

Contents

Preface **vii** • Acknowledgments **ix**

PART I	Getting Started	1
CHAPTER 1	An Introduction to Student-Designed Games	3
	A Brief Theory of Student-Designed Games	4
	What Makes a Good Game?	5
	What Student-Designed Games Are Not	6
	Getting Started With Student-Designed Games	7
	References	8
CHAPTER 2	Educational Benefits of Student-Designed Games. . .	9
	Games Making and the Physically Educated Person	9
	Games Making and Cooperative Learning	14
	Games Making and Student Motivation and Engagement	15
	Conclusion	16
	References	17
CHAPTER 3	Instructional Strategies for Games Making.	19
	Choose Outcome Goals.	20
	Decide Type of Game and Student Choice	20
	Set Up Small Learning Groups.	23
	Present the Challenge	24
	Provide Time to Explore and Experiment.	24
	Provide Time to Play.	25
	Review	25
	The Role of the Teacher	27
	Conclusion	29
	References	29
CHAPTER 4	Understanding Games	31
	What Is a Game?	31
	Classifying Games	33
	Classifying Games According to Their Tactics	37
	Tag Games	38
	Target Games.	38

Invasion Games	40
Striking and Fielding Games	41
Net and Wall Games	42
Conclusion	42
References	42

PART II Designing Basic Games 43

CHAPTER 5 Tag Games 45

Key Principles of Tag Games	45
Required Experiences for Success in Tag Games.	46
Key Strategies for Success in Tag Games.	47
Sample Tag Games	49
Poor Tag Games.	53
Safety in Tag Games	54
Questions to Consider When Designing Tag Games.	55
A Template for Designing Tag Games	57
Conclusion	60
References	60

CHAPTER 6 Target Games 61

Key Principles of Target Games	62
Required Experiences for Success in Target Games	64
Key Strategies for Success in Target Games.	65
Sample Target Games	66
Poor Target Games	69
Safety in Target Games	69
Questions to Consider When Designing Target Games.	70
A Template for Designing Target Games	72
Conclusion	74
References	75

CHAPTER 7 Invasion Games..... 77

Key Principles of Invasion Games	77
Required Experiences for Success in Invasion Games	79
Key Strategies for Success in Invasion Games	80
Sample Invasion Games	82
Poor Invasion Games	88
Safety in Invasion Games.	88
Questions to Consider When Designing Invasion Games	89
A Template for Designing Invasion Games	95
Conclusion	98
References	98

CHAPTER 8 Striking and Fielding Games 99

Key Principles of Striking and Fielding Games 99

Required Experiences for Success in Striking
and Fielding Games. 100

Key Strategies for Success in Striking and Fielding Games . . 103

Sample Striking and Fielding Games. 104

Poor Striking and Fielding Games 111

Safety in Striking and Fielding Games. 111

Questions to Consider When Designing Striking
and Fielding Games. 112

A Template for Designing Striking and Fielding Games 114

Conclusion 117

Reference. 117

CHAPTER 9 Net and Wall Games 119

Key Principles of Net and Wall Games 119

Required Experiences for Success in Net and Wall Games . . 120

Key Strategies for Success in Net and Wall Games 121

Sample Net and Wall Games 122

Poor Net and Wall Games 127

Safety in Net and Wall Games 127

Questions to Consider When Designing Net
and Wall Games. 128

A Template for Designing Net and Wall Games. 131

Conclusion 134

References 134

PART III Moving Beyond Basic Games 135

CHAPTER 10 Conversion Games 137

Hybrid Games 138

Relocation Games 142

Transformation Games. 146

Conclusion 149

Reference. 149

CHAPTER 11 Cooperative Games. 151

Collective Scoring 153

Reversal Games. 154

Components of Cooperative Games 154

A Template for Designing Cooperative Games 156

Conclusion 158

References 158

Contents

CHAPTER 12 Assessment in Student-Designed Games 159

What to Assess in Student-Designed Games **159**

How to Assess Student-Designed Games **161**

Evaluating Games **166**

Conclusion **167**

References **167**

Index **175** • About the Author **181**