

KIN 114w INNOVATIVE GAMES

Spring 2008 T/Th 11-12:30

KIN 114w is a required course for the Bachelor's Degree in Kinesiology and All-Level Certification

College of Education and Applied Science

Department of Health and Kinesiology

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Text (Optional): Lichtman, Brenda. More Innovative Games. Champaign, Illinois: Human Kinetics Publishers, 1999.

Course Description: This class is designed to introduce the student to a number of new and innovative games and activities which are normally not included as part of the traditional kinesiology curriculum which is offered within the public schools. Students will also learn the principles upon which these different activities are created so that they may devise new games using their own imaginations.

Standards Matrix:

Objectives/Learning Outcomes	Activities	Performance Assessment	Standards: State Standards Specialty Organization Standards
Identify the principles upon which innovative games are based	Games are played and principles are identified as a group. Written tests.	Correctness of principle and grade on written test.	1
Be able to create an innovative game	Using principles, create an innovative game	Rubric to evaluate the game in accordance with NASPE key elements in developmentally appropriate activities.	1
An ability to locate novel games and modify them so as to produce an innovative activity	Locate 2 novel games; identify the principle on which the game is founded. Adapt each of those activities so that the product is innovative and specify principle	Analytical rubric evaluating the summary of the game, principles and adaptations.	1
Change novel games to make them more cooperative, fostering greater teamwork, and problem solving	Small group work to alter novel games. Share adaptations with the class. Selected variations are played by entire class	Holistic rubric applied for evaluation. Class discussion of objectives achieved.	4,6,8

Course Format:

This is an activity-based course requiring your participation. Small group discussion and sharing of ideas will occur periodically throughout the class.

Course Requirements:

After completion of the course students will:

1. Understand the principles upon which new and innovative games are based
2. Create and share a new innovative game
3. Use resources to locate new or innovative games created by other professionals
4. Take existing games and modify them to produce a new innovative game

Grading Scale:

Exam	40% (40 points)
Innovative Game	30% (50 points)
Participation	20% (20 points)
In class Assignments	10% (10 points)

Attendance:

Your presence and participation are expected for each class. Students will be permitted 2 absences without penalty. For each additional absence beyond 2, a 10-point penalty will be levied against the student's total point value. Late assignment will be accepted in the event that proper documentation regarding the reason for the absence is provided to the instructor.

Classroom Rules of Conduct: Students will refrain from behavior in the classroom that intentionally or unintentionally disrupts the learning process and, thus, impedes the mission of the university. Cellular telephones and pagers must be turned off before class begins. Students are prohibited from eating in class, using tobacco products, making offensive remarks, reading newspapers, sleeping, talking at inappropriate times, wearing inappropriate clothing, or engaging in any other form of distraction. Inappropriate behavior in the classroom shall result in a directive to leave class. Students who are especially disruptive also may be reported to the Dean of Students for disciplinary action in accordance with university policy.

Absences on Religious Holy Days: University policy states that a student who is absent from class for the observance of a religious holy day must be allowed to take an examination or complete an assignment scheduled for that day within a reasonable time after the absence. Student must be excused to travel for observance of a religious holy day. A student who wishes to be excused for a religious holy day must present the instructor with a written statement describing the holy day(s) and the travel involved. The instructor should provide the student with a written description of the deadline for the completion of missed exams or assignments.

University ADA Policy: Sam Houston State University seeks to provide reasonable accommodations for all qualified persons with disabilities. This University will adhere to all applicable federal, state and local laws, regulations and guidelines with respect to providing reasonable accommodations as required to afford equal educational opportunity. It is the student's responsibility to register with Services for Students with Disabilities in the Counseling Center and to contact faculty members in a timely fashion to arrange for suitable accommodations.

**Spring
2008**

Activity

Date

Thursday 1-17 Syllabus/ Schedule

Tuesday 1-22 8 Principles/Spider Web/Amoeba Race/Dragon Tail

Thursday 1-24 Beachball Relay/DodgePin/ Limb Bombardment

Tuesday 1-29 KorfBall

Thursday 1-31 Dodge Basketball/Milkjug Wall Ball/One-walled Volley

Tuesday 2-5 Milkjug Flag-football/Frisbee Bowling/Soccer Bowling

Thursday 2-7 Spasketball/Footbasket/Bucketbrigade

Tuesday 2-12 Soccer-Tennis/Volley-Tennis/Fungo Golf

Thursday 2-14 Written Assignment: Create a Game

Tuesday 2-19 Create a Game Day

Thursday 2-21 Capture the Flag

Tuesday 2-26 MazeBall/ Milkjug Softball

Thursday 2-28 SoftVolley/Roller Trashcan Basketball

Tuesday 3-4 Amazing Race Relay Challenge

Thursday 3-6 Final Exam/ Innovative Game (Last Day of Class)

Tuesday 3-25 **Report to Rhythmic Activities**