

Type of Activity:
 Lead-up Drill
 Fitness Game

Score: 20/20

Berkey's Assessment of Games

1. Name of the game: Clap-A-Rhythm/Body Part Rhythm
2. Source of the game: Lawton Elem. Music Teacher
3. Brief description of the game: Students will mimic teacher in following a pattern and keeping a steady beat; various body parts will be used as students progress.

Activity Analysis

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

	Low	-----			High
2. Participation level	1	2	3	4	<u>5</u>
Roles of the students: Mimic the teacher					
Potential examples of waiting: Watching/listening as pattern is shown.					

	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					
Examples of cognitive skills (Action/Condition): counting, patterning					

Modifications for special needs students: simple rhythms, one beat

