

Unit 1: Games making

**LEARNING
OUTCOMES****The student will:**

- *identify and explore the various game classifications*
- *create and demonstrate a game using specified guidelines.*

EQUIPMENT

Task cards, cones, variety of equipment - mats, beanbags, balls.

CLASS ORGANISATION

Groups of various sizes

STAGE	CONCEPT	CONTENT / ACTIVITY	TEACHING POINTS
<p><i>Warm up & stretching</i></p> <p><i>Introductory activity</i></p>	<p><i>Warm up</i></p>	<p><i>4 v 4 games without ball.</i> <i>Pass by calling name.</i> <i>Gain possession by touching .</i> <i>Play before they call name.</i></p> <p>Score: # of passes or 'pass' to player in score zone</p>	
<p><i>Development</i></p>	<p><i>Creating a game.</i></p> <p><i>Sharing ideas.</i> <i>Co-operating on task.</i></p>	<p><i>The students ,working in groups, are given a task card and the following guidelines to create their own game:</i> <i>The game should have:</i></p> <ul style="list-style-type: none"> • <i>a name</i> • <i>a set of rules</i> • <i>a scoring system</i> • <i>re-starts</i> • <i>specific techniques</i> • <i>possibility of specific roles (e.g.goalkeeper)</i> • <i>tactics.</i> 	<p><i>Teacher organises group sizes and choice of equipment to encourage various game formats.</i></p> <p><i>The tasks can be presented to each group on cards.</i></p> <ol style="list-style-type: none"> <i>1. In groups of 2 devise a game using a small ball and wall (shared court).</i> <i>2. In groups of 4 devise a game using a net and a beanbag (divided court).</i> <i>3. In groups of 6 devise a game using a large ball and 4 cones (invasion game).</i> <i>4. In groups of 6, devise a game using a mat, a bollard, a bat, and 3 cones, with two teams (striking / fielding).</i> <i>5. With an uneven number, 5 / 7, devise a game using skittles / plastic bottles and a tennis ball (target game).</i> <p>Working area for each group should be sufficient for the task to be performed in safety.</p>
<p><i>Concluding activity</i></p>	<p><i>Organisation and communication of ideas.Cool down.</i></p>	<p><i>Demonstrate game to the rest of the class.</i> <i>Gentle jog around area.</i></p>	