

Type of Activity:
 Lead-up Drill **
 Fitness Game

Score: _____/20

Berkey's Assessment of Games

1. Name of the game: target toss
2. Source of the game: teacher
3. Brief description of the game: number of times student can hit target in a minute.

Activity Analysis

	Low	-----			High
1. Students can develop physical skills.	1	2	3	* 4	5
State the skills: underhand throw hitting wall target					
Students can practice appropriately	*Yes		No		

	Low	-----			High
2. Participation level	1	2	3	*4	5
Roles of the students: hit target with ball					
Potential examples of waiting: partner for his/her turn					

	Low	-----			High
3. Activity is developmentally appropriate	1	2	3	* 4	5
Stage/Age for which activity is appropriate: K-2					
Justification for this population/group: manipulative					

	Low	-----			High
4. Cognitive, personal and social development	1	2	3	*4	5
Examples of personal skills (Action/Condition): best effort, share					
Examples of cognitive skills (Action/Condition): understand steps to underhand throw.					

Modifications for special needs students:

