

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

Score: _17/20

Berkey's Assessment of Games

1. Name of the game: Who, What, How, When
2. Source of the game: MI-EPEC
3. Brief description of the game: Divide class into two teams, given instruction and the appropriate team responds to given tasks using the words who, what, how, when.

Activity Analysis

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

	Low				High
2. Participation level	1	2	(3)	4	5
Roles of the students: Students ask questions and follow directions					
Potential examples of waiting: Students will have to wait for instruction					

	Low				High
3. Activity is developmentally appropriate	1	2	3	4	(5)
Stage/Age for which activity is appropriate: 1st					
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): Following directions					
Examples of cognitive skills (Action/Condition): Communicate following directions verbal cues					

Modifications for special needs students: