



# **Gameday & Supportive Feedback**

LO IWBAT Play interactive games.

Evaluate the experience.

# Learning Objectives:

To:

- Play interactive games created by peers
- Evaluate game and provide supportive peer feedback



With a partner, decide on a game to play from our class' game board.

- Play each game 2x
- 1st round: just play
- 2nd round: evaluate

# Class Game boards here

Icon and hyperlink are attached as well.

## Game Day

Select an icon. Click the hyperlink to play

 5 MIN C 100 BREAST	 500 KICK 200 BACK	150 BREAST	200 BREAST	 200 BREAST 200 BACK	300 KICK	350 KICK	 400 KICK	400 KICK	
350 BACK	250 BACK	100 SWIM	150 BACK	200 KICK 200 PULL	400 FREE	300 FREE	8x50 at 1:15	200 FREE	 VISITING JUST 400 IM 50 FREE
200 FLY	250 FLY	100 FREE KICK w/ FINIS	300 FLY	200 FLY 200 PULL	200 FLY 200 FREE	200 IM	 LUXURY TAX 6x25 NO BREATH	300 IM	 200 FREE GO
500 PULL	400 PULL	200 FREE 400 IM	300 PULL	 200 BREAST 200 FREE	INCOM TAX 4x25 NO BREATH	250 SWIM	 100 SWIM	150 SWIM	

# Game Board Evaluated #1: \_\_\_\_\_

How many times did you play the game?

What positive attributes do you notice about the game?

What modifications have you detected in the game?

What suggestions do you have to make the game more successful?

Leave a positive note!

## Game Board Evaluated #2: \_\_\_\_\_

How many times did you play the game?

What positive attributes do you notice about the game?

What modifications have you detected in the game?

What suggestions do you have to make the game more successful?

Leave a positive note!

# Game Board Evaluated #3: \_\_\_\_\_

How many times did you play the game?

What positive attributes do you notice about the game?

What modifications have you detected in the game?

What suggestions do you have to make the game more successful?

Leave a positive note!

