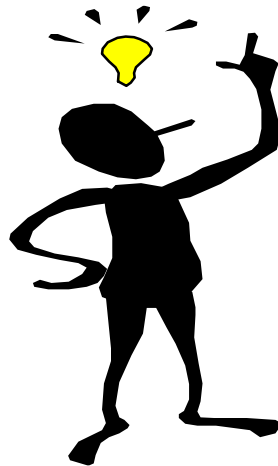


SAG 2009

The future PE/HE teachers ...

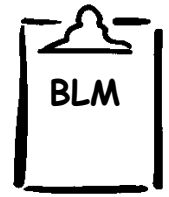
A Presentation by the Senior Years 2
Physical Education/Health Education
Teacher Candidates
University of Manitoba, Faculty of
Education



October 23, 2009
Professor: Catherine Casey



Create A Game



Grade 9-12 Class _____ Date _____

Names of Group Members

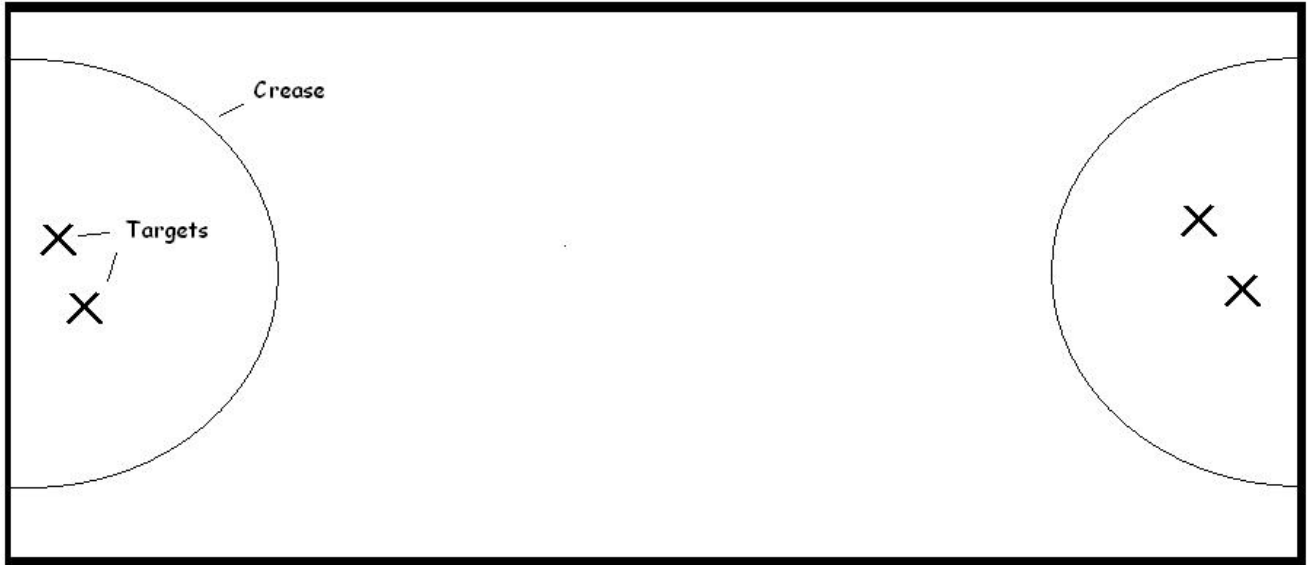
Keith	Nic		
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Name of Game: Target Zone
Equipment Needed: -4 poles w/stands or Badminton poles, -frizbee/koosh ball, -2 large hoola hoops, -4 small hoops/rings, - pylons
Skill Focus: -Target - Invasion/Territory
Description of Activity: <ul style="list-style-type: none">-Two teams compete in an attempt to score more points than the opposing team.- Points are scored by putting the frizbee through the opposing team's hoops.-1 point is awarded for scoring on the large hoop, 3 points are awarded for scoring on the small hoop.- Players are not permitted to run with the frizbee in hand.- If the frizbee touches the floor (i.e. an incomplete pass) it results in a turnover.- All players are required to stay out of the crease area, unless a member of the defensive team is retrieving a frizbee that has landed inside of it.- Games are to 12 points, or whatever number set by the students
Safety Concerns: <ul style="list-style-type: none">-Arms length away from opponent-Enforce a boundary line to avoid running into walls-Use a soft frizbee-Use of Koosh balls or increased number frizbees to reduce level of skill-Encourage respect among teams and or students

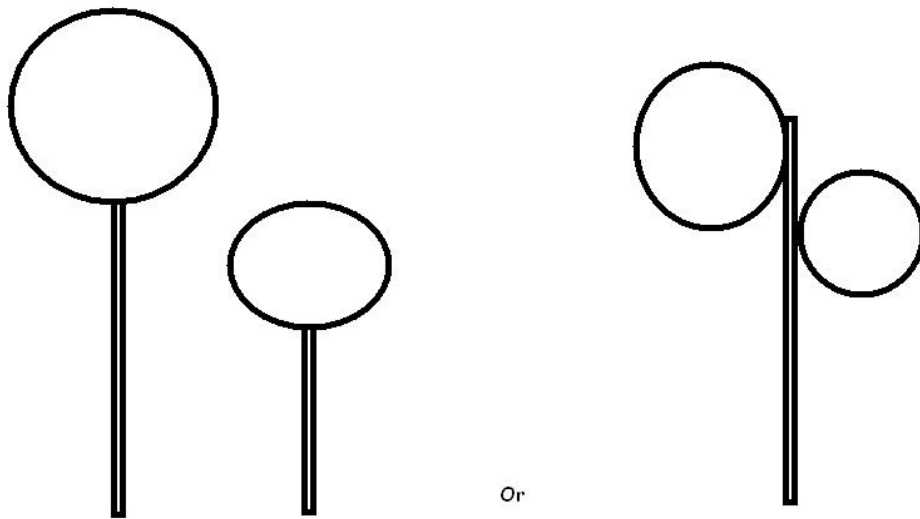


Diagrams

Overview



Target Options



Game: Furry Pin Ball

Presenters: Chris, Derrick, Ryan Mc

Equipment: 2 hoola hoops, 6 bowling pins, 1 koosh ball / per 2 teams (1 hoola hoop & 3 pins for each team)

Set up: Place the 2 hoola hoops about 9 meters (i.e. the width of a volleyball court) apart from each other. Each team is assigned a hoola hoop. Each team then places the 3 pins outside of the front edge (side facing the opposing team) of their respective hoola hoop; 1 pin each of the outer side edges, and one blocking the front edge of the hoola hoop. (see attached diagram)

Rules:

- Teams (ranging from 2-4 players for each team) are made.
- Each team is assigned their 1 hoola hoop and 3 pins
- Teams alternate underhand throwing or rolling the koosh ball at the opposing teams hoola hoop, attempting to have the koosh ball come to a stop within the hoola hoop without knocking over any of the pins that are blocking the front edges.
- Each 'round' ends once all members of both teams have had one attempt at scoring.
- Pins knocked down during a single toss are left down until the end of each round, upon which they are reset.
- The number of rounds in each game is determined by either the teacher or the students
- The team with the highest amount of points at the end of the game is the winner.
- Have fun!!!!

Scoring:

- Each successful toss (where the koosh ball comes to rest within the hoola hoop), that doesn't knock over a pin is worth - **2 points**
- Each successful toss, that does knocked over a pin before coming to rest is worth - **1 point**

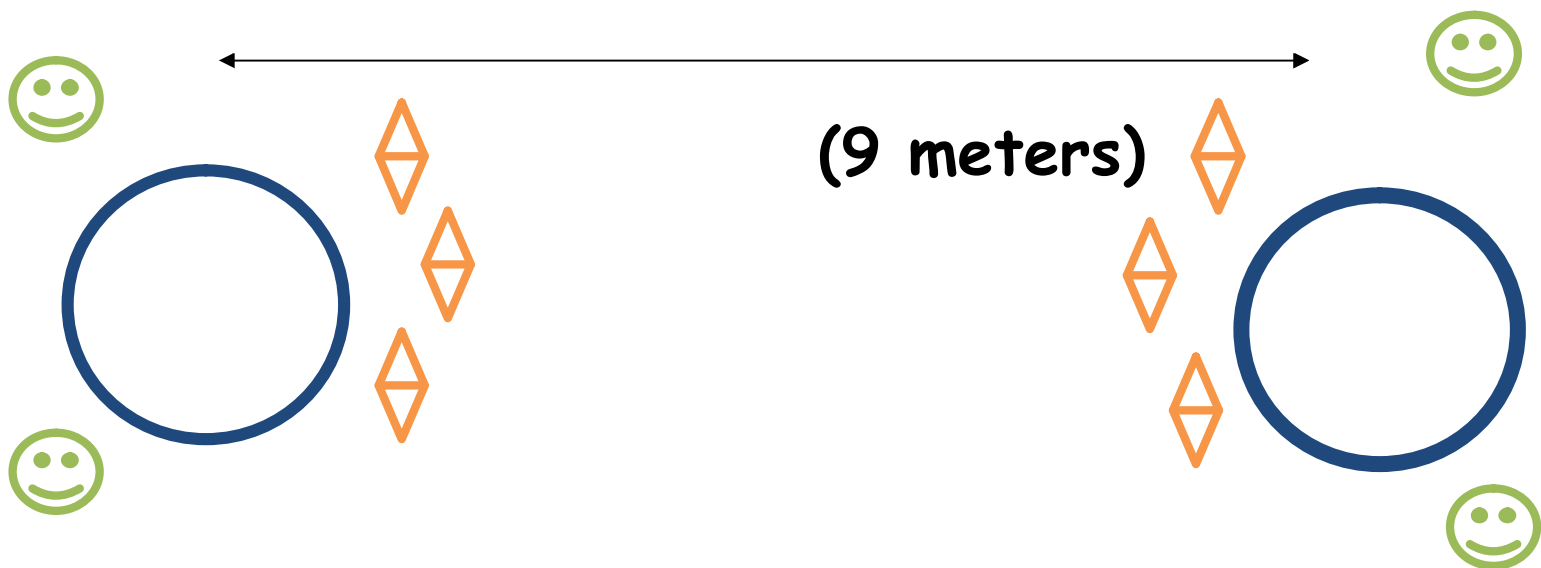


- Each unsuccessful toss (where the koosh ball comes to rest outside of the hoola hoop) is worth - **0 points**

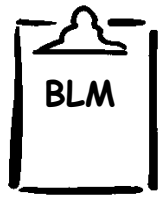
Possible modifications:

- Pins are reset after each toss, as opposed to the end of each round.
- Each team is allowed to place the pins in any spot of their choosing (not just on the front edges), outside of the hoola hoop.
- Points may be deducted for each pin knocked down (regardless of whether the toss was successful or not)
- Modifications to the distance between hoola hoops, number of tosses within each round, number of rounds within a game and the scoring scale may also be changed to increase/decrease difficulty or to increase the enjoyment levels of the participants @ the players' /teacher's discretion.

Koosh ball 



Create A Game



Grade : 4-12 _____ Class _____ Date _____

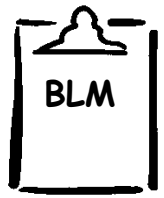
Names of Group Members

Jenna Funk	Kevin Jaworski
jenna_funk@hotmail.com	k-jaworski@hotmail.com

Name of Game: Bean Bag Bowling				
Equipment Needed: 20 bowling pins, many bean bags, pinnies				
Skill Focus: Underhand throwing				
Description of Activity: -students are in groups of 3-4 and each group is in a quadrant (depending on amount of students the game could be played using half courts) -students need to protect their own pins from being knocked down but at the same time need to knock down the other quadrants pins -when all pins are knocked down in a quadrant, those players join another quadrant until everyone's pins are knocked down				
Safety Concerns: -bean bags are being thrown from all directions so stay alert and toss the bean bags like a bowling ball				
Diagrams: <table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td style="text-align: center;"> X X X X X </td> <td style="text-align: center;"> X X X X X </td> </tr> <tr> <td style="text-align: center;"> X X X X X </td> <td style="text-align: center;"> X X X X X </td> </tr> </table>	X X X X X	X X X X X	X X X X X	X X X X X
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Create A Game



Grade _____ Class _____ Date _____

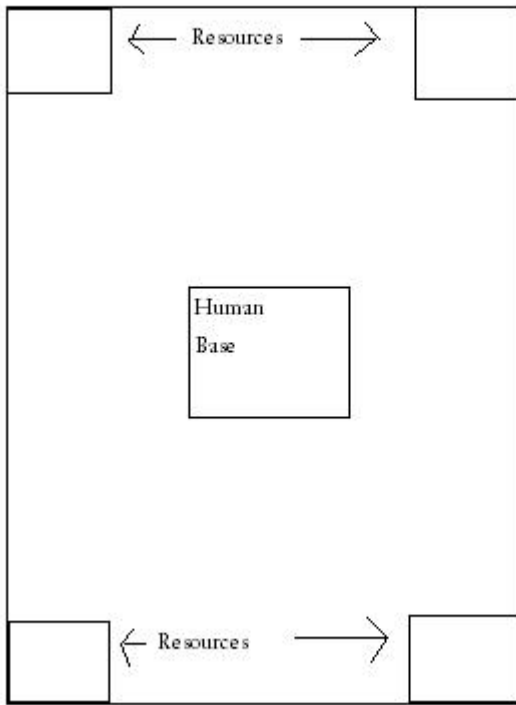
Names of Group Members

Graham Neyedley- grneyedley@gmail.com			
Kiersten Wild- kierstenwild@hotmail.com	Ryvan		

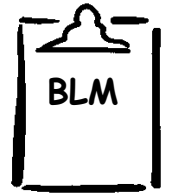
Name of Game: Zombie Land
Equipment Needed Lots of bean bags or other pieces of equipment that could be used as resources, cd player, music, 4 cones, 4 hula-hoops, pinnies.
Skill Focus Agility
Description of Activity The "Zombies" are trying to tag the Human's. The gym has a designated area in the middle for the Human's base where the Humans are safe. The four corners of the gym have hula-hoops with food and water for the humans (bean bags and other various equipment). When the teacher says "Daylight" the humans have to try and get to the corners and bring back a resource. During "Daylight" the zombies cannot tag anyone. When the teacher yells "Sunset!" or plays music (optional) the Zombies try and tag a Human, while the Humans try to run back to their home base/safe zone. If a Human gets tagged by a Zombie they become a Zombie (by putting a pinnie on). A human can only take one resource at a time. If the Humans get tagged they have to put back the resource and then become a Zombie. Designate two people to be Zombies at the beginning of the game by giving them pinnies. The game is over when either all of the resources are gone or everyone is a Zombie.
Safety Concerns There should be boundaries far away from any walls. The students should be spatially aware of what is going on around them.



Diagrams



Create A Game



Grade _____ Class _____ Date _____

Names of Group Members

Hillary	Rachel	Marc	Gene

Name of Game → Floor Pong
Equipment Needed → One ping pong paddle per student, One target (small cone or something similar) per student, Ping Pong Balls, Playing surface (can use lines on the floor) and 2 kneeling pads (balance disks) per student.
Skill Focus → Aiming and defence in table tennis (ping pong)
<p>Description of Activity → Floor Pong is a game played by 2 or more players. Each player requires a ping pong paddle, two kneeling pads, and a target. The game can be played in a circle or any other shape depending on the number of players. Each player is on their knees (with pads underneath for comfort) facing the center of the court. The object of the Game is to hit your opponents target with the ping pong ball. The ball can only be struck with the paddle. One player starts with the ball. The first attack must start with a bounce. A player must allow the ball to bounce at least one time before making an attack or defending their target. Points are rewarded for hitting one of your opponents target. If your target is hit, you initiate the first attack of the next rally. Game to 7 Points.</p> <p>Safety note: You are not allowed to smash the ball at other students</p> <p>Safety Concerns → Students may play too aggressively and try to hit the ball at other students.</p>



Create A Game



Grade - Senior 1-4

Class _____ Date _____

Names of Group Members

Justine DuCharme	justine006@hotmail.com		
Daniel Zacharias	d_hanzach@hotmail.com		

Name of Game - Ultimate Frisball
Equipment Needed - 4 Bases, Frisbee or balls, pinnies (2 teams)
Skill Focus - teamwork, cooperation, eye hand coordination, anticipation, throwing, and catching
<p>Description of Activity</p> <ul style="list-style-type: none"> - 2 teams - one offensive, one defensive - 4 bases in the shape of a baseball diamond (can change formation if you choose to) - Use gator balls before introducing the Frisbee to minimize complexity of activity <p>Offence:</p> <ul style="list-style-type: none"> - Pass the Frisbee to each base, without dropping it or getting intercepted (like ultimate - if Frisbee is dropped the play switches immediately to other team) - To score one point you must pass the Frisbee to all 4 bases (in any order) - If this is too difficult, a point can be awarded each time the Frisbee is caught on a base - You can't take more than one step when holding the Frisbee <p>Defence:</p> <ul style="list-style-type: none"> - Before the game starts match up with an opponent and guard them while on defence the entire match - Try to intercept or knock down the Frisbee. This results in a turnover (Offence switch to Defence) - You can't guard the bases to prevent offensive team from scoring (when they move you must follow) <p>Strategies for Success:</p> <ul style="list-style-type: none"> - When playing offence use feints, v-cuts, and jab steps to create space between yourself and defender - When playing defence always keep one eye on the Frisbee and one eye on your opponent.



- Try to anticipate your opponent's next move; this will lead to more interceptions.

Modification 1:

- Once you catch the Frisbee on a base you must stay on the outside of the diamond
- You can still move around the perimeter of the diamond and receive passes but you can't catch the Frisbee on the base again.
- This will make the game less congested and ensure everybody on the team must catch the Frisbee in order to score a point
- Defensive player must follow offensive player to perimeter of diamond (No double teams)

Modification 2:

- Add in additional balls to increase student activity
- Try playing with a ball and a Frisbee
- This provides various possible targets for students and forces them to be more active and aware of their surroundings

Safety Concerns:

- No Pushing (Respect opponents personal space)
- Be aware of your surroundings (keep eye on ball and people around you)
- Secure bases to the floor to ensure nobody trips

Diagrams

Blue diamonds - bases

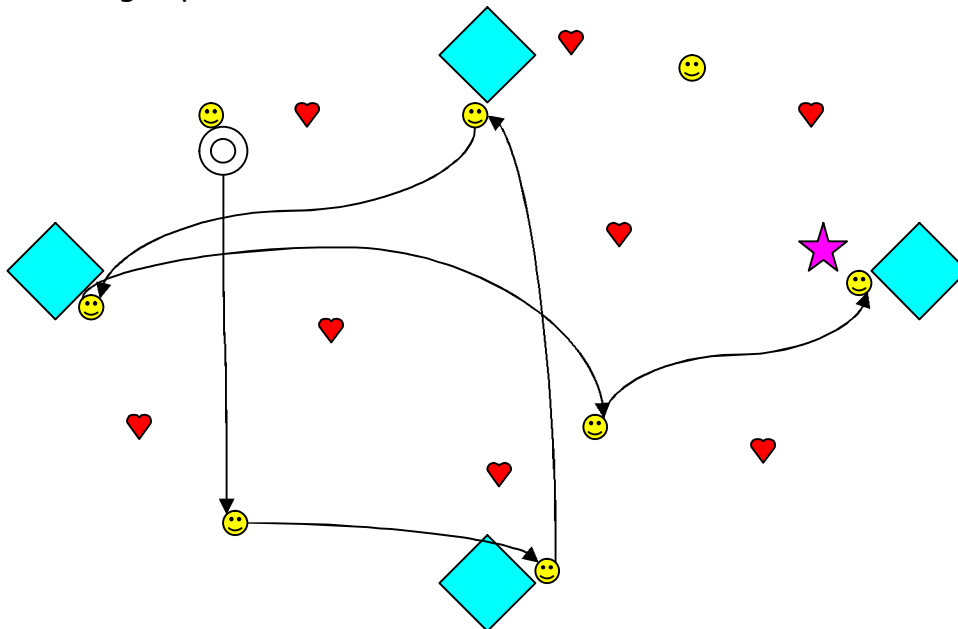
Faces - offense

Hearts - defense

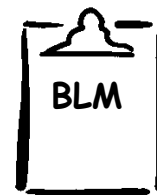
Star - 1 point

Circle - Frisbee

Arrows - flight path



Create A Game



Grade 8-10

Class EDUB 2310

Names of Group Members

Mallory Wray	Tin Tran	Ryan Penner	

Name of Game: POWERBALL
Equipment Needed: 3 GATOR BALLS PINNIES AN OPEN AREA WITH A LEVEL SURFACE (gym, field, multi purpose room)
Skill Focus: SPATIAL AWARENESS OFFENSE/DEFENCE STRATEGIES THROWING/CATCHING SKILLS INVASION TECHNIQUES
Description of Activity: Taken from the hit television show “AMERICAN GLADIATORS” , we have come up with a game where students will be able to feel like they are on television. GLADIATORS (offense) : Players will attempt to pass the balls around to their teammates in order to score points by “PLACING” the ball into the human baskets created by the CONTENTENDERS CONTENTENDERS (defense) : Two players will join arms face to face with each other to create a basket. They will attempt to evade the GLADIATORS by moving in synchronization so that the GLADIATORS are unable to place the balls between their created basket. MODIFICATIONS : If the offense scores too easily, additional rules will be implemented to even out the bias. Ie. Players must pass the ball to their teammates (1-3 times) before attempting to score. Game will start using half of the gym, if it gets too crowded, the playing area may be expanded to 3/4 or the full gym.



Safety Concerns

Emphasize that players are to “PLACE” the balls into the baskets and not THROW them at their classmates. Make sure the students are aware of **their surroundings and they do not collide with one another**

Diagrams



1. How will you assess the students?

SELF ASSESSMENT BASED ON

- Participation
- Sportsmanship
- Enthusiasm
- Attitude

TEACHER MAY USE DISCRETION WHEN STUDENTS MARK THEMSELVES



2. What GLO's will you connect your game to?

MOVEMENT

SAFETY

HEALTHY LIFESTYLE PRACTICES

PERSONAL/SOCIAL MANAGEMENT

What criteria will you use for creating your game?

INNOVATIVE

NO RELAYS

NO STATIONS

NO BASIC GAMES

Post-Game Creation

1. What changes to your game would you make and why?

- Made the playing area larger
- Increased the amount of balls in play
- Decreased the amount of balls in play
- Limit the number of steps a player with the ball is able to take
- Make players pass the ball X amount of times before they can attempt to score

2. What adaptations would you make for students with special needs (ie. wheelchair, blind etc).



- Student in a wheelchair could be paired with a student / TA and be wheeled around as a “CONTENDER”
 - If possible, the student in the wheelchair can hold a small hoola hoop to create an obtainable target for the “GLADIATORS”
- Blind students could also be paired with a student / TA and be led around as a “CONTENDER”

3. What difficulties might you experience with your assessment?

- There will be too many students to observe to get a clear and accurate assessment
 - Some students might not have done anything, however, they blend in and you can not tell if they are lying or not

