

Type of Activity:

Lead-up Drill *
Fitness Game

Score: __16/20__

Berkey's Assessment of Games

1. Name of the game: Linear Putting
2. Source of the game: Golf Steps to Success
3. Brief description of the game: Linear Putting is a drill to help students putt straighter over increasingly long distances. Using any carpeted floor, tape two 20 ft. pieces of thin rope parallel to one another on the ground approximately 6 inches apart. Mark the distances from the end at 2-foot increments all the way to the end of the ropes. Students begin by placing their golf ball between the ropes at the 2-foot mark. They must line up their putt, and properly putt the ball out the end of the ropes without touching them. If they succeed, they move back to the 4 foot mark and putt again. If their ball touches either one of the ropes before it reaches the end, they must putt again from that distance before moving on. Their object is to putt successfully until they can putt their ball out from the 20 foot line without touching either rope. This could be played as a competition similar to "around the world" in basketball, where the first player to successfully putt from all lines and back wins.

Activity Analysis

	Low-----				-----High
1. Students can develop physical skills.	1	2	3	4	5
State the skills: Putting					
Students can practice appropriately	Yes		No		

	Low-----				-----High
2. Participation level	1	2	3	4	5
Roles of the students: Putters and retrievers					
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: 8-12th					
Justification for this population/group: Competition levels increases with experience					

	Low-----				-----High
4. Cognitive, personal and social development	1	2	3	4	5
Examples of personal skills (Action/Condition): Taking turns, sharing equipment					
Examples of cognitive skills (Action/Condition): Putting form (4-critical points)					

Modifications for special needs students: Wider putting lanes