

Type of Activity:  
 Lead-up Drill  
 Fitness Game

Score: 20/20

## Berkey's Assessment of Games

1. Name of the game: Follow Me
2. Source of the game: P.E. Central
3. Brief description of the game: Students follow the teacher as they use locomotor skills with rhythm; students keep the beat in self space.

### 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, locomotor skill use					
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: Follow the teacher, keep beat					
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, safety, respect for others					
Examples of cognitive skills (Action/Condition): counting, patterning, locomotor skill recognition					

Modifications for special needs students: simple rhythms/patterns, stationary patterns

