-----------------|
| <b>4. Cognitive, personal and social development</b>  | <b>1</b> | <b>2</b> | <b>3</b> | <b>4</b> | <b><u>5</u></b> |
| Examples of personal skills (Action/Condition): cooperation, responsibility                     |          |          |          |          |                 |
| Examples of cognitive skills (Action/Condition): techniques/forms of skills used, rules of game |          |          |          |          |                 |

Modifications for special need students: Shorten distance, larger ball

