

Type of Activity:

Lead-up Drill
Fitness Game

Score: 18 /20

Berkey's Assessment of Games

1. Name of the game: Whack-O
2. Source of the game: Ready to Use PE Activities 5-6 by J. & M. Landy
3. Brief description of the game: Divide class into 4 teams; outfielders and batters. Pitcher pitches ball to batter. Batter attempts to hit ball and run to the Safety Zone and if possible, run back home again before a fielder retrieves the ball and tags you. If the batter is tagged, he/she is out, but if he/she reaches home before being tagged, his/her team scores one run. If it is not safe to return home, batter may stay in Safety Zone. Batter is also out if a fly ball is hit and caught, miss the ball twice or if you throw the bat. Runners may not steal home, but as soon as there are 3 runners in the safety zone, the first runner must attempt to run home when the ball is hit. The other runners may try to run home as well. Change roles after all batters have had a turn to bat.

Activity Analysis

	Low	-----			High
1. Students can develop physical skills.	1	2	3	4	5
State the skills: pitching, batting, fielding, throwing					
Students can practice appropriately	Yes		No		

	Low	-----			High
2. Participation level	1	2	3	4	5
Roles of the students: pitcher, fielder, batter					
Potential examples of waiting: waiting turn to bat, to field					

	Low	-----			High
3. Activity is developmentally appropriate	1	2	3	4	5
Stage/Age for which activity is appropriate: 5 th					
Justification for this population/group: Developmentally appropriate					

	Low	-----			High
4. Cognitive, personal and social development	1	2	3	4	5
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: run to a closer safety zone