

Task #3- Students will work cooperatively to invent a game

Standard: C1, C2, P2, P3, P6

Procedure:

Students will use the Health textbook as a guide. Students will form into groups of four and then design a game. The game must require the players to use cooperation and communication. The group must decide if the game is to be competitive or for fun. They must also decide whether it should be a board game, sport game, word game, or something different. Students must make up the rules, create the board (if necessary) and then play the game. After they have tried their own game, the group then will attempt to teach others in the class how to play their game.

After playing the game, students will turn in their rules and any other materials, which they have created or need for the game.

Criteria:

- Students have created an enjoyable game that makes the players use the skills of cooperation and communication
- The group used the compromising skill when it was necessary during the inventing process
- Each group member was allowed to communicate their ideas and thoughts

	5	3	1
Compromise (x2)	Group was able to compromise effectively	Group was able to compromise somewhat effectively	Group was rarely able to compromise
Game Play (x2)	Clearly explained rules and all material were made available	Rules are not fully explained	Rules are not explained and materials were not made available
Goal of Game (x3)	Players constantly used cooperation and communication	Players sometimes had to use communication and cooperation	Players rarely used communication or cooperation
Fun Factor	Extremely fun	Somewhat fun	Not fun