



# Invasion Games

Name of the Game:

Created by:

## Equipment



## Tactical Focus

What tactical problems will players aim to solve when playing this game?

Maintain Possession

Regain Possession

Create Space

Defend Space

Attack the Goal

Defend the Goal

Set Plays



## Description

What are the main rules of this game?



## Diagram

How should the equipment be set up?



## Modifications (Change It!)



### Change it Up

How can you make the game more challenging?



### Change It!

What can you change to make the game different?



### Change it Down

How can you make the game easier?



## Assessment

What would you expect students to know/understand/do in relation this this game and the tactical focus?



Emerging



Developing



Competent

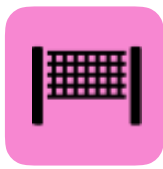


Proficient



## Questions

What questions can you ask to encourage students to think and reflect critically about this game?



# Net & Wall Games

Name of the Game:

Created by:

## Equipment



## Tactical Focus

What tactical problems will players aim to solve when playing this game?

Maintaining a Rally

Winning a Point

Setting Up for Attack

Defend Space

Defending Against Attack

Restarting Play



## Description

What are the main rules of this game?



## Diagram

How should the equipment be set up?



## Modifications (Change It!)



### Change it Up

How can you make the game more challenging?



### Change It!

What can you change to make the game different?



### Change it Down

How can you make the game easier?



## Assessment

What would you expect students to know/understand/do in relation this this game and the tactical focus?



Emerging



Developing



Competent



Proficient



## Questions

What questions can you ask to encourage students to think and reflect critically about this game?



# Striking & Fielding Games

Name of the Game:

Created by:

Equipment



## Tactical Focus

What tactical problems will players aim to solve when playing this game?

Accurately Hit Ball

Avoid Getting Out

Scoring Runs

Make Hitting Difficult

Stop Scoring Runs

Description  
What are the main rules of this game?

Diagram  
How should the equipment be set up?



## Modifications (Change It!)



### Change it Up

How can you make the game more challenging?



### Change It!

What can you change to make the game different?



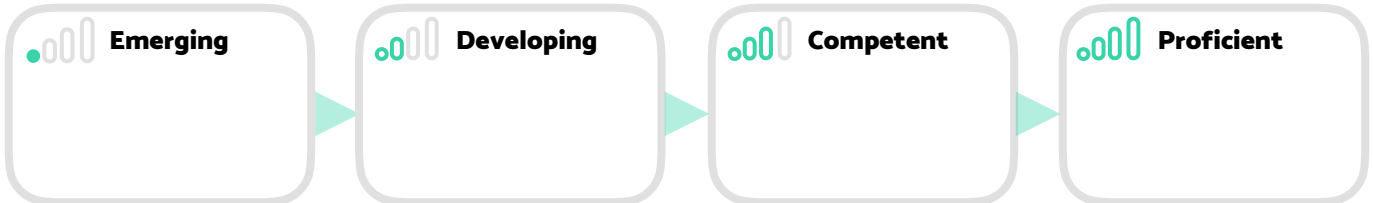
### Change it Down

How can you make the game easier?



## Assessment

What would you expect students to know/understand/do in relation this this game and the tactical focus?



## Questions

What questions can you ask to encourage students to think and reflect critically about this game?

Blank area for writing questions.



# Target Games

Name of the Game:

Created by:

**Equipment**



## Tactical Focus

What tactical problems will players aim to solve when playing this game?

- Proximity to Target
- Avoiding Obstacles
- Creating Dynamic Reaction
- Defending Space/Objects
- Getting Last Shot

**Description**  
What are the main rules of this game?

**Diagram**  
How should the equipment be set up?



## Modifications (Change It!)



### Change it Up

How can you make the game more challenging?



### Change It!

What can you change to make the game different?



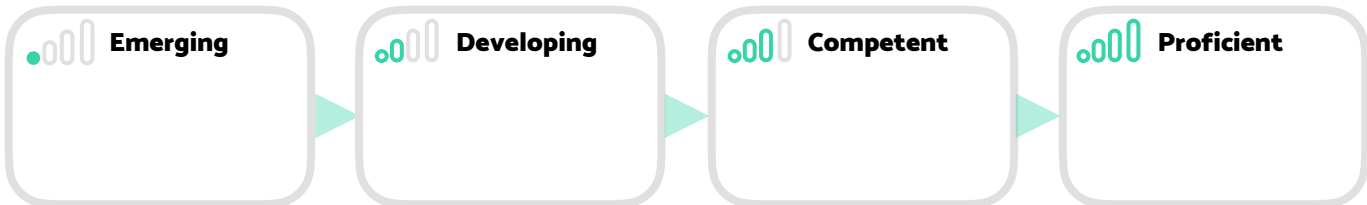
### Change it Down

How can you make the game easier?



## Assessment

What would you expect students to know/understand/do in relation this this game and the tactical focus?



## Questions

What questions can you ask to encourage students to think and reflect critically about this game?

Blank area for writing questions.