

Type of Activity:

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

Score: 20/20

Berkey's Assessment of Games

1. Name of the game: Partner Throw-in
2. Source of the game: Dynamic Physical Education by Robert Pangrazi and Paul Darst
3. Brief description of the game: Partner will practice throw-in to partner. Throwing partner to stand with both feet in contact with floor, throw with both hands over head to partner. Receiving partner attempts to trap ball with foot and/or body. Start with partners 10 feet apart and increase if ability allows.

Activity Analysis

	Low-----	High			
1. Students can develop physical skills.	1	2	3	4	<u>5</u>
State the skills: throw-in, receiving/catching					
Students can practice appropriately	Yes		No		

	Low-----	High			
2. Participation level	1	2	3	4	<u>5</u>
Roles of the students: receiver, thrower					
Potential examples of waiting: between catching and throwing ball back					

	Low-----	High			
3. Activity is developmentally appropriate	1	2	3	4	<u>5</u>
Stage/Age for which activity is appropriate: 3-5					
Justification for this population/group: Developmentally appropriate sport skills					

	Low-----	High			
4. Cognitive, personal and social development	1	2	3	4	<u>5</u>
Examples of personal skills (Action/Condition): cooperation, best effort, responsibility					
Examples of cognitive skills (Action/Condition): critical points, spatial awareness, target area/ball placement					

Possible modifications for special needs students: May include variation in ball selection, distance, required tasks (e.g. allowing catch rather than trap), visual cues for foot placement, use of peer model and verbal cues for step completion, movement of location to a lower stimulus location (e.g. near corner rather than mid floor) or adaptation to specific physical limitation like wheelchair or reduced range of motion.