

PHE Game Creation UOI

“Zone Control” and “Run For Your Life”

Student Name: Yuki **Time Allowed:** 5 minute explanation followed by 10-15 minutes gameplay

Zone Control

Reasons why I choose this game:

I chose to do this game because I really like playing the video game that was the base of the idea of this game. The actual video game was shooting the enemy team while capturing territory, but I thought that it could be simplified and played without the shooting part. It seemed like a simple and fun idea so I chose to do this game.

Explanation:

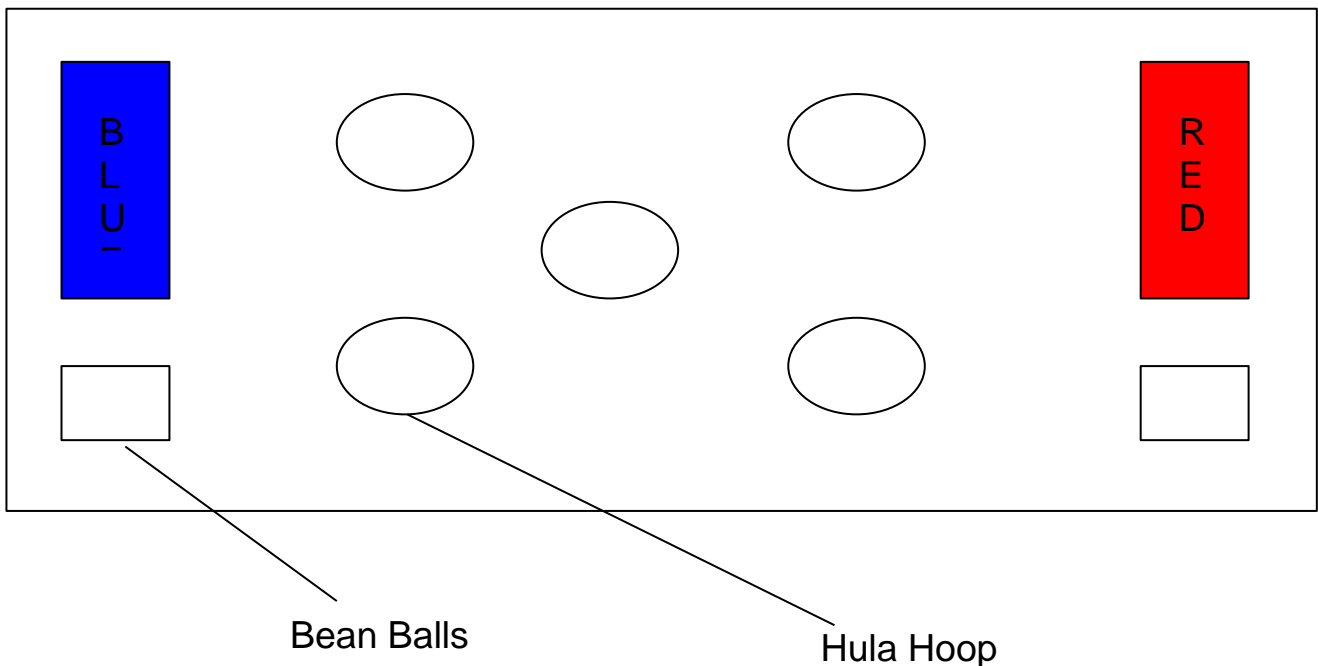
There will be two teams. (red and blue) Each team will be at the end of the gym. They will have bean balls next to them which will be used to capture territory. The team members have to bring the bean balls into one of the five randomly placed hula hoops and come back. While this is happening, only one player can go at a time and they can only have one bean ball at once. This will go on for three minutes. After the time is up, we will count the number of bean balls each team has in each hula hoops. The team with more bean balls in a hula hoop gets control of the hula hoop and the team that controlled more hula hoops wins the round.

Materials:

- Five hula hoops
- Bean balls (Red and blue)

Set Up:

Zone Control



General Rules:

- The team with more controlled hula hoops win.
- To control the hula hoops, the teams need to put more bean balls in the hoop than the opposing team.
- Each team will have their colored bean balls.
- Players are to run with a bean ball and place them in a hula hoop.
- Only one person from each team can go until that player comes back to the team area.
- Each player can only bring one ball at a time.

Strategy:

The strategy of this game is to look at where the opposing team is putting the bean balls. First, you have to put them randomly but later, you will see where the amount of bean balls are losing or winning. The strategy is to put the balls in where the amount of bean balls are about the same or winning to completely be controlling the hula hoop. Another strategy is to not waste any bean balls where it is impossible to control where the numbers of balls are losing by a whole lot. One more strategy that can be used is to look at where the opposing team is not putting so much and take over a place when they are not paying attention.

Post Activity Reflection:

I think this game went pretty well because it was not similar to any games done in PHE. I think it was simple, easy and fun. It looked like everyone understood pretty well and was doing it seriously which shows that it was pretty fun for them. The set up time and explanation went smoothly and seemed clear to everyone which was good too.

Run For Your Life

Reasons why I chose this game:

I chose to do this game because it was really really simple and easy. It was something I wanted to try for a long time since I learned the game "Dodgeball" and "Bulldogs". I mixed the two games and it sounded like fun so I tried it and it worked pretty well.

Explanation:

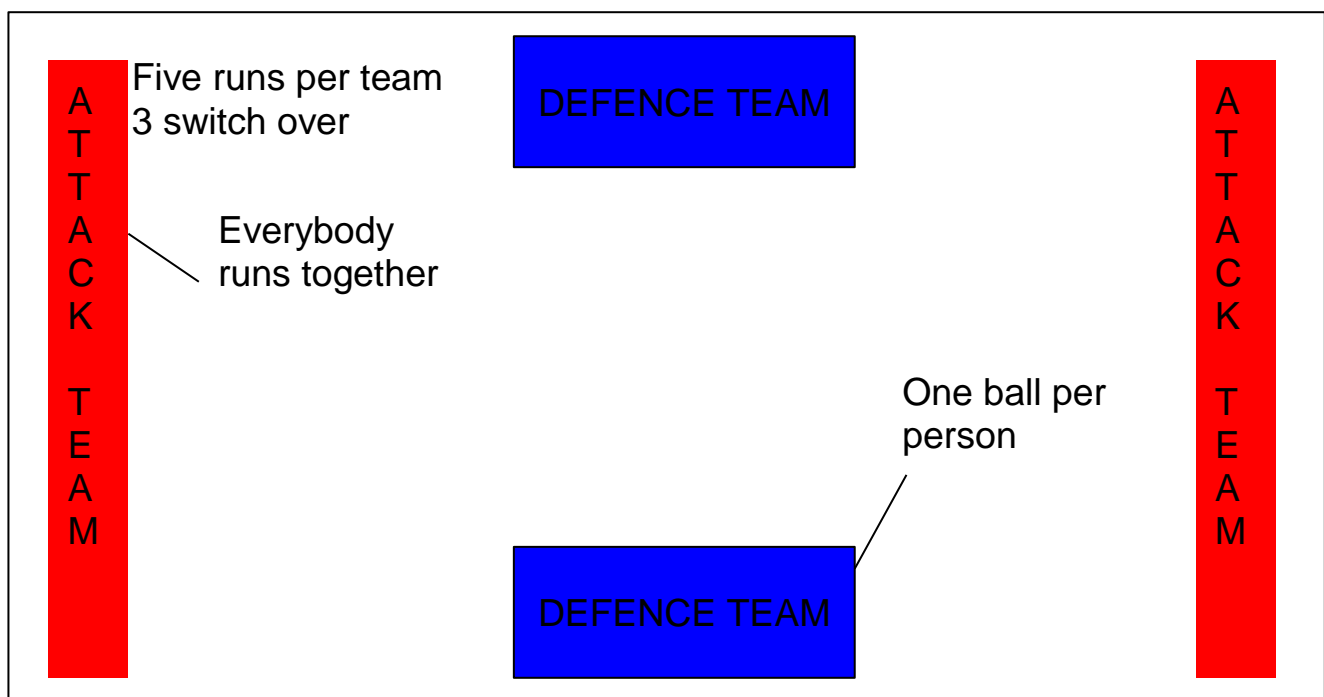
There will be two teams; an attacking team and a defending team. The attacking team will try to run from one side of the gym to the other side. (The team will run at the same time after a whistle) While they are running, the defending team tries to hit them with the dodgeball from the two defending zones. The defending team only gets one ball per run. There will be three rounds of this in one game. After each rounds the team will switch sides. Each hit from the defending team will be their point and the team with the more points at the end wins the game.

Materials:

- Dodgeballs

Set Up:

Run For Your Life



General Rules:

- Attacking team cannot run till the whistle is blown.
- Each attacker has to run.
- Defence team cannot get out of the blue defending zone.
- Defence players only get one ball per run.
- Each hit is a point for the defending team.
- There will be five runs per round and the teams will switch sides per round.
- Three switch overs.
- The team with more points wins.
- After an attacker is hit, they sit out for the round.
- They come back when they defend.

Strategy:

The strategy for attackers is to wait or go by looking at the defenders. A fake can also juke a defender giving a chance to run. Running in different paces can also give the defenders a hard time trying to hit you. The strategy for defenders is to look for timings when the attacker is not paying attention to you. Another is to fake and juke them, making a chance to hit them.

Post Activity Reflection:

This game had a little confusions after the explanation but after everyone understood, it went smoothly. The setup was easy and simple. The game went as planned which was good.