Type of Activity:		Score:__15/20__

Type of Activity:
Lead-up   Drill
Fitness   Game *

**Berkey's
Assessment of Games**

Score:__15/20__

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1. Name of the game: Closest to the Pin
2. Source of the game: None
3. <u>Brief description of the game</u>: "Closest to the Pin" is a competition amongst the whole class, where each student must hit an iron shot, attempting to land his/her ball as close to the pin as possible from a specified distance. I like to award a free bottle of water to the winning students. Have students hit one-by-one from a specified distance, monitoring each ball's final point of rest. After each student has gone, retrieve all golf balls and go again. I'll usually do this right at the end of class.

Activity Analysis

Low-----------------------------High

1. Students can develop physical skills.	1	2	3	**4**	5

State the skills: Short-iron shot accuracy

Students can practice appropriately   **Yes**   No

Low-----------------------------High

2. Participation level	1	**2**	3	4	5

Roles of the students: Golfers

Potential examples of waiting: Waiting your turn

Low-----------------------------High

3. Activity is developmentally appropriate	1	2	3	4	**5**

Stage/Age for which activity is appropriate: 8th-12th

Justification for this population/group: Accuracy improves with experience

Low-----------------------------High

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

Examples of personal skills (Action/Condition): Taking turns, encouragement

Examples of cognitive skills (Action/Condition): Club selection, 4 critical points

Modifications for special needs students: Shorter distances, & as required!