

Type of Activity:

Lead-up Drill  
Fitness Game

Score: 20/20

## Berkey's Assessment of Games

1. Name of the game: Body Percussion, Waterfall, Climb the Mountain
2. Source of the game: Lawton elem. Music teacher
3. Brief description of the game: Students mimic teacher in steady beat as they use body parts to stamp, clap, snap, and pat.

### 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><u>5</u></b>
State the skills: Steady beat, body awareness, follow pattern					
Students can practice appropriately	<b><u>Yes</u></b>			No	

	Low-----				High
<b>2. Participation level</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b><u>5</u></b>
Roles of the students: Repeat pattern, stamp, clap, snap, and pat.					
Potential examples of waiting:					

	Low-----				High
<b>3. Activity is developmentally appropriate</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b><u>5</u></b>
Stage/Age for which activity is appropriate: K-2					
Justification for this population/group: Developmentally appropriate					

	Low-----				High
<b>4. Cognitive, personal and social development</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b><u>5</u></b>
Examples of personal skills (Action/Condition): Listening, cooperating					
Examples of cognitive skills (Action/Condition): counting, patterning					

Modifications for special needs students: simple rhythms/patterns

