

Type of Activity:
 Lead-up Drill
 Fitness Game

Score: 19 /20

Berkey's Assessment of Games

1. Name of the game: Hockey Pirates (different version)
2. Source of the game: The Physical Educator's Big Book of Sport Lead-Up Games
3. Brief description of the game: Same as hockey pirates except everyone will have a puck and the objective is to dribble your puck while you try to knock a puck out of the boundary. If a person loses control they must go outside the lines and practice dribbling. Adjust playing area according to number of players.

Activity Analysis

	Low				High
1. Students can develop physical skills.	1	2	3	4	<u>5</u>
State the skills: Stick handling, dribble, 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: Practice controlling your puck while trying to take one away from others					
Potential examples of waiting: when person is out they will dribble on their own					

	Low				High
3. Activity is developmentally appropriate	1	2	3	4	<u>5</u>
Stage/Age for which activity is appropriate: 3 rd -5 th grade					
Justification for this population/group: Works on skill of dribble and protection					

	Low				High
4. Cognitive, personal and social development	1	2	3	4	<u>5</u>
Examples of personal skills (Action/Condition): Following rules					
Examples of cognitive skills (Action/Condition): Crit points of stick handling/dribble					

Modifications for special needs students: size of stick and area

