

Type of Activity:

Lead-up Drill
Fitness Game

Score: 20/20

Berkey's Assessment of Games

1. Name of the game: The Train Went Into the Tunnel
2. Source of the game: Phyllis Weikart—Movement in Steady Beat
3. Brief description of the game: Children move throughout the gym and clap the steady beat while teacher says rhyme (The train went into the tunnel to see what it could see. When it came out of the tunnel, it moved around like me.) At the end of the rhyme, students move through their own “tunnel” (hula hoops on hoop holders) and show a way to move around.

Activity Analysis

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

	Low-----				-----High
2. Participation level	1	2	3	4	<u>5</u>
Roles of the students: Clap to beat, move throughout the gym					
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, 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