

Game On

Create a game that you could teach to an elementary physical education class. The game you develop must be geared to create a specific skill. For example, you might want to create a game that allows students to practise their throwing accuracy or bumping skills.

You can present the game you created using any medium you want (video, presentation, written). Use the rubric below as a guide to ensure you meet all the criteria of the assignment.

| Rubric Total /18 | | | |
|------------------------------|--|---|--|
| | 2 | 1 | 0 Student must submit again |
| Creative or Interesting Name | Student came up with a creative or interesting name that reflects the game. | The name given to the game by student is not reflective of the game. | Student did not provide a name for the game. |
| | 4 | 2 | 0 |
| Boundaries/ Play Area | Student clearly identifies the boundaries or play area in which the game is played. | Most of the boundaries or play area are identified by student. | Student did not adequately identify the boundaries/ play area. |
| Skill Development | Student clearly identifies which skill/skills are being developed through the game using language that is clear and concise. | Student vaguely identifies skill/skills that are being developed through the game. | Student does not identify the skill/skills that are being developed. |
| Diagrams/ Videos/ Photos | Student provides a clear visual that could be used by others to implement game with students. | Visual provided by student requires minor improvements in order to be used to implement game by others. | Visual provided by student is not clear |
| Rules | Rules developed by student are easy to follow and the language used is clear and concise. | Rules developed by student could use some minor tweaking in order to make the game run smoothly. | Rules for the game are hard to follow or non-existent. |

*Any time you spend practising your game or creating your video or photos to help showcase your game can be used towards the minimum five hours required in Dimension 4.