

Type of Activity:
 Lead-up * Drill
 Fitness Game

Score: 20/20

Berkey's Assessment of Games

1. Name of the game: **Hazard Run**
2. Source of the game: None
3. Brief description of the game: Hazard run is a golf lead-up game, used to help students learn about water, sand and out-of-bounds hazards, and how to correctly play and score them. Each group of 4 students plays a different mock-golf hole using whiffle balls, where designated areas are set up to represent water, sand and out-of-bounds hazards. If their ball lands in a water hazard, they must properly drop the ball, add a shot to their score and continue. If their ball lands in a sand hazard, they must subtract half the distance from their next shot and continue. If they hit out-of-bounds, they must assess the proper penalty strokes to their score, drop their ball properly and continue. Scores are totaled at the end of each hole, and groups move from each hole to the next.

Activity Analysis

	Low-----High
1. Students can develop physical skills.	1 2 3 4 5
State the skills: Driving, Fairway shots, Approaches and Putting	
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 one's turn	

	Low-----High
3. Activity is developmentally appropriate	1 2 3 4 5
Stage/Age for which activity is appropriate: 8-12 th Grade	
Justification for this population/group: All players work on accuracy	

	Low-----High
4. Cognitive, personal and social development	1 2 3 4 5
Examples of personal skills (Action/Condition): Taking turns, cooperating, sharing	
Examples of cognitive skills (Action/Condition): Scoring, club selection	

Modifications for special needs students: Smaller hazards

