

Type of Activity:  
 Lead-up      Drill  
 Fitness      Game

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

## Berkey's Assessment of Games

1. Name of the game: "Hit the Strike Pocket"      Total Score: 15/20.
2. Source of the game: Instructor
3. Brief description of the game: Student will use four step approach to attempt to "hit the strike pocket". The 1, 2 and 3 pin are set up, student will attempt to hit the pocket between the 1 and 2 or the 1 and 3 pins.

### Activity Analysis

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

	Low	-----			High
<b>2. Participation level</b>	1	2	<u>3</u>	4	5
Roles of the students: Dependant upon lane to student ratio.					
Potential examples of waiting: Dependant upon lane to student ratio.					

	Low	-----			High
<b>3. Activity is developmentally appropriate</b>	1	2	3	4	<u>5</u>
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>	1	2	<u>3</u>	4	5
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.

