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