

Type of Activity:
 Lead-up Drill
 Fitness Game

Score: 19 /20

Berkey's Assessment of Games

1. Name of the game: Hockey Keep Away
2. Source of the game: The Physical Educator's Big Book of Sport Lead-Up Games
3. Brief description of the game: 4-6 players will form a circle with one person in the middle. The goal is to pass the puck without letting the person in the middle touch it. You may not pass the puck or ball to the person right next to you.

Activity Analysis

| | Low | ----- | | | High |
|---|------------|-------|---|---|----------|
| 1. Students can develop physical skills. | 1 | 2 | 3 | 4 | <u>5</u> |
| State the skills: passing, fielding, defense | | | | | |
| Students can practice appropriately | <u>Yes</u> | | | | No |

| | Low | ----- | | | High |
|--|-----|-------|---|----------|------|
| 2. Participation level | 1 | 2 | 3 | <u>4</u> | 5 |
| Roles of the students: students will be passing and fielding or defending | | | | | |
| Potential examples of waiting: little wait time while you look to get a pass | | | | | |

| | Low | ----- | | | High |
|---|-----|-------|---|---|----------|
| 3. Activity is developmentally appropriate | 1 | 2 | 3 | 4 | <u>5</u> |
| Stage/Age for which activity is appropriate: 3-5 th grades | | | | | |
| Justification for this population/group: allows students to work on passing with a defender | | | | | |

| | Low | ----- | | | High |
|--|-----|-------|---|---|----------|
| 4. Cognitive, personal and social development | 1 | 2 | 3 | 4 | <u>5</u> |
| Examples of personal skills (Action/Condition): working as a team | | | | | |
| Examples of cognitive skills (Action/Condition): passing crit points | | | | | |

Modifications for special needs students: size of circle, sticks, and puck

