

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

Score: _ 16/20

Berkey's Assessment of Games

1. Name of the game: Clapping sequence
2. Source of the game: MI-EPEC
3. Brief description of the game: Students clap their hands in a four count sequence.

Activity Analysis

	Low	-----			High
1. Students can develop physical skills.	1	2	(3)	4	5
State the skills: Clapping					
Students can practice appropriately	(Yes)		No		

	Low	-----			High
2. Participation level	1	2	(3)	4	5
Roles of the students: Students trying clapping sequences					
Potential examples of waiting: Students will have wait for instruction.					

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

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

Modifications for special needs students: