

Type of Activity:  
 Lead-up      Drill  
 Fitness      Game

Score: \_\_\_\_18\_/20

## Berkey's Assessment of Games

1. Name of the game: Keep it up-Passing
2. Source of the game:
3. Brief description of the game: 2-6 people pass the ball trying not to let it hit floor, count the # of passes, once ball drops start over

### Activity Analysis

	Low	-----			High
<b>1. Students can develop physical skills.</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b><u>4</u></b>	<b>5</b>
State the skills: Speed and agility-move to ball, forearm pass technique					
Students can practice appropriately	<b>Yes</b>		No		

	Low	-----			High
<b>2. Participation level</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b><u>4</u></b>	<b>5</b>
Roles of the students: Pass ball to each other					
Potential examples of waiting: When ball does not come to student					

	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: upper elementary to middle school					
Justification for this population/group: Passing requires movement to ball					

	Low	-----			High
<b>4. Cognitive, personal and social development</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b><u>4</u></b>	<b>5</b>
Examples of personal skills (Action/Condition): teamwork, cooperation, communication (call for ball)					
Examples of cognitive skills (Action/Condition): Forearm pass critical points					

Modifications for special needs students:

