

Type of Activity:  
 Lead-up Drill  
Fitness Game

Score: 19 /20

## Berkey's Assessment of Games

1. Name of the game: Tinikling
2. Source of the game: Dr. Berkey
3. Brief description of the game: Students will jump in an out of sticks

### Activity Analysis

	Low				High
<b>1. Students can develop physical skills.</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b><u>5</u></b>
State the skills: jumping, hopping, rhythm, teamwork, timing					
Students can practice appropriately	<u>Yes</u>		No		

	Low				High
<b>2. Participation level</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b><u>4</u></b>	<b>5</b>
Roles of the students: students are either working the sticks or jumping					
Potential examples of waiting: very little					

	Low				High
<b>3. Activity is developmentally appropriate</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b><u>5</u></b>
Stage/Age for which activity is appropriate: 3 <sup>rd</sup> – 5 <sup>th</sup> grade					
Justification for this population/group: students are working on rhythm skills					

	Low				High
<b>4. Cognitive, personal and social development</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b><u>5</u></b>
Examples of personal skills (Action/Condition): teamwork, timing					
Examples of cognitive skills (Action/Condition): 4 critical points of jumping or tapping					

Modifications for special needs students: some students may not be able to do the jumping or hopping but can work the sticks or use tape on the floor instead of the poles.

