

1. Demonstrate correct technique for the following patterns: throwing, catching, kicking, striking, trapping, dribbling, and volleying.
2. Develop an individual or dual game that meets specific requirements.

# Manipulative Skills

Name \_\_\_\_\_

Date \_\_\_\_\_

Period \_\_\_\_\_

1. What is the definition of a manipulative skill?

## **NOTES: Critical Elements of Manipulative Skills**



# Create-a-Game



- ✓ Your group (3-4) will develop and teach an individual or dual game to your classmates that incorporates the following elements:
  - Name
  - Objective
  - **Use of at least one manipulative skill**
    - *Throwing, catching, kicking/punting, striking, trapping, dribbling (hands & feet), and volleying*
  - 2 different offensive strategies
  - A scoring system
  - A penalty system
  
- ✓ Be creative with your game! There is no right or wrong way to create a game as long as it is appropriate for a school setting.
  
- ✓ The game must be capable of being played in class with the equipment provided. If the P.E. department doesn't have the equipment necessary to play your game then you may bring in equipment from home to use in class.
  
- ✓ You must use a visual aid to teach the rules of the game to the class. Your visual can be in the form of a poster, PowerPoint, QuickTime video, etc. You must run your idea for a visual aid by me before starting. Your visual will be graded on creativity and clarity. Have fun with it!
  
- ✓ Students that aren't in your group will be encouraged to ask clarifying questions during your presentation to clear up any confusion about the rules or purpose of the game. The class will provide feedback at the end of the presentation on the effectiveness of your instructions and overall quality of the presentation.
  
- ✓ After all the groups are finished presenting, the class will vote for a game they thought looked most enjoyable and then play it as a class.

## The project consists of 3 parts:

1. Creating a game that incorporates all the required elements.
2. Designing a creative and effective visual aid to teach the class the rules.
3. Demonstrating how the game is played in front of the class.

## Rubric

4	Game incorporates <u>all</u> required elements, visual aid is <u>creative</u> and <u>informative</u> , presentation is <u>organized</u> and <u>well thought out</u> , presenters are <u>enthusiastic</u> and <u>confident</u> .
3	Game incorporates <u>all</u> required elements, includes visual aid, presentation is <u>fairly organized</u> , presenters <u>show moments of enthusiasm</u> and <u>confidence</u> .
2	Game is <u>missing a required element</u> , includes visual aid, group appears <u>somewhat unprepared</u> for presentation; presenters <u>may be lacking confidence or enthusiasm</u> .
1	Game is <u>missing multiple</u> required elements, visual aid is <u>poorly created</u> , group appears <u>disorganized</u> and <u>under prepared</u> ,