

Type of Activity:  
 Lead-up (Drill)  
 Fitness Game

Score: \_ 18/20

## Berkey's Assessment of Games

1. Name of the game: Delivering Bandages
2. Source of the game: MI-EPEC
3. Brief description of the game: Students pretend to be cars and are delivering bandages to the hospital, they walk around the activity area three times without crashing into others.

### Activity Analysis

	Low				High
<b>1. Students can develop physical skills.</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>(4)</b>	<b>5</b>
State the skills: Walking					
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>5</b>
Roles of the students: Students are cars delivering bandages					
Potential examples of waiting: Students will have wait for all students to finish					

	Low				High
<b>3. Activity is developmentally appropriate</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>(5)</b>
Stage/Age for which activity is appropriate: K-2					
Justification for this population/group: Personal/Social Skill					

	Low				High
<b>4. Cognitive, personal and social development</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>(5)</b>
Examples of personal skills (Action/Condition): Best Effort					
Examples of cognitive skills (Action/Condition): Communicate best effort verbal cues					

Modifications for special needs students: