

Type of Activity: Fitness

Lead-up

Drill

Fitness

**Game**

Score: \_\_\_\_15\_\_ /20

## Berkey's Assessment of Games

1. Name of the game: Capture the football
2. Source of the game: Ultimate sport lead up game
3. Brief description of the game: Students are split into equal teams. Each team has two footballs in a hoop which they are trying to protect while at same time trying to steal the other teams to footballs. Once a student crosses the halfway line on the field or court they can be tagged, if they are tagged they go to jail. Each team had a jailer and a guard the jailer protects the jail and the guard protects the footballs. If a teammate gets past the jailer and tags someone in jailer, the tagger and everyone in jail takes free walk backs to their side. Students may only take one football from the opposing hoop. They can run or throw it to a teammate to get it across the halfway line. Once a player brings a football across the halfway line it belongs to that team, when all four footballs are in a hoop at the same time that team wins. It is the same game as capture the flag, basically, just incorporating footballs and some throwing.

### Activity Analysis

	Low-----	High			
<b>1. Students can develop physical skills.</b>	1	2	<b>3</b>	4	5
State the skills: running, dodging, throwing, catching					
Students can practice appropriately		<b>Yes</b>		No	

	Low-----	High			
<b>2. Participation level</b>	1	2	3	4	<b>5</b>
Roles of the students: jailer, guard, tagger, runner					
Potential examples of waiting: if your in jail					

	Low-----	High			
<b>3. Activity is developmentally appropriate</b>	1	2	3	<b>4</b>	5
Stage/Age for which activity is appropriate: 3 <sup>rd</sup> grade					
Justification for this population/group: works on some gross motor skills conducted in football and not to many fine motor movements					

	Low-----	High			
<b>4. Cognitive, personal and social development</b>	1	2	<b>3</b>	4	5

Examples of personal skills (Action/Condition):  
- playing fairly 80 percent of time  
Examples of cognitive skills (Action/Condition):  
- understanding rules 80 percent of time

Modifications for special needs students:



