

Type of Activity:  
Lead-up Drill  
Fitness

Score: 20/20

## Berkey's Assessment of Games

1. Name of the game: Rhythmic patterns using Lummi sticks
2. Source of the game: Lawton elem. Music teacher
3. Brief description of the game: Students mimic teacher in steady beat using Lummi sticks.

### 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, follow pattern					
Students can practice appropriately	<u>Yes</u>				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 using Lummi sticks.					
Potential examples of waiting: while being shown a new pattern					

	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

