



**FOR ALL**

# Gamification

## Great Gates 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?

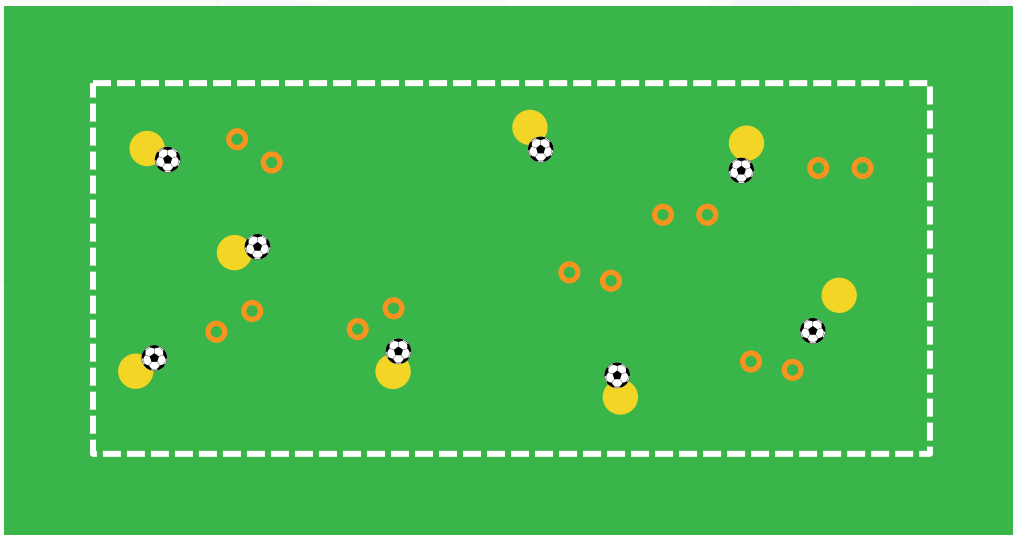


**FOR ALL**

# Great Gates // Ages 5-12



**Aim of the Game:** To collect points by dribbling through as many 'gates' as possible.



Ball



Player



Gates

## The basics



Each player starts the game with 10 points – and a ball



When a player dribbles through a gate, they score a point



If a player makes contact with another player (or their ball), they lose a point



The task is timed and lasts for one minute



When the game ends, players have the opportunity to 'try again'



During this second attempt, players are challenged to beat their previous score

## Level progression



Vary the size of the gates – with smaller widths worth two points



Introduce a 'floating' defender to guard the gates. If the defender is able to steal a ball, the player takes over their position