**Making a Game- Swimming**

**General Directions- Please refer to the** [**rubric**](https://docs.google.com/a/williamsburg.k12.ia.us/spreadsheet/ccc?key=0Am9c3TkEGh66dHRyVEVab0RGQ3F0T3hwMmZLWVRTZnc&usp=drive_web#gid=0) **for a listing of all criteria.**

**Groups of no more 4** (If you are absent at the time that we make games you will have to complete the assignment on your own.)

1. You are to make a game that will be played by you and your classmates during class.
2. Your game needs to be original. Games cannot resemble a game that was previously played in class. (You cannot make up sharks and minnows because someone already made that game up.)
3. You can use any equipment available and if there is other equipment needed you can bring it in or ask if the school has it. (You should not make a game that involves 5 bricks because we only have 2.)
4. This is your opportunity to create a game that you want to play. Make sure that your game is fun and exciting because you and your class will be playing it.
5. All of your rules/directions need to be written out. Equipment, teams, spacing, etc needs to be stated in your rules. (If you are gone the day that we play your game, we would still be able to play it.)
6. Make sure that everyone in your class can play the game. (If your game involves diving to the bottom of the deep end but over half of the class can’t do that your game will not work to well. You might have to allow people flippers or have an alternate activity for the people that can’t touch the bottom.)
7. If you are working in a group, I expect all group member to contribute to make the game. I also expect you to work together so that everyone feels that their ideas are being considered. (Everyone should help to set up and take down the game. Everyone will be responsible for being able to explain the game to the class.)
8. All safety precautions need to be taken and kept in mind while creating your game. (No Dodgeball- unsafe, dodgeballs fill up with water making them unusable, and people just go under water making it impossible to get anyone out.)
9. Your game should also offer the class some type of aerobic workout. (You do not have to be swimming continuously but your game should not allow students to stand in one spot the entire game.)
10. Games should be around 30 minutes in length. (Obviously, I know that you can’t possibly know the exact time because you haven’t played it but you will know if a game is going to be only 5 minutes or if it is going to be 60.)