

Berkey's Assessment of Games

Score: 15/20

1. Name of the game: Power Frisbee/"Guts" Frisbee

2. Source of the game: Textbook

3. Brief description of the game: Two teams lined up facing each other, the goal is accurate throws and accurate catches. Points are scored for mistakes by the throwing and catching team.

Activity Analysis

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

State the skills: One Handed Catch and Backhand Throw

Students can practice appropriately Yes No

| | Low | | | | High |
|-------------------------------|-----|---|---|---|------|
| 2. Participation level | 1 | 2 | 3 | 4 | 5 |

Roles of the students: Being prepared to catch the frisbee, scoring

Potential examples of waiting: Waiting to tip/catch the frisbee

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

Stage/Age for which activity is appropriate: Middle School-High School

Justification for this population/group: Skill Acquisition/Improvement

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

Examples of personal skills (Action/Condition): Self-Confidence, Teamwork, Leadership

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

Modifications for special needs students: Indoor/Softer Frisbee, Smaller Distance Between Lines & as needed.

