

TAHPERD SEL Lesson Plan

Child-designed games

Standards:

- **S4.H3.L1-** Uses communication skills and strategies that promote team or group dynamics.
- **S4.M5.7-** Problem-solves with a small group of classmates during adventure activities, small-group initiatives or game play.
- **S4.H3.L1-** Uses communication skills and strategies that promote team or group dynamics.

Objectives:

- **Psychomotor:** The student will participate and play in their unique game.
- **Cognitive:** The student will create a playable game.
- **Affective:** The student will collaborate with their groups while creating and playing their game.

Competencies:

- Relationship skills
 - Communication
 - Working cooperatively
 - Resolving conflicts
 - Social enjoyment

Goal of the day:

- Students can recognize good relationship skills and apply them to PE class and transfer it to outside of PE class.

Level	Activity	Questions	Assessment
1	<p>In groups of 4 students will each grab one piece of equipment. Each student must grab a different piece of equipment. In their own space the students must create their own game to play. This game can have as many or as few rules as they please. Once they have created the game they can begin to play and alter rules as they please. Every member of the team has to contribute some aspect to the game and involve everyone.</p>	<p>Recall the game you have just preformed. Identify some strengths and weaknesses of how your team did at resolving conflicts. How can your group improve on the weaknesses?</p>	<p>Checklist: Student is demonstrating the ability to collaborate with their groups while creating and playing their game.____</p>
2	<p>After each group has the opportunity to discuss, then we will combine two groups together. Their new task is to implement the rules and concepts from each team's game into a new game. The new game has to have something from each team's previous game.</p>	<p>Compare this game to your previous game. Analyze how you could have communicated as a whole team better. If you communicated well as a team then distinguish why that was.</p>	<p>Checklist: The student is demonstrating the ability to create a playable game.____</p>
3	<p>The final level is to put the entire class together to create a game that involves aspects from the previous level groups. Everyone must be involved and play the game.</p>	<p>Judge the overall success of your class's final game. Argue what the class could have done differently to have worked more cooperatively.</p>	<p>The student will participate and play in their unique game.____</p>