

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

Score: 19/20

## Berkey's Assessment of Games

1. Name of the game: Hula Pitching
2. Source of the game:
3. Brief description of the game: Students will partner up. They will set a hula-hoop against the fence and work on pitching underhand from varying distances trying to hit inside of the hula-hoop. One student will pitch and the other will retrieve the ball and throw it back. Give each student 10 throws and have them rotate. After they get some consistency doing this, the partners can act as pitchers and catchers. The pitcher throws to the catcher who is holding up their glove for the pitcher to aim at.

### Activity Analysis

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

	Low				High
<b>2. Participation level</b>	1	2	3	<u>4</u>	5
Roles of the students: either retriever, pitcher, or catcher					
Potential examples of waiting: as pitcher or retriever perform his/her tasks					

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

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

Modifications for special needs students: Shorten distance, larger ball, bigger target

