

DESIGN A GAME ACTIVITY SHEET

DESIGN A GAME

In teams, create your own game that follows these success criteria. Your game must include:

- Opponents or teams who will move around
- At least three rules
- A skill
- An aim
- A way to score points
- Equipment

Look at the example below, then come up with your own ideas as a group. Think back to the Action Stations' activity – how might you use the equipment?



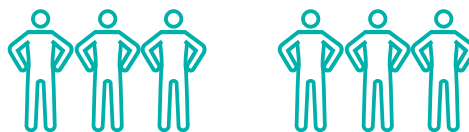
BEANBAG DROP

Equipment:

Beanbags (each team uses a different colour), hoops.

Opponents or teams:

Two teams of three.



Aim of the game:

To get as many of your team's beanbags in one of two target hoops, located in the opposing team's area of the 'pitch'.

Key skill:

Accurate throwing at a target.



Minimum three rules:

1. You cannot enter the other team's area but must throw accurately from your area.
2. Your opponents may block/catch and defend the hoops.
3. If you miss a hoop, your opponents can try and score in one of their target hoops with it.
4. Once you score, you must return to your beanbag base and do three star jumps before you take a beanbag and try again.

Scoring:

- A beanbag in your target hoops = 1 point.
- An opponent's beanbag in your target hoops = 2 points.

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EQUIPMENT:

OPPONENTS OR TEAMS:

AIM OF THE GAME:

KEY SKILL:

MINIMUM THREE RULES:

1.

2.

3.

SCORING: