

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

Score: 18/20

Berkey's Assessment of Games

1. Name of the game: Relay race
2. Source of the game: MI-EPEC
3. Brief description of the game: Students will be in teams of three, the first person grabs the second person's hand and runs across the gym, then they run back. After they return the second person will drop the first person's hand and grabs the third person's hand and so on.

Activity Analysis

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

	Low	-----			High
2. Participation level	1	2	3	(4)	5
Roles of the students: Students run back and forth across gym					
Potential examples of waiting: Students may have wait for others on their team.					

	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): Cooperation					
Examples of cognitive skills (Action/Condition): Communicate cooperation verbal cues					

Modifications for special needs students: