

Type of Activity:

Lead-up **Drill**
Fitness **Game**

Score: _____/20

Berkey's Assessment of Games

1. Name of the game: Spike Drill
2. Source of the game:
3. Brief description of the game:
 1. students practice approach at 10 foot (spike line) without a ball (3x's)
 2. Wall spikes-hold ball in nonstriking hand, toss ball and slap ball hitting it downward to the floor so that it bounces back off wall
 3. Next perform same motion but jump off feet when striking

Activity Analysis

	Low-----	High			
1. Students can develop physical skills.	1	2	3	4	<u>5</u>
State the skills: Spike, toss, jumping					
Students can practice appropriately	<u>Yes</u>		No		

	Low-----	High			
2. Participation level	1	2	3	4	<u>5</u>
Roles of the students: Each may have a ball and practice at the wall or without a ball practice approach from 10 foot line					
Potential examples of waiting: not enough balls or wall space					

	Low-----	High			
3. Activity is developmentally appropriate	1	2	3	<u>4</u>	5
Stage/Age for which activity is appropriate: Middle to high school					
Justification for this population/group: requires good hand-eye coordination and is a combination of skills					

	Low-----	High			
4. Cognitive, personal and social development	1	2	3	<u>4</u>	5
Examples of personal skills (Action/Condition): Proper etiquette and cooperation to other students practicing					

Examples of cognitive skills (Action/Condition): critical points

Modifications for special needs students: