

Type of Activity:
Lead-up Drill
Fitness

Score: 20/20

Berkey's Assessment of Games

1. Name of the game: Jumpin' Hoops
2. Source of the game: Movement Experiences for Children
3. Brief description of the game: Students jump into and out of their own hula hoop with a 4/4 rhythm---2 jumps in and 2 jumps out.

Activity Analysis

	Low-----				High
1. Students can develop physical skills.	1	2	3	4	<u>5</u>
State the skills: Steady beat, follow pattern, jumping					
Students can practice appropriately	<u>Yes</u>				No

	Low-----				High
2. Participation level	1	2	3	4	<u>5</u>
Roles of the students: Jump in rhythm.					
Potential examples of waiting:					

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

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

Modifications for special needs students: simple rhythms/patterns, no hoops

