

Type of Activity:  
 Lead-up      Drill  
 Fitness      Game

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

## Berkey's Assessment of Games

1. Name of the game: Tag Team Bowling Total score: 19/20
2. Source of the game: Instructor
3. Brief description of the game: Students will play a normal game with a partner. One partner will roll the first ball, second partner will roll the second ball. Team members will rotate in this fashion for an entire game.

### 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><u>5</u></b> |
| State the skills: Four Step Approach, Arm Swing, Follow Through |                   |          |          |          |                 |
| Students can practice appropriately                             | <b><u>Yes</u></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: Each lane will be a different team, they will work together to get the best possible score. |          |          |          |                 |          |
| Potential examples of waiting: Students waiting for their turn will keep score.                                    |          |          |          |                 |          |

|  | 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: 8-12 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>4</b> | <b><u>5</u></b> |
| Examples of personal skills (Action/Condition): Teamwork, encouragement. |          |          |          |          |                 |
| Examples of cognitive skills (Action/Condition): Scoring.                |          |          |          |          |                 |

Modifications for special needs students: Shorter lanes, lighter ball.

