

Type of Activity:

Lead-up **Drill**
Fitness **Game**

Score:19/20

Berkey's Assessment of Games

1. Name of the game: Mickey Mouse
2. Source of the game: Games to Keep Kids Moving (with modifications)
3. Brief description of the game: Played on a basketball court, divide into teams of 3, one player at a time from team dribbles ball around playing area with teammates trailing behind , when whistle blows next teammate takes place of leader, switch every 15-20 seconds, keep track how many times a team goes around in five minutes.

Activity Analysis

	Low-----				-----High
	1	2	3	4	5
1. Students can develop physical skills.					5
State the skills: Dribbling, kicking and trapping					
Students can practice appropriately	Yes		No		

	Low-----				-----High
	1	2	3	4	5
2. Participation level					5
Roles of the students: *No waiting during activity *There is a way to re-enter *All participants have an active role					
Potential examples of waiting:					

	Low-----				-----High
	1	2	3	4	5
3. Activity is developmentally appropriate					5
Stage/Age for which activity is appropriate: *Skills are appropriate for stage suggested *Conditions imposed are challenging but attainable					
Justification for this population/group:					

	Low-----				-----High
	1	2	3	4	5
4. Cognitive, personal and social development				4	5
Examples of personal skills (Action/Condition): Cooperation					
Examples of cognitive skills (Action/Condition): Personal social skills are incorporated.					

Modifications for special needs students: Possible changes could include use of larger/slower balls, use of peer buddy, modification of area size and special rules (e.g. special needs student gets greater credit for distance traveled).