

Who wants to play?

GROUP MEMBERS:

TEAM #:

GRADE:

TEACHER:

DRIVING QUESTION: How can I use some of the equipment commonly found in one's garage to create and teach a game/activity to get me, my peers, or my family more active.

SHAPE GLOS:

(S2-E3-5C) ANALYZES MOVEMENT SITUATIONS & APPLIES MOVEMENT CONCEPTS IN PRACTICE & GAME ENVIRONMENTS.

(S5-E4-4) DESCRIBES & COMPARES POSITIVE SOCIAL INTERACTIONS BETWEEN PARTNER, SMALL, & LARGE GROUP PHYSICAL ACTIVITIES.

(S5-E4-5) DESCRIBES THE SOCIAL BENEFITS GAINED FROM PARTICIPATING IN PHYSICAL ACTIVITY

GAME REQUIREMENTS:

- MUST BE A GAME/ACTIVITY THAT CAN BE PERFORMED BY CHILDREN/ADULTS
- HAS AN INDIVIDUAL, PARTNER, OR TEAM ASPECT
- MUST INCLUDE THE EQUIPMENT (3 DIFF.) THAT YOUR TEAM HAS CHOSEN
- HAS RULES (FEWER THE BETTER)
- FIELD/ COURT BOUNDARIES
- INCORPORATE 2, OR MORE, DIFFERENT SKILLS

ROLES OF THE PROJECT:

- **PROJECT COORDINATOR**- OVERSEE ROLES, CONTRIBUTES TOO
- **RECORDER/SCRIBE**- WRITE DOWN IDEAS & CREATE HANDOUT
- **EQUIPMENT MANAGER**- GETTING AND PUTTING BACK EQUIPMENT
- **TIME KEEPER**- KEEPS GROUP ON TASK, AWARE OF TIME TO WORK

TEAM ROLES:

- **PROJECT MANAGER:** _____
- **RECORDER / SCRIBE:** _____
- **EQUIPMENT MANAGER:** _____
- **TIME KEEPER:** _____

EQUIPMENT CHOICES (CIRCLE WHAT IS CHOSEN:

- CONES
- BEANBAGS
- TENNIS BALLS
- FRISBEE
- HULA HOOPS
- BEANIE BABIES
- POOL NOODLES
- DIFFERENT SIZED BALLS
- JUMP ROPES
- DICE

SCHEDULE & DAILY GOALS:

DAY 1- KICK-OFF (ROLES, ACTIVITY FORMAT, EQUIPMENT)

DAY 2- WORK TIME (WORK ON PROJECT)

DAY 3- FEEDBACK (TEACH ANOTHER GROUP & FEEDBACK)

DAY 4 - CREATE/TWEAK (REFINE, WORK ON HANDOUT, GFORM ?S)

DAY 5- TEACH OTHERS & PLAY (1-2, 3-4, 4-5 & SWITCH)

DAY 6- TEACH OTHERS & PLAY (1-3, 2-5, 3-6 & SWITCH)

GAME/ACTIVITY IDEAS/RULES:

FIELD/COURT/SET UP DIAGRAM:

Activity Handout

GAME/ACTIVITY NAME:

EQUIPMENT NEEDED:

TYPE & PURPOSE OF THE GAME/ACTIVITY:

RULES / DIRECTIONS:

DIAGRAM/SET UP:

Rubric

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M

- ANSWERS GOOGLE FORMS WITH INDEPTH ANSWERS
- GAME HAS A TITLE
- GAME HAS EQUIPMENT
- GAME HAS RULES
- GAME HAS BOUNDARIES/SET UP INCLUDED
- GAME INCLUDES 2, OR MORE, DIFFERENT SKILLS
- EASY TO UNDERSTAND AND TEACH OTHERS

AP

- ANSWERS GOOGLE FORMS WITH SUPERFICIAL ANSWERS
- GAME HAS A TITLE
- GAME HAS EQUIPMENT
- GAME HAS RULES
- GAME HAS BOUNDARIES/SET UP INCLUDED
- GAME INCLUDES 1 SKILL
- DIRECTIONS ARE A BIT CONFUSING

BE

- ANSWERS GOOGLE FORMS ARE MISSING
- GAME HAS NO TITLE
- GAME HAS NO EQUIPMENT
- GAME HAS NO RULES
- GAME HAS NO BOUNDARIES/SET UP INCLUDED
- GAME INCLUDES 1 SKILL
- VERY HARD TO FOLLOW DIRECTIONS, NOT ABLE TO TEACH OTHERS

FEEDBACK: