

Wizards of Wright

Lesson: Group Work – Invent a New Sport or Game

Use WOW! Lesson Intro to begin.

<p>Background Info for Wizards:</p>	<p>There are several benefits for students to experience group work.</p> <ul style="list-style-type: none"> - Group work creates more opportunities for critical thinking and can promote learning and achievement. - Students engaged in group work, or cooperative learning, show increased individual achievement compared to students working alone. - Student group work enhances communication and other professional development skills. - Group work can be an effective method to motivate students, encourage active learning, and develop key critical-thinking, communication, and decision-making skills. - Kids need to interact and problem solve sometimes apart from instruction and guided practice. This both assesses and develops high leveled thinking.
<p>Materials:</p>	<p>Group sheets. extra paper if needed</p>
<p>Lesson Time: 45 minutes</p>	<p>Introduction: 5 minutes Student Activity: 30 minutes Conclusion: 10 minutes</p>
<p>Learning Targets:</p>	<p>Students will participate working in a group.</p> <ul style="list-style-type: none"> - they will use critical thinking - they will participate in cooperative learning - they will have opportunities to communicate - this is an opportunity for active learning - they will practice decision-making skills and problem solving
<p>Introduction for Students: 2 minutes</p>	<p><i>The students must work in groups for this activity. The teacher should have created those groups already.</i></p> <p>Explain to students that their group will be inventing a new sport or outside game.</p>
<p>Student Activity: 30 minutes</p>	<p>Give groups the Group Sheets and briefly go over the sections their group will need to discuss and decide on.</p> <ol style="list-style-type: none"> 1. Brainstorm many ideas. 2. Narrow down your ideas and make a decision.

	<ol style="list-style-type: none"> 3. Choose a name for your game or sport. 4. Make a design of the field it'll be played on. 5. Come up with basic rules for your sport or game. 6. Draw/List the equipment needed to play your game or sport. 7. Work with another group to get some opinions. 8. List the changes your group wants to make. 9. Write the final description of your game or sport. <p>Discuss with the teacher that there are two more steps for the groups to complete, if he/she would like for them to finish these after our lesson has been completed.</p> <ol style="list-style-type: none"> 10. 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. 11. Get your sport known – make a poster introducing your new sport or game. Create a plan on how you will teach this to other students in your school.
<p>Conclusion: 10 minutes</p>	<p>Have groups briefly present their final description of their new sport or game.</p>

information and ideas credited to: [https://teachingcenter.wustl.edu/resources/active-learning/group-work-in-class/benefits-of-group-work/#:~:text=Group%20work%20creates%20more%20opportunities,\(Attle%20%26%20Baker%202007\);](https://teachingcenter.wustl.edu/resources/active-learning/group-work-in-class/benefits-of-group-work/#:~:text=Group%20work%20creates%20more%20opportunities,(Attle%20%26%20Baker%202007);)
<https://dynamitelessonplan.com/create-your-own-sport-a-small-groups-classroom-project/>; <https://www.pinterest.at/pin/418905202841308119/>;
<https://uwaterloo.ca/centre-for-teaching-excellence/teaching-resources/teaching-tips/alternatives-lecturing/group-work/implementing-group-work-classroom/>; <http://www.cityxproject.com/workshop/>; <http://www.ideaco.org/2013/07/standfords-design-process-for-kids-teaching-big-picture-problem-solving/>; http://www.kidscodemarin.com/uploads/7/0/1/0/7010842/cityx_instructor_guide.pdf