

Type of Activity:

Lead-up

Drill

Fitness

Game

Score: 18/20

Berkey's Assessment of Games

1. Name of the game: Rockin Robin
2. Source of the game: PE Central
3. Brief description of the game: Students travel through general space to music without touching mats. When music stops they get into groups and perform the skill that is at the mat.

Activity Analysis

	Low-----				-----High
1. Students can develop physical skills.	1	2	3	4	5
State the skills: forward roll, jumping and backward roll					
Students can practice appropriately	Yes		No		

	Low-----				-----High
2. Participation level	1	2	3	4	5
Roles of the students: students are moving the whole time					
Potential examples of waiting: brief waiting at the mat for their turn (3 to a mat)					

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

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

Modifications for special needs students: Log rolls, seat rolls instead of forward/backward rolls. Limit free movement, individual work instead of group work.

