European School School Sports Day 2021

Design a Game Competition

KS2 school children across the North West are tasked with designing a game or activity for their peers to play on ESSD Day (Thursday 24th September 2021).

1. The game can be any of the following

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| **Personal Best / Individual Challenge** |
| **Team Event / Challenge (involving players or teams)** |

1. Design a simple activity using items (if applicable) that would be available in a school setting.
2. Some questions for the children to consider:

**What is the aim of the game**? E.g. Gaining the most points or hitting a target or getting the fastest time or being the last person left in the game?

**How do you score**? E.g. be closest to or knocking down a target, are there bonus points for doing something ‘extra’ or minus points for doing something else?

# Then having played the game with others, can the children evaluate it?

* + Did the game work?
  + Did the players seem to enjoy it?
  + Would they now make any changes?
  + Is it simple to replicate elsewhere?
  + How can they make the game easier or harder?

1. For those that wish to, children can present their game to camera as a video. Diagrams, photo’s or drawings are accepted too.
2. Once the class has finalised the design of their games, the children should have a go at playing each others games where possible.

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|  | **Ideas and considerations** |
| **Personal Best** | * Probably targets individuals or small groups   \*Think about how to measure scores / success e.g. the total amount of *x*  achieved or how many *x* against the clock  \*Be aware of limited space in other schools  \*Can you repurpose equipment?  \*Can the players get better?  \*Will a ‘fun factor’ make them want to get better or try again?   * Will this game look the same at another school? * Remember about groups not mixing (bubbles) * Indoors or outdoors |
| **Team Game or**  **Challenge** | * Remember the teams will be of varying ages, sizes and abilities so consider that in your design * Is it a competitive, cooperative, or fun format? Could be some or all of these * Think about how it will be scored? * Are all the team fully involved? * Doesn’t have to follow a traditional sport set up * Ensure it can attract less sporty people * Is there scope to add a novel scoring system? * Will music add a different feel? * Can the space and / or equipment be used differently * Remember that players only from same bubble will have to play against each other |