

Type of Activity:  
 Lead-up      Drill  
 Fitness      Game

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

## Berkey's Assessment of Games

- |   |                    |
|---|--------------------|
| 1. Name of the game: Partner Approach   | Total Score: 15/20 |
| 2. Source of the game: Instructor   |                    |
| 3. Brief description of the game: Partners will perform/practice the four step approach. They will bowl the ball back and forth to each other practicing proper four step approach technique. |                    |

### Activity Analysis

	Low	-----			High
<b>1. Students can develop physical skills.</b>	<b>1</b>	<b>2</b>	<b><u>3</u></b>	<b>4</b>	<b>5</b>
State the skills: Four step approach					
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><u>4</u></b>	<b>5</b>
Roles of the students: Perform four step approach with correct TA form.					
Potential examples of waiting: Receiving partner will wait for ball.					

	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><u>3</u></b>	<b>4</b>	<b>5</b>
Examples of personal skills (Action/Condition): Cooperation, behavior.					
Examples of cognitive skills (Action/Condition): Proper technique.					

Modifications for special needs students: Less steps, shorter distance.

