



Gameday & Supportive Feedback

LO 1WBAT 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.

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

Game Day

Select an icon. Click the hyperlink to play

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!

