

GAMES AND PSYCHOMOTOR SKILLS

Category	Definition	Associated Verb	Matching Game Activities
Origination	Learner now creates his or her own physical activity and movement to accomplish a specific goal.	Arrange Build Originate Design Create	Building
Adaptation	Learner can now adapt the physical activity to meet exceptions to standard practice, make modification to adjust to different situations.	Adapt Adjust Recognize	Strategizing Simulation
Complex Overt Response	Final step of learning a physical activity. Learner is proficient in the entire activity and performs without hesitation, thinking consciously about the steps with no doubt about ability to perform the physical activity.	Move Effortlessly Do Not Hesitate	Role Playing Simulation
Mechanism	Intermediate steps of learning a physical activity. This includes the activity becoming habitual and movements performed with basic proficiency to some standard. Some physical movements become subconscious and require less overt thinking. Less hesitation and doubt.	Imitate Reenact Copy	Role Playing Simulation
Guided Response	Early stages of learning a physical activity. Includes trial and error as well as imitation. Conscious thinking about every physical movement. A great deal of hesitation and doubt.	Attempt Practice Target	Puzzle Solving Simulation
Set	Readiness to perform the physical activity. A person's disposition toward doing the physical activity. Sometimes called a mindset.	Volunteer Express Interest Recognize	Exploring Simulation
Perception	The ability to use sensory cues to guide physical activity.	Identify Observe Select Watch	Matching Simulation

