

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

Score: ___16___/20

Berkey's Assessment of Games

1. Name of the game: Reaction Time
2. Source of the game: Badminton Rules and Strategies
3. Brief description of the game: Students work on hitting the shuttlecock while improving their reaction time from getting up off of the floor and successfully returning the shuttlecock.

Activity Analysis

	Low	-----			High
1. Students can develop physical skills.	1	2	3	4	5
State the skills: forehand, backhand, overhead smash					
Students can practice appropriately		Yes		No	

	Low	-----			High
2. Participation level	1	2	3	4	5
Roles of the students: hitting the shuttlecock to a partner and returning it to a partner					
Potential examples of waiting: lying on ground waiting to hit shuttlecock, students waiting to use net for participation					

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

	Low	-----			High
4. Cognitive, personal and social development	1	2	3	4	5
Examples of personal skills (Action/Condition): Cooperation, teamwork					
Examples of cognitive skills (Action/Condition): Following rules of game					

Modifications for special needs students: Instead of lying on ground, they can sit in a chair or stand backwards