Design Challenge #2:
Creating a New Phys. Ed. Game
Week TWO

Here is the recap of our assignment. Please refer to Friday's blog for a summary of the tasks related to this project last week.
How can we collaborate and design together while practicing social distancing? Is there a way to play games, be active and to be innovative while embracing the way our world is changing? **We think the answer is YES!**

We've learned that out of boredom comes innovation and creativity...our brains literally need time feeling like there is simply nothing to do. As one student mentioned in their boredom paragraph though- "this isn't something you want to complain to your parents about because you will likely end up doing a chore or something you'd rather not be doing."

We know kids around the world right now are feeling bored. We know that you probably have times throughout your day where you might say "Ugh. I am SO bored". So let's create some innovative solutions to help the students at Prince of Wales stay active, engaged and maybe even inspire other students to follow our lead and innovate too!

We know this will be tough- but we really want to follow the design process to allow for our most creative ideas to flow...so please don't equate this project to a final product and just rush to finish it. We will have different tasks on different days and we have a group plan that we need all of us to follow **so please do not jump ahead... only work on the step we are on**. Feel free to do more than we ask at each step! We LOVE ideas and students who are motivated to dig deep!

Just remember...it is not a race. We will spend about two weeks going through the different stages of the design process! You might remember some of them from our other design challenges :)

Keep Scrolling. Your specific task for the day is on the next page :)

Monday/Wednesday Tasks:

Task 2 Physical Education Design Challenge

Please rewatch this video, if you would like, by John Spencer as a reminder of our focus for our design challenge:

[Designing a sport that can be played during social distancing!!](#)

This week will ask you to complete this design project by creating a document that can be shared with each other and potentially with other classes in our learning community. Over the weekend, you were asked to conduct some research to support you in growing your ideas and then to spend some time practicing and developing a couple of your favorite game ideas. This was our prototyping phase where we actively tried out our ideas, identified ways to make it the best version of itself and now we can start moving towards our end product. (This is just like the reading nook prototypes created for classrooms to give feedback on before you began building the end product!)

Today, we want you to connect and share your experiences with classmates (online) if possible. Talk about your game (s): What went well? What didn't work? Did you modify the rules or objectives? Was it fun? Did it get people active?

Afterwards, either in small groups or on your own, we would like you to create a Phys. Ed. Game document that meets the following criteria.

- Name of your game → Be Creative! Make it Fun!!
- Group members (if applicable) and ensure you are both working on a shared Google Doc.
- Description → In this section, we want you to describe the game you've created! Share some of your initial ideas, how you developed the game through collaborating with others, tell us how the prototyping/experimenting went over the weeked (successes, things you decided to modify or add etc.)
- Materials → What is needed to play the game
- How To Play → Give us the instructions for your game! Be specific and clear because this is a new game that none of us has played before.
- How To Win → Explain how the game ends and if there is a winner, how is that determined.

Please note, however, that this portion of the task will be worked on over the week (as it is both Monday and Wednesdays task!). We would like you to submit your completed Phys. Ed. Game by Tuesday, May 19th (remember it is a long weekend- enjoy it with your families!)

Please use **the link in our Google Classroom** for a graphic organizer that you can use to support you in creating your Phys. Ed. Game document. Remember, if you are working on a final product with one or more classmates, please ensure you share work together to complete the document by sharing the Google Doc with each other.