**Physical Education RESPECT Model Q1 Project**

**Create-a-Cooperative Game**

**Group Members:**

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**What equipment will you need for your NEW GAME?**

C:\Users\kids\AppData\Local\Microsoft\Windows\Temporary Internet Files\Content.IE5\FV7JMQTS\MC900358975[1].wmf1.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

2.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

3.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

4.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

5.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

6.\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Describe your NEW GAME in the space provided below: (This can be written out in complete sentences, numbered in a sequence, or your group can use diagrams with words to explain the activity).**

**BRAINSTORMING:**

**“Huddle”**

1. Each student comes to the group with an idea and takes turns writing the idea around the outside of the circle.
2. Group discusses the ideas written around the outside of the circle and negotiates which ideas should go inside the circle.
3. Group can continue negotiating from there or may decide to try some ideas out with the equipment provided.
4. Finally, group needs to come to an agreement as to ONE idea that will work as a cooperative activity that demonstrates the RESPECT Model in Physical Education.