

Type of Activity:
 Lead-up Drill
 Fitness Game *

Score: 18/20

Berkey's Assessment of Games

1. Name of the game: **Parachute Archery**

2. Source of the game: NONE

3. Brief description of the game:

Parachute archery is a game I play where an old parachute is spread across the ground at the opposite end of the football field, and students shoot as teams from the other end, trying to hit the parachute target and get points for certain colors. Sometimes we will also lay down regular targets on the parachute as bonus points for hitting them. Each team shoots four marked arrows. When everyone has shot, all students walk down the field to determine their point totals and retrieve their arrows. You can play as many rounds as you like, or play until one team has attained a designated point total to win.

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 | <u>Yes</u> No |

| | Low-----High |
|--|---------------------------|
| 2. Participation level | 1 2 3 4 <u>5</u> |
| Roles of the students: All students shoot every time | |
| Potential examples of waiting: Retrieving arrows and totaling points | |

| | 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: Target size and distance can vary | |

| | Low-----High |
|--|------------------------|
| 4. Cognitive, personal and social development | 1 2 <u>3</u> 4 5 |
| Examples of personal skills (Action/Condition): Sharing, Cooperation | |
| Examples of cognitive skills (Action/Condition): Scoring, Judging Trajectory | |

Modifications for special needs students: Target size and distance can be varied.