

Type of Activity:
 Lead-up Drill
 Fitness Game *

Score: __20/20__

Berkey's Assessment of Games

1. Name of the game: Shuffle Putt
2. Source of the game: None
3. Brief description of the game: Shuffle Putt is a derivative of shuffle board, using putters and golf balls. A shuffle board area must be set up (ideally on a practice putting green or a carpeted floor) using tape to separate the different scoring areas and the out-of-bounds lines. Players are each given four golf balls, and take turns putting each ball in an attempt to land them in the highest scoring areas. At the end of each round, scores are tallied and play continues until one player reaches 21 points.

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	
Potential examples of waiting: Taking turns	

	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: Players can always improve accuracy	

	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): 4-critical points & stroke length	

Modifications for special needs students: Larger scoring area / putt from shorter distances

