

Lesson: Group Work – Invent a Sport or Game

1. **Brainstorm** the kind of sport/game your group wants to invent.

Follow the Brainstorming rules:

Don't judge. (no idea is a bad idea in brainstorming)

Go for quantity. (come up with as many ideas as you can)

Build on the ideas of others.

Encourage wild ideas. (sometimes the craziest ideas are the best)

Helpful discussion questions:

Is it played with a ball, a racket, etc.?

Is it played on a field, a hard surface, in the water, etc.?

Is it about accuracy, scoring points, speed, etc.?

Is it an individual sport or a team sport?

All these things are key when it comes to making your sport.

As your group Brainstorms ideas have someone write down all of the ideas. Use more paper if necessary.

2. Begin to **narrow down ideas**.

Can you cross things out that are similar to others?

Can you join ideas together?

Circle the idea that the group has decided to focus on.

Remember, adjustments can be made as you continue through the process.

3. **Choose a name** for your sport or game.

It shouldn't be complicated like "Hombidilakinshire Romp," but it should be more creative than something like "Throwball."

Write the title your group has decided on: _____

4. **Make a design of the field** it'll be played on.

If it doesn't really matter where it's played, then make sketches or a list of the things that are needed, for example, if it were soccer all you need are two goals and one ball.

Use more paper if necessary.

5. Come up with the **basic rules** for your sport or game.
 - How many players?
 - What's the objective?
 - If points are needed, how are points scored?
 - What are the main steps to the game?

Use more paper if necessary.

6. Draw/List the **equipment** needed to play your game or sport.
Sports involving balls must have a specific design for the ball.
Some sports need specific uniforms.
Some have a specific shape of a racket.

Be creative in thinking these up!

Use more paper if necessary.

7. **Work with another group** - show the sport or game to them so they can proofread the rules and give you advice to help improve your sport or game. Ask them: Do the rules make sense? Could they go play this?

8. List any **changes** your group wants to make, after discussing it with another group.

Use more paper if necessary.

9. Write the **final description** of your game or sport, the final list of rules, and the final directions on how to play.

Use more paper if necessary.

10. Get your sport known – on a piece of construction paper make a poster introducing your new sport or game. Create a plan on how you will teach this to other students in your school.

11. Do some online research. You need to make sure there isn't already a sport or game just like the one you're creating. Make sure its original! If you see something similar out there, add a few tweaks to your own to make it different.