

Type of Activity:

Lead-up      Drill  
Fitness      Game \*

Score: 20/20

## Berkey's Assessment of Games

1. Name of the game: **Sharp Shooter**
2. Source of the game: None
3. Brief description of the game: Sharp Shooter is a golf game using short irons to work on students' distance and accuracy in a competitive way. Each group of four players compete against each other. The object is to take turns trying to land their short-iron shots as close to a specified yard-line as possible. Each ball a player hits earns him a certain number of points, depending on how close it lands to the desired yard line. For example, a ball within 5 yards either way = 5 points, within 10 yards = 10 points, ect. The team with the lowest number of points wins! Players take turns hitting 4 balls apiece, and then they total their points together after each round. Bonus points may be awarded to the player whose ball lands closest to the line. Groups may also compete against other groups' totals.

### Activity Analysis

	Low-----				High
<b>1. Students can develop physical skills.</b>	1	2	3	4	<b>5</b>
State the skills: Chipping, Short-iron shots, Flop shots					
Students can practice appropriately	<b>Yes</b>		No		

	Low-----				High
<b>2. Participation level</b>	1	2	3	4	<b>5</b>
Roles of the students: Shooters					
Potential examples of waiting: Waiting your turn					

	Low-----				High
<b>3. Activity is developmentally appropriate</b>	1	2	3	4	<b>5</b>
Stage/Age for which activity is appropriate: 8-12 <sup>th</sup> grade					
Justification for this population/group: All levels can practice accuracy					

	Low-----				High
<b>4. Cognitive, personal and social development</b>	1	2	3	4	<b>5</b>
Examples of personal skills (Action/Condition): Taking turns, respecting others					
Examples of cognitive skills (Action/Condition): Scoring, club selection, trajectory					

Modifications for special needs students: Expand the scoring areas and modify point scheme.