

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

Score: 18/20

## Berkey's Assessment of Games

1. Name of the game: Relay Toss

2. Source of the game: Softball Coach LE

3. Brief description of the game: Divide your students into 3 to 5 lines depending on how of them you have, around 8ft. apart.

X X X X X X

X X X X X X

Give the first student in each line a softball and have a relay race with the softball of three or more rounds. When the ball gets to the end of the line, and back to the student at the beginning, it is considered one lap. Make sure each student is turning on the glove hand as they turn to throw. If a student in the line misses the ball, that student must retrieve the ball and throw to the next student in-line. The team that completes the amount of laps set, is the winner.

### Activity Analysis

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

	Low				High
<b>2. Participation level</b>	1	2	<u>3</u>	4	5
Roles of the students: throw, catch					
Potential examples of waiting: as thrower and catcher 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: 6-8 <sup>th</sup>					
Justification for this population/group: developmentally appropriate for sport skills					

Low-----High

**4. Cognitive, personal and social development    1    2    3    4    5**

Examples of personal skills (Action/Condition): cooperation, responsibility

Examples of cognitive skills (Action/Condition): techniques/forms of skills used, rules of game, what to do if ball is missed

Modifications for special need students: Shorten distance, larger ball