

Berkey's Assessment of Games

Score: 16/20

1. Name of the game: Frisbee Golf

2. Source of the game: Textbook (Pangrazi and Darst)

3. Brief description of the game: Students throw frisbee to designated targets while counting the number of throws. Regular golf rules apply.

Activity Analysis

	Low				High
1. Students can develop physical skills.	1	2	3	4	5

State the skills: Backhand Throw, Thumber Throw

Students can practice appropriately Yes No

	Low				High
2. Participation level	1	2	3	4	5

Roles of the students: This is a continuous game in which students jog between throws and each target.

Potential examples of waiting: Students may wait while other students throw; however, they can throw at the same time.

	Low				High
3. Activity is developmentally appropriate	1	2	3	4	5

Stage/Age for which activity is appropriate: 8th grade to adult

Justification for this population/group: Cardiovascular Conditioning, Throwing Accuracy

	Low				High
4. Cognitive, personal and social development	1	2	3	4	5

Examples of personal skills (Action/Condition): Responsibility, Honesty, Cooperation (Etiquette)

Examples of cognitive skills (Action/Condition): Rules, Strategies

Modifications for special needs students: Modify distance to target & as needed.

