

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
1. Students can develop physical skills.	1	2	3	4	5
State the skills: Dribbling, ball control, body awareness.					
Students can practice appropriately	Yes				No

	Low				High
2. Participation level	1	2	3	4	5
Roles of the students: Students are continually active as either a dribbler or a pirate.					
Potential examples of waiting: None					

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

	Low				High
4. Cognitive, personal and social development	1	2	3	4	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.