Sec IV IB Team Teaching Activity

**Group Leader**

*Role:*

To accompany a group of Sec 1 Physical Education students to several activities and encourage their participation and positive learning environment throughout the period.

*Responsibilities:*

- Depict a positive attitude towards all members of the activity (teachers, fellow students and Sec 1 students)

- Maintain a positive and energetic demeanor while participating in all activities and travel time between stations, ensuring good management of your group

- Ensure proper timing when leaving and arriving at each station (including water breaks)

- Help with communication between your group of Sec 1 students and the Activity leader (they might be too shy to speak up)

- Remain on the learning/receiving side of the game and allow the Activity Leader to run the game, but encourage questions and volunteers from your group

*Schedule:*

- Greet and introduce yourself to your group

- Explain how the stations will work and that they will be learning and playing

- Let them know that you are responsible for them and they must ask your permission to leave the gym at any time, for any reason

**Activity Leader**

*Role:*

To plan a basic game/activity and communicate it in the most efficient and positive method for several groups of Sec 1 Physical Education students.

*Responsibilities:*

- Research a basic game appropriate for Sec 1 Physical Education class (minimal to no equipment please)

- Learn all rules and responsibilities that accompany the game

- Find the simplest and quickest way to deliver the rules and objective(s) of the game to each group of Sec 1 students

- Ensure communication is open and positive at all times to Sec 1 students and the Group Leader

- Fill out the Basic Game template and return to Ms. Simpson by latest **March 10th**

*Schedule:*

- Groups of Sec 1 students will be visiting your station (x) many times. Be prepared to explain your game to each group and maintain a positive attitude

- Introduce yourself, the main goal of the game, ask for any questions or clarifications and begin the game

- A whistle will sound to dictate the end of the station time and the groups will rotate to the next station planned

*Game ideas:*

* Tag (1 or many taggers, 2 teams, capture/rescue
* Relay races
* Leadership (blindfolded student led verbally by other students to reach end goal)
* Map discoveries (ex: Pathfinder, amazing race)
* Human knot
* Reaction ready (listen to commands and quickly adjust, ex: red light green light or knight, princess and king)
* Rock paper scissors challenges
* Three sticks
* Push catch