**Minor Games Unit Assignment**

For most PHE classes you have been taught what games to play and how to play them…Now, you are given an opportunity to create your own game and rules! You and a partner are going to **create** a new minor game, or adapt an old one, and **teach** it to the class. The game must last at least **25 minutes**, including a **warm up** activity (related to your game).

**Criteria:**

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| **Categories** | **Game Needs Work (5)** | **Good Game, Few Adjustments Needed****(3)** | **Definitely a Game to be Played Again****(1)** |
| **Creativity** | -Game is unoriginal-Game has been played or has been heard of before | -Game is not very original, but has some interesting modifications | -Brand new game, very creative |
| **Organization and Preparation****X2** | -Game is **unorganized**-Partners are confused of roles-Equipment is not prepared-Game does not meet time requirement | -Game is fairly organized, but has moments of chaos-Equipment is ready, but not distributed well-Game lasts 20 minutes but is dragged out | -Very organized-Game and transitions run smoothly-Equipment is ready and is distrusted well- Game easily runs for 25 mints |
| **Instruction** | -Instruction is **not** **clear** or **organized**-Instruction is confusing and lengthy (activity time minimized)  | -Instruction not very clear, but spends time to clarify and answer questions asked-Instruction is a little lengthy | -Instruction is very clear and well thought out-Instruction time is limited (max. activity)-Questions are asked quickly and easily |
| **Safety** | -No safety rules mentioned-Safety concerns in game-Safety concerns are ignored during game | -Safety rules thought out but some gaps-When safety issues arise, they are dealt with quickly | -Safety rules are well thought out-Are actively preventing any safety issues  |
| **Activity Level****X2** | -Game is not exciting or engaging-Spending a lot of time waiting for turn-Game only engages a few people at a time | -Game is fairly exciting and engaging-Fair amount of waiting around time-Most players are engaged | -Game is exciting and engaging-Everyone is involved and active-Minimal waiting time |
| **Handout****X3** | -Not typed-Has brief explanation but no thought of detail involved | -Some detail of rules-Explanations are not clear-Simple diagrams | -Clear and concise explanations-Clear diagrams are included-Thought and detail went into creating the handing  |
|  |  | **Total:** | **/50** |