

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

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

## Berkey's Assessment of Games

1. Name of the game: Serving Challenge
2. Source of the game: Badminton Rules and Strategies
3. Brief description of the game: Students work in teams of 3-4 with 20 shuttlecocks per team. Students will have a set amount of time to use proper form to serve and try and hit various targets for points.

### 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: serve					
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: teams serving to targets, students gathering served shuttlecocks					
Potential examples of waiting: waiting to serve					

	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, honesty, sportsmanship					
Examples of cognitive skills (Action/Condition): knowledge of scoring and techniques of serving and game					

Modifications for special needs students: increased time limit, larger targets, larger shuttlecocks or use of balls, higher scoring for targets

