

Type of Activity:  
 Lead-up      Drill  
 Fitness      Game

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

## Berkey's Assessment of Games

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|--|--------------------|
| 1. Name of the game: 3 Frame Challenge   | Total Score: 16/20 |
| 2. Source of the game: Instructor  |                    |
| 3. Brief description of the game: Students will play three frames with the last being the 10 <sup>th</sup> frame. They will play with all normal game rules and scoring. |                    |

### Activity Analysis

	Low				High
<b>1. Students can develop physical skills.</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b><u>4</u></b>	<b>5</b>
State the skills: Four step approach, release and follow through along with scoring.					
Students can practice appropriately	<b><u>Yes</u></b>		No		

	Low				High
<b>2. Participation level</b>	<b>1</b>	<b>2</b>	<b><u>3</u></b>	<b>4</b>	<b>5</b>
Roles of the students: On each lane there will be one students setting up the pins. The rest of the students will take turns bowling. Those students waiting to play will keep score for all players on that lane.					
Potential examples of waiting: Those students that are waiting will keep score for all players.					

	Low				High
<b>3. Activity is developmentally appropriate</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b><u>5</u></b>
Stage/Age for which activity is appropriate: 9-12 grades.					
Justification for this population/group: Lifetime fitness activity.					

	Low				High
<b>4. Cognitive, personal and social development</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b><u>4</u></b>	<b>5</b>
Examples of personal skills (Action/Condition): Cooperation, patience, encouragement.					
Examples of cognitive skills (Action/Condition): Proper technique, scoring.					

Modifications for special needs students:

