

Type of Activity:  
 Lead-up      Drill  
 Fitness      **Game**

Score:   19   /20

## Berkey's Assessment of Games

1. Name of the game: Pirates
2. Source of the game: Staff generated
3. Brief description of the game: Students dribble their ball within a specified "field area". Several students are randomly assigned as pirates who attempt to make foot contact with the ball of a dribbler. If they contact a ball they get to take over that ball and the dribbler becomes the pirate.

### Activity Analysis

	Low				High
<b>1. Students can develop physical skills.</b>	1	2	3	4	<b>5</b>
State the skills: Dribbling, ball control, body awareness.					
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: Students are continually active as either a dribbler or a pirate.					
Potential examples of waiting: None					

	Low				High
<b>3. Activity is developmentally appropriate</b>	1	2	3	4	<b>5</b>
Stage/Age for which activity is appropriate: Activity is appropriate for 3 <sup>rd</sup> – 5 <sup>th</sup> graders.					
Justification for this population/group: High movement with a large number of contact touches with the ball.					

	Low				High
<b>4. Cognitive, personal and social development</b>	1	2	3	<b>4</b>	5
Examples of personal skills (Action/Condition): Best effort, following the rules					
Examples of cognitive skills (Action/Condition): In and out of bounds, ball control					

Modifications for special needs students: Reduce the number of participants, use a larger ball, have non-handicapped students participate using wheelchairs or walkers, work with peer partners when pirates.