

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

Score: \_18/20

## Berkey's Assessment of Games

1. Name of the game: Beanbags on Heads
2. Source of the game: MI-EPEC
3. Brief description of the game: Students will work in pairs, each pair will have a beanbag, one student will have the beanbag on their head and will try to walk across the activity area, if the beanbag falls of the students must freeze until the other students has put it back on.

### 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, balance					
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 will be walking with beanbags on their heads or walking with their partner					
Potential examples of waiting: Students will not have to wait					

	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): Compassion					
Examples of cognitive skills (Action/Condition): Communicate compassion verbal cues					

Modifications for special needs students: