

Type of Activity:  
 Lead-up      Drill  
 Fitness      Game

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

## Berkey's Assessment of Games

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|--|--------------------|
| 1. Name of the game: "Pick up the Spare"   | Total Score: 15/20 |
| 2. Source of the game: Bowler's Proprietors' Association of America  |                    |
| 3. Brief description of the game: Students will use the four step approach to attempt to pick up different spares. They will attempt to pick up the following spares: 4,7,8 ; 6,9,10 ; 5,7,8 ; 5,9,10. Students may also choose combinations of pins on their own. |                    |

### 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.					
Students can practice appropriately	<b>Yes</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: 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>	<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, support.					
Examples of cognitive skills (Action/Condition): Proper technique.					

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

