

Type of Activity:  
 Lead-up **Drill**  
 Fitness Game

Score: \_\_\_\_17\_\_/20

## Berkey's Assessment of Games

1. Name of the game: Baseline Smash
2. Source of the game: Badminton Rules and Strategies
3. Brief description of the game: Students will hit a lob shot to a partner. The partner will run from the baseline and perform an overhead smash trying to hit the shuttlecock into a target.

### Activity Analysis

	Low	-----			High
<b>1. Students can develop physical skills.</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
State the skills: overhead smash					
Students can practice appropriately	<b>Yes</b>				No

	Low	-----			High
<b>2. Participation level</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
Roles of the students: hitting lob shot to a partner and performing an overhead smash					
Potential examples of waiting: Waiting for the use of a court/net					

	Low	-----			High
<b>3. Activity is developmentally appropriate</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
Stage/Age for which activity is appropriate: 8 <sup>th</sup> and 9 <sup>th</sup> grade					
Justification for this population/group:					

	Low	-----			High
<b>4. Cognitive, personal and social development</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
Examples of personal skills (Action/Condition): Cooperation, teamwork					
Examples of cognitive skills (Action/Condition): Understanding techniques, following rules					

Modifications for special needs students: stand at net to perform smash, remove target or make target larger, remove the net, larger target (Whiffle Ball, etc.)

