

Type of Activity:  
 Lead-up      Drill  
 Fitness      Game

Score: 18/20

## Berkey's Assessment of Games

1. Name of the game: **Circle the Circle**
2. Source of the game: *Silver Bullets* by Karl Rohnke
3. Brief description of the game: With hands clasped, students move hoops around circle (over each other) in opposite directions, through each other, and back to the originating point.

### Activity Analysis

	Low	-----			High
<b>1. Students can develop physical skills.</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b><u>4</u></b>	<b>5</b>
State the skills: body movement over/under, front/behind, around objects					
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><u>4</u></b>	<b>5</b>
Roles of the students: cooperative, 4 students maneuvering at all times					
Potential examples of waiting: circles of no more than six-eight people permits no wait longer than 30 seconds					

	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: Gr. 3-4 (lead-up activity for Gr.4)					
Justification for this population/group: Refined fundamental motor skills such as accuracy/control, lending to body control & posture combinations					

	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): cooperation/successful movement					
of hoop from one person to another					
Examples of cognitive skills (Action/Condition): low-medium-high, up-down, forward-backward, right-left /body maneuvering for hoop transitions					

**Modifications for special needs students:** bigger hoops for ease of manipulation & grouping similar height individuals for activity to increase compatability between participants