

Type of Activity:
 Lead-up* Drill
 Fitness Game

Score: 20 /20

Berkey's Assessment of Games

1. Name of the game: Long Range Archers
2. Source of the game: none
3. Brief description of the game:

Students line up on the goal line of the football field, facing the opposite end zone as teams or individuals. All students fire their marked arrows downfield at a high trajectory, attempting to hit a predetermined yard line. Points can be awarded for a direct hit or closest to the line, along with points for landing within 5 or even 10 yards of the given directive. Students can tally their scores as they walk to retrieve their arrows, continuing to the opposite end zone to fire again toward the original shooting line. The game can continue back and forth in this fashion until one student reaches a desired point total.

Activity Analysis

	Low	-----			High
1. Students can develop physical skills.	1	2	3	4	<u>5</u>
State the skills: T-form (shot)					
Students can practice appropriately	Yes				No

	Low	-----			High
2. Participation level	1	2	3	4	<u>5</u>
Roles of the students: All students participate the entire time.					
Potential examples of waiting: Retrieving arrows downfield.					

	Low	-----			High
3. Activity is developmentally appropriate	1	2	3	4	<u>5</u>
Stage/Age for which activity is appropriate:	Beginner to Advanced				
Justification for this population/group:	Points can be adjusted according to accuracy.				

	Low	-----			High
4. Cognitive, personal and social development	1	2	3	4	<u>5</u>
Examples of personal skills (Action/Condition):	Cooperation, sharing, team scoring.				
Examples of cognitive skills (Action/Condition):	Scoring, adjusting trajectory				

Modifications for special needs students: Make the target line closer, Make the target area larger.