

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

Score: 13/20

## Berkey's Assessment of Games

1. Name of the game: What might happen if
2. Source of the game: MI-EPEC
3. Brief description of the game: Students are divided into two teams, one team is asked what might happen if directions are followed and the other team is asked what might happen if directions aren't followed, using a number scenarios.

### 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:					
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 communicate answers					
Potential examples of waiting: Students will have to raise their hand to answer.					

	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					
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): Following directions					
Examples of cognitive skills (Action/Condition): Communicate following directions verbal cues					

Modifications for special needs students: