

Is This a Good Game/Activity?

Directions: Circle the number that best describes your analysis of that component.

Scale:

1 = Clearly evident throughout the entire game/activity

2 = Evident *most* of the game/activity

3 = Evident *occasionally* during the game/activity

4 = *Not* evident at all during the game/activity

Criteria:

| | | | | |
|---|---|---|---|---|
| Students had maximum opportunities to practice | 1 | 2 | 3 | 4 |
| Game was generally safe | 1 | 2 | 3 | 4 |
| Clearly focused on skill development | 1 | 2 | 3 | 4 |
| Encouraged a high quality of appropriate practice | 1 | 2 | 3 | 4 |
| Allowed for high rates of success | 1 | 2 | 3 | 4 |
| Encouraged students to make choices | 1 | 2 | 3 | 4 |
| Enjoyable to children of all abilities | 1 | 2 | 3 | 4 |