



FOR ALL

Gamification

Power Up // Ages 5-8 Session Plan

Gamification Techniques



Goals

By setting a clear and achievable goal, you can encourage your players to take ownership of their learning.



Competition

Whether it's beating a personal best or topping a league table, competition can help to motivate your team.



Teamwork

By encouraging players to work together, you can promote a sense of shared achievement.



Instant Feedback

Feedback gives players the chance to learn from experience – try to include it in all your practices.



Repetition

'Try again' gives players the chance to assess their current performance and adjust their behaviour accordingly.



Levels

Good games are made up of progressive challenges, which encourage players to continually develop their skills.



Rules

Applying different rules, such as a time limit, will help to add both variety and focus to your practices.



Reward

Simple, regular and measurable reward is an important motivator – why not allocate points or a surprise bonus?

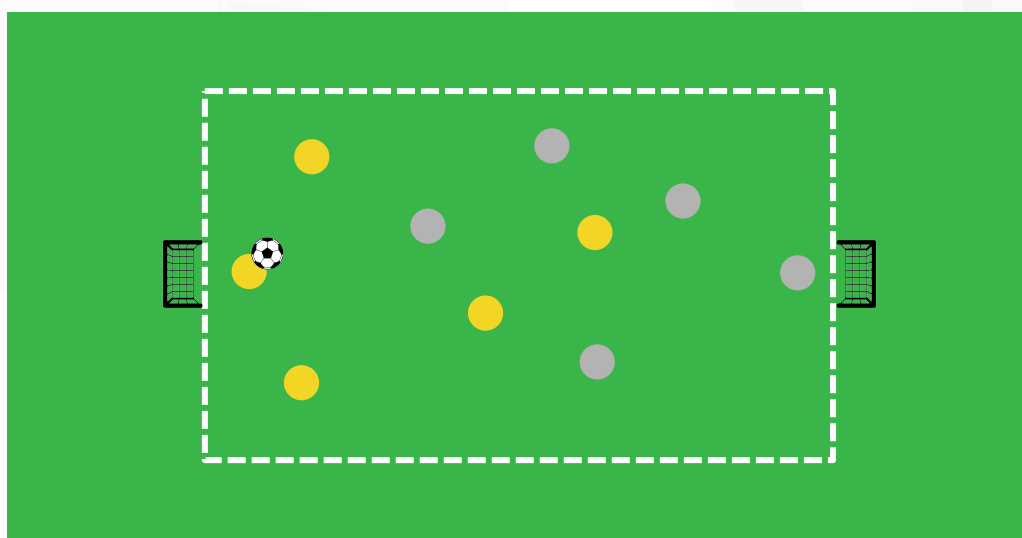


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Power Up // Ages 5-8



Aim of the Game: To score goals, steal players and collect points // **Max 5v5**



Ball



Players



Goals

The basics



Create a match with your players split in to two teams



When a team scores during normal play, they get to steal a player from the opposition for a two-minute 'power up'



During the power up, if either team score, they are awarded a point



Teams return to equal numbers at the end of the power up or when a goal is scored (whichever comes first)



The winning side is the team with the most points at the end of the match

Level progression



During a power up, if the outnumbered team scores they win two points – or even more



Following a goal in normal time, allow both teams a time-out to discuss tactics before the power up starts