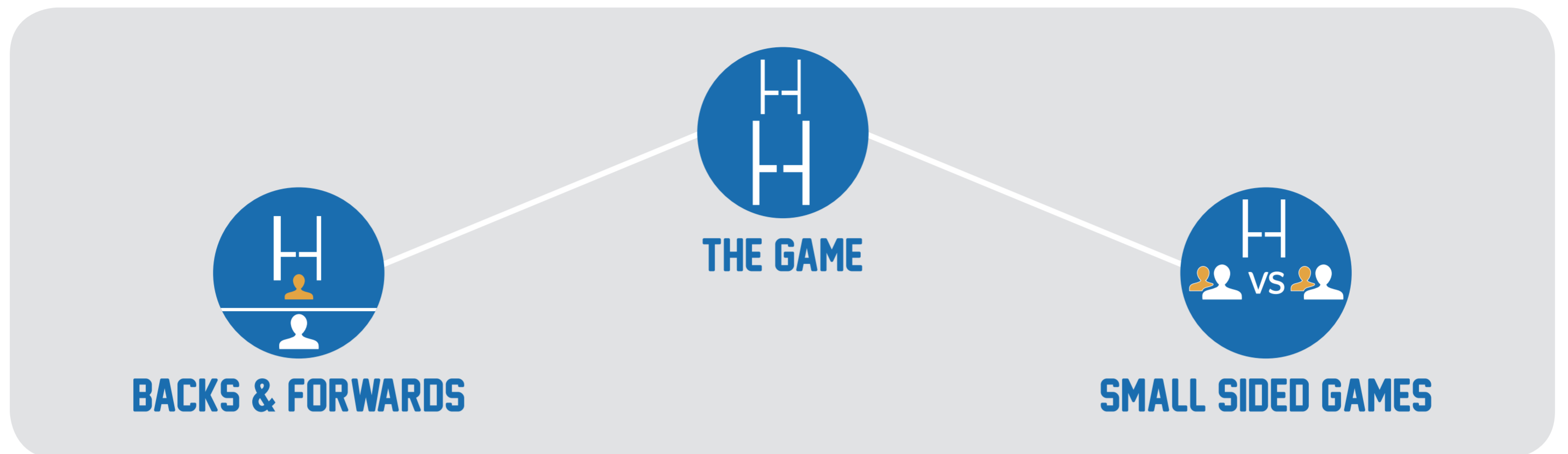
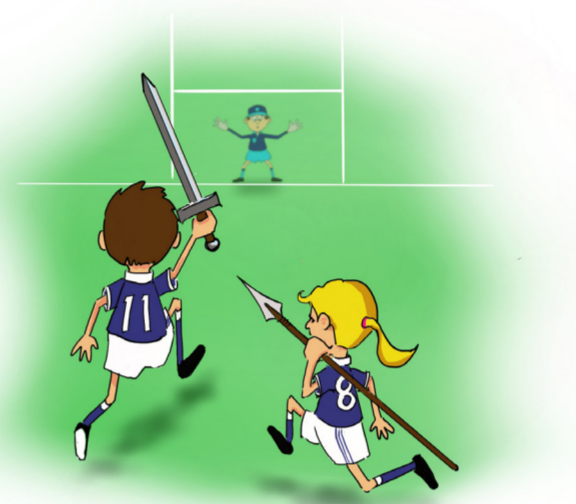


INTRODUCTION TO OUR GAMES



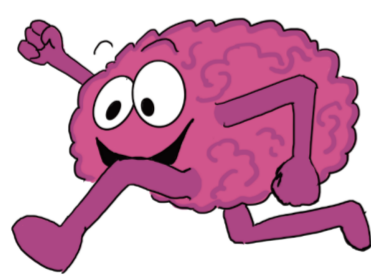
PART INVASION GAMES



FULL INVASION GAMES



Goal



Active Learning



Motivation



Enjoyment



Scores

O'Connor, G (2019) Give us a Game Second Edition

STEPR PRINCIPLE

There are different ways you can change the game played to make it more challenging for every player.

Space - Where the activity is happening. E.g. increasing or decreasing the area in which the task is performed.



Time - How long are players working for? Challenge the intensity by reducing the time.



Equipment - What is being used? E.g. Modify the equipment changing the size, level and height of equipment.



Players - Who's involved? E.g. Modify the players in pairs, small or bigger teams.



Rules - Adapt the rules of the game to assist with achieving a certain outcome. E.g. Hand pass only, 3 points for a point, two touch hurling etc..)

