

Type of Activity:
 Lead-up Drill
Fitness Game

Score: 17/20

Berkey's Assessment of Games

1. Name of the game: Pacer
2. Source of the game: Fitness Gram
3. Brief description of the game: An endurance run that is paced by a beep that the runner leaves on and must beat to the other side of a 66ft distance before the next beep.

Activity Analysis

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

	Low	-----			High
2. Participation level	1	2	<u>3</u>	4	5
Roles of the students: Five students at a time if recording data. Can have half the class observe a partner during run.					
Potential examples of waiting: Waiting for turn or resting after run.					

	Low	-----			High
3. Activity is developmentally appropriate	1	2	3	4	<u>5</u>
Stage/Age for which activity is appropriate: 3-12					
Justification for this population/group: Used to test endurance and long distance runs.					

	Low	-----			High
4. Cognitive, personal and social development	1	2	3	<u>4</u>	5
Examples of personal skills (Action/Condition): The student will show respect for activity by following rules and procedures for pacer test 2/3 times.					
Examples of cognitive skills (Action/Condition): The student will show understanding by correctly observing a peer and collecting data.					

Modifications for special needs students: Hand Bike Modifications, Shorter Distance, 10 min TT, etc...

