# #ThisIsPE

# **Leadership** — creating different scoring systems

SECONDARY KEY STAGE 3 PE /// STUDENT LEADERSHIP

#### **Content outline**

This activity aims to develop planning and leadership skills to enable a young person to deliver a basic game-based activity, which includes adapting the way the game is scored

- Communication
- Planning
- Problem solving
- Creativity
- Sportsmanship



This resource and supporting video have been created by:

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This series of resources and videos have been designed to give young people educational content and knowledge linked to the National Curriculum for Physical Education



### Space

- Increase the playing area you are using (to make it harder)
- Decrease the playing area you are using (to make the task easier)
- If completing indoors, make sure the area is clear of trip hazards and any objects which could cause harm



#### **Task**

- Add time limits to put participants under pressure
- Use very concise / simple instructions for any younger participants
- Use different scoring systems for different people playing based on their ability (Eg. Easier scoring system for young players)
- Have a variety of ways to make your activity easier / more difficult so you can adapt accordingly



# **Equipment**

- Use different household items (Eg. cushion, small soft toy, items of clothing) to use during the activities
- Use larger equipment to make the task easier (eg. Larger targets, or use a larger ball)
- Could additional zones be added which could be used within your activity?



### **People**

- If you have other people in your house, ask them to be your participants to lead to
- Describe your activity a friend online

   could they understand your
   activity?
- How can you adapt this activity for more people to take part?

## **Learning intention**

#### Physical:

 To plan and deliver a short gamebased activity, which includes different ways to score

#### Personal:

- Communication
- Problem solving
- Sportsmanship

#### **Learning questions:**

- Describe how to score during your activity
- How can you adapt your activity if one person is winning too easily?
- How could you adapt your idea for being indoors?
- How could you progress your activity further to make it more challenging?
- How could you improve the activity you delivered?







