

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

Score: 18/20

Berkey's Assessment of Games

1. Name of the game: Spider in the web
2. Source of the game: MI-EPEC
3. Brief description of the game: Two students will stand in the center of the gym and pretend to be spiders, spiders catch students by touching them with beanbags, when students are caught they will sit inside the circle. Students who have not been caught can free a student in the web by taking their hand and pulling them out of the spider web.

Activity Analysis

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

	Low	-----			High
2. Participation level	1	2	3	(4)	5
Roles of the students: Students will try not to get caught in the spider web and will try to free other students					
Potential examples of waiting: Students will have wait to be freed from the spider web					

	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: Personal/Social Skill					

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

Modifications for special needs students: