# **Chapter 14: Activity Templates**

## **Designing Games**

### **Carol Scaini and Catherine Casey**

**Table 14.2 Template for Designing Tag Games**

|  |  |
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| **Design consideration** | **Options** |
| What is the game’s format? | * Is it a continuous game of chasing, dodging, and fleeing? Or is it more of a player-versus-player format? |
| What is the game’s goal? | * Is the challenge to get to a specific target (e.g., other side of playing area) without being tagged (e.g., on a certain part of the body?) Or is the goal to accrue a certain number of tags in a specific time, or to be the last player tagged? |
| What are the limits of play? | * What sort of space is used (e.g., shape, size, out of bounds area)? * What rules govern penalties for moving out of bounds? |
| Are there safety zones? | * Is the safe spot a designated area (e.g., marked by spots, pylons, lines, or hoops)? * How long is a player allowed to remain in the safety zone? |
| How are players involved? | * Do the teams have even numbers? * What is the total number of taggers? * Do tagging players have special privileges or restrictions? * Are there specialized tagging roles? |
| How do players move? | * Do players run? Walk fast? Use scooters? * Using other types of locomotion (e.g., skipping, hopping) is a good idea, but usually students go back to the norm of running or fast walking. |
| How are players tagged? | * Do they tag with one hand? Two hands? An object (e.g., pool noodle, scarf, beanbag, stolen belt flag)? |
| How are players unfrozen? | * Are they unfrozen by teammate (e.g., high five, shoulder tap)? * Do those who are caught exchange places with the taggers? Become part of the taggers’ team? Return to their end zone? Go to a jail from which they can be released by a teammate? * Can players get a flag from another player? Grab a flag from a player running by? |

Adapted by permission from P. Hastie, *Student-Designed Games: Strategies for Promoting Creativity, Cooperation, and Skill Development* Champaign, IL: Human Kinetics, 2010). 58.

**Table 14.5 Template for Designing Target Games**

|  |  |
| --- | --- |
| **Design consideration** | **Options** |
| Player and target movement | * Is the target moving or still? * Is the player moving or still? |
| How object is sent to target | * Roll? * Overhand toss? * Underhand throw? * Kick? * Push? * Striking with an object? |
| Goal of the game | * Get the most points by hitting the target with the highest value? * Hit the most targets? * Be closest to the target? * Be first to remove, knock down, or progress through all targets? * Take the fewest turns to hit all targets? |
| Hindering of opponent allowed? | * Can players move or block an opponent’s ball (e.g., bocce, pool)? |

Adapted by permission from P. Hastie, *Student-Designed Games: Strategies for Promoting Creativity, Cooperation, and Skill Development* Champaign, IL: Human Kinetics, 2010). 73.

**Table 14.7 Template for Designing Net and Wall Games**

|  |  |
| --- | --- |
| **Design consideration** | **Options** |
| How do players score? | * Opponent misses the ball? * Ball is hit out of bounds? * Hit is not retrieved? * Rally scoring is used? * Score only when serving? |
| Where does the ball travel? | * Over a net? * Over a line? * Across a space? * Above a line on a wall? * Within a boundary? |
| How many touches or bounces are allowed? | * One? * Limited number? * Unlimited? |
| What body part or implement is used for striking? | * Paddle? * Racquet? * Hand? * Foot? * Arm? |
| What type of object is used? | * Ball (size, inflation level, density)? * Shuttle? * Disc? * Ring? * Other? |
| How does a game or rally start? | * Ball toss? * Bounce and hit? * Throw? * Kick? * Serve? |
| What are the court dimensions? | * Length and width? * Sides or ends? * Net height? |
| After a rally, what happens? | * Winner gets to serve? * Loser gets to serve? * Ball is tossed in? * One side serves for a set number of times? |
| What faults or penalties are included? | * Foot fault? * Serving to wrong area? * Illegal serve action? * Hitting the net? |

Adapted by permission from P. Hastie, *Student-Designed Games: Strategies for Promoting Creativity, Cooperation, and Skill Development* Champaign, IL: Human Kinetics, 2010). 131.

**Table 14.9 Template for Designing Territory Games**

|  |  |
| --- | --- |
| **Design consideration** | **Options** |
| What is the playing area, and what are its boundaries? | * None? * Sidelines only? * Walled in? * Scoring line? |
| What are the goals? | * Goal size and shape? * Number of goals? |
| How do players score? | * Making a goal? * Ball moved to a person in a certain place? * Gaining possession? * Moving ball past a line? |
| How can players progress toward the goal? | * Dribbling? * Running with the ball? * Passing? * Throwing? * Pushing? * Striking? * Kicking? |
| What object is used? | * Ball or puck? * Flag? * Beanbag? * None? |
| What implement or body part is used to move the object? | * Scoop to carry the ball? * Stick to hit the ball? * Hand or foot? |
| How do players get possession? | * After a score? * After a fumble or interception? * After being tagged? * By rebounding? * If the ball goes out of play? |
| How do players start the game or begin a new period? | * Tip-off or face-off? * Designated receiver? * Coin toss? |
| How does play resume after a score? | * Simple continuation of play? * Possession by opponent? * Jump ball? * Face-off? * Throw-in by referee? * Alternating possessions? |
| What faults or penalties are used? How physical should play be? | * Loss of possession? * Throw-in? * What is a foul? * What happens if the foul is accidental? Deliberate? * If a student is pushed, does his or her team gain possession of the ball? |

Adapted by permission from P. Hastie, *Student-Designed Games: Strategies for Promoting Creativity, Cooperation, and Skill Development* Champaign, IL: Human Kinetics, 2010). 95.

**Table 14.11 Template for Designing Striking-and-Fielding Games**

|  |  |
| --- | --- |
| **Design consideration** | **Options** |
| How do players score? | * Hit over a boundary? * Run to or past a point? * Run a particular pathway? |
| How do players get out? | * Ball caught in air? * Throw to base? * Certain number of missed swings? * Tagged? * Running out of the playing area? * Batting out of the playing area? |
| What implements or body parts are used? | * Hand or foot? * Whole body? * Bat, paddle, or racquet? * Chicken? |
| How does the striker receive the ball? | * Pitch from own team? * Pitch from opposing team? * Pitch from a machine? * Toss to self? * Off a tee? * Tossing out the object? |
| Where do strikers hit? | * From an end line? * From two end lines? * From the middle of the playing area to anywhere? * From a corner? * From home plate? |
| What is the shape of the playing area? What are the boundaries? | * Rectangle, fan, or oval? * No boundaries? * Walls or ceiling? |
| When do teams change from batting to fielding? | * After a certain number of outs? * After certain amount of time at bat? * After certain number of scores? * After everyone bats? * After a specific number of batters? |

Adapted by permission from P. Hastie, *Student-Designed Games: Strategies for Promoting Creativity, Cooperation, and Skill Development* Champaign, IL: Human Kinetics, 2010). 115.