

Game \*            Drill

Leadup            Fitness

Score: 14 /20

## Berkey's Assessment of Games

1. Name of the game: Hot Seat Archery
2. Source of the game: none
3. Brief description of the game: Each student is allotted 2 minutes to hit as many targets as they can. The targets are set up staggered at different distances, and are worth more points per/hit the farther away they are. At the end of the time, the student totals up their points and the next person goes.

### Activity Analysis

Low-----High

**1. Students can develop physical skills.**

**5**

State the skills: T-form shot

Students can practice appropriately

Yes

No

Low-----High

**2. Participation level**

**1**

Roles of the students: One goes at a time

Potential examples of waiting: waiting your turn

Low-----High

**3. Activity is developmentally appropriate**

**5**

Stage/Age for which activity is appropriate: 8<sup>th</sup> grade – 12<sup>th</sup> grade

Justification for this group: Distances can be increased for the more experienced archers.

Low-----High

**4. Cognitive, personal and social development**

**3**

Examples of personal skills (Action/Condition): Sharing, Cooperation, Support,

Examples of cognitive skills (Action/Condition): Strategy, T-form, Scoring

Modifications for special needs students:    Assign higher point values to the targets  
Move targets closer to the shooting line  
Tension of Bow