

Type of Activity:

Lead-up      Drill  
Fitness      Game

Score: \_\_\_\_\_/20

## Berkey's Assessment of Games

1. Name of the game: Dribble Frenzy

2. Source of the game: P. E. Central (Gerry Cernicky at Allegheny/Hyde Park Elementary in Leechburg, Pa. 8/162000

3. Brief description of the game: While music is playing, the students move safely to a hoop & dribble the ball of their choice around the inside of the playing area until music is turned off. They replace the ball in the original hoop. When the music begins they move to a different hoop and retrieve a different ball. This continues until they have gone to all 6 hoops and dribble 6 hoops and dribble 6 types of balls. When finished, discuss how different it was to dribble the different balls. Which were hard, which were easy, etc.  
Equipment Needed: Six of each: hula hoops, junior basketballs, soccer balls, basketball-size nerf balls, vinyl balls, softballs, rag balls, wiffleballs, cones, laminated cue signs; stereo system

### Activity Analysis

	Low				High
<b>1. Students can develop physical skills.</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>X</b>	<b>5</b>
State the skills: dribbling rt & lt hands, walking/running, personal/social					
Students can practice appropriately	Yes*	No			

	Low				High
<b>2. Participation level</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>X</b>
Roles of the students: Dribbling around the floor					
Potential examples of waiting: Chasing loose balls					

	Low				High
<b>3. Activity is developmentally appropriate</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>X</b>	<b>5</b>
Stage/Age for which activity is appropriate: 1 <sup>st</sup> & 2 <sup>nd</sup> Grades					
Justification for this population/group: Content area – 1, 2, 5 & 6					

	Low				High
<b>4. Cognitive, personal and social development</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>X</b>	<b>5</b>

Examples of personal skills (Action/Condition): Student will demonstrate cooperation by working with a peer to accomplish an assigned task during class 5/6x.

Examples of cognitive skills (Action/Condition): Student will demonstrate the knowledge of the dribble by verbally responding to the instructor when randomly called upon 4/5x.

Modifications for special needs students: Blind Student – ball with a bell

Deaf Student – hand signal

Mentally Impaired – para pro

Wheel Chair – paired with a student/para pro