

Type of Activity:

**Lead-up**      Drill  
Fitness        Game

Score: 18 /20

## Berkey's Assessment of Games

1. Name of the game: Knock-Pin Softball
2. Source of the game: Ready to Use PE Activities 5-6 by J. & M. Landy
3. Brief description of the game: Set up 4 bowling pins on the corners of each base. Divide class into 2 teams; outfielders and batters. Pitcher pitches ball to batter. Batter attempts to hit ball, run around all the bases in order, and touch home plate before the fielders can retrieve the ball and pass it to players at all 3 bases, in order. Base players knock down bowling pin at his/her base before throwing the ball to the next base. Score one run for each player that makes it home before all 4 pins are knocked down. Batters are out if a fly ball is caught, all pins are knocked down before you reach home, or you knock over a pin. Every batter gets a turn, then teams switch places.

### 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: pitching, batting, fielding, throwing					
Students can practice appropriately	<b>Yes</b>		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: pitcher, fielder, batter					
Potential examples of waiting: waiting turn to bat, field, catch ball a bases					

	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					

	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): compassion, responsibility, respect for others					

Examples of cognitive skills (Action/Condition): rules of game, techniques of skills

Modifications for special needs students: may not be called out if knocks over pin, allow extra time to round bases