



boing



Herts Sports Partnership



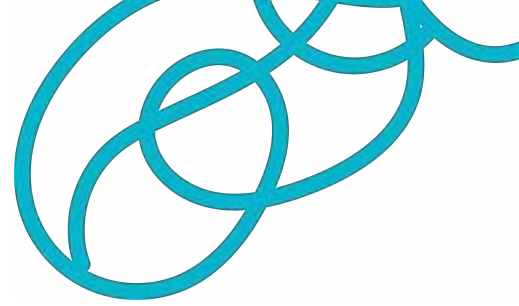
Welcome to your Playventure

We're excited to start the journey with you!



How to play?

Stamp it, draw it, write it



**Think back to
your experience
of PE and Physical
Activity...**



Our vision

A world where every child:



Can have fun
being active



Is confident and
creative in their
movement



Knows physical
activity is for them



Interacts positively
with the world
around them

Our beliefs



Play

Play is a child's fundamental right,
and is how children become who
they are



Physical literacy

Solving problems is how physical
literacy is developed.



Evolving ability

There are no fundamental
movement skills, only the evolving
ability to find our way through the
world.



Imagination

A coaches job is to offer children
opportunities to act with
imagination.



Purpose

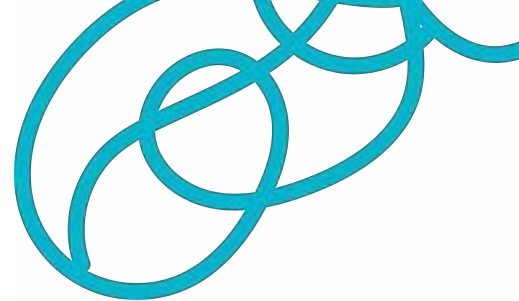
A coaches job is to do as little as
possible with as much purpose as
possible.

Let's Play!



boing

Boingy or not so Boingy?



Asking the learners questions about how they might solve the problem



Really push the competitive element, ensure we recognize the winners



Stick to a rigid lesson structure and progression



Get the game going as quick as possible and try to stop it as little as possible



Physical Literacy: Moving beyond skill competencies





What

The embodied knowledge of yourself, the world around you and the way you move through it.

Why

Find your way through the world with creativity, competency and confidence.

**When &
How**

It's a lifelong journey of collecting movement experiences!



Affective

Social

Cognitive

Physical

A Holistic Developmental Journey



- i) developing physical, mental, social and emotional skills;
- ii) Appreciate the value and wider impact of sport and physical activity;
- iii) Be inspired, feel connected and develop a love for being active over time

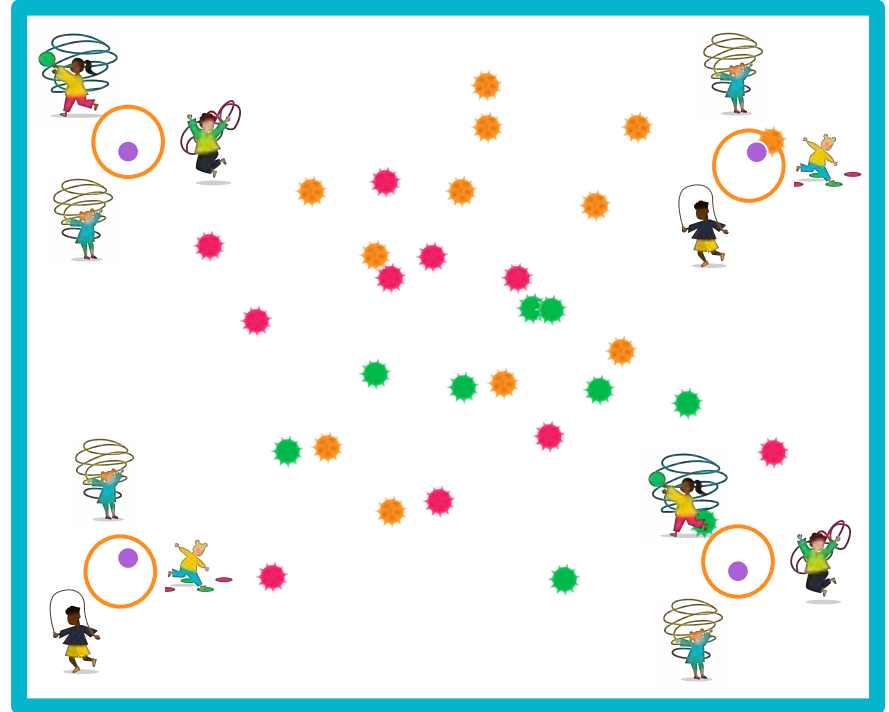
Dinner Time

Create a square using throw down discs. This is the market. Give each group of three children a throw down disc. This is their dinner plate. Give each group of three children a hula hoop. This is their dinner table.

- Ask each group to place their dinner table outside of the market and sit around it with their dinner plate. Place bean bags and different sized balls around the market, these are the ingredients.

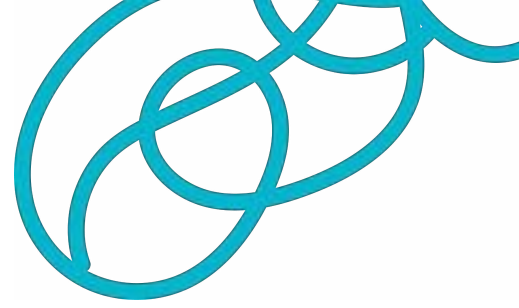
- Before starting, discuss with the children their favourite nutritious and balanced meals. On the word go, the group of 3 must go and collect the ingredients needed for their chosen meal and return it to their dinner tables one piece of food at a time.

- Children must transport all food from the market to their dinner table on their dinner plate. Each child must have at least one hand on their dinner plate at all times. Once every group has collected the right combination on their plate, ask them to share what they are cooking.



Play: Enabling a more physically active future





Task

In your breakout rooms - discuss what Play means to you.

Consider your context and environment. Consider what it might look like, the characteristics of it, or how to harness it.

Allocate one person to feedback!



PlayGame levers



Playfulness

The aim is to make the games fun for everyone and not overly competitive.



Adaptability

The aim is to change up the different elements of the games to make them work for the players.



Inclusivity

The aim is to make the game harder for those that are being more successful, so its always equal



Accessibility

The aim is to create lots of ways to play the games so everyone can get involved.



Ownership

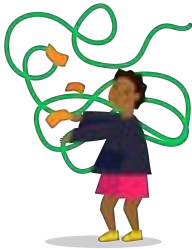
The aim is to set a problem for players to solve in their own way in each game.



Regeneration

The aim is make the game constantly restart itself so it constantly poses different questions and offer lots of 'goes.'

Use storytelling to provide meaning to the play games



Bears in the Woods

On the word go, press play on the song and bang the drum on every beat

-

The bears must then move from one throw down disc to the next to collect as much honey as possible and place it back in their dens before the end of the song

-

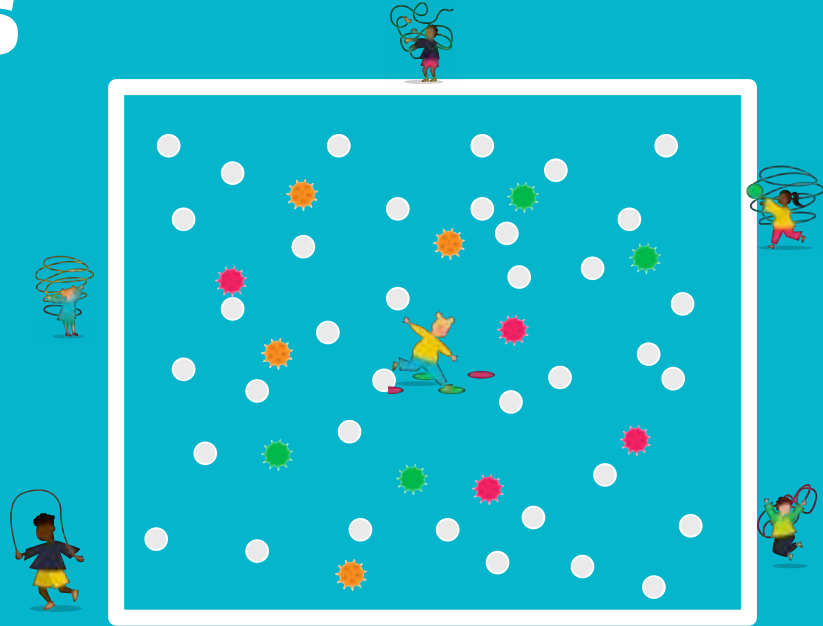
Bears must only move from one throw down disc to the next on the beat

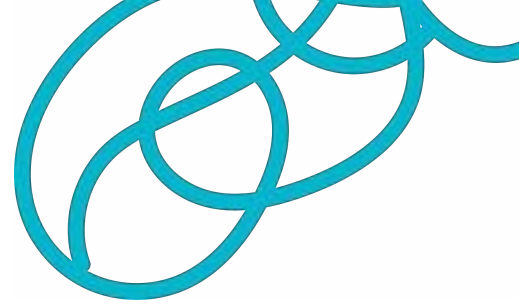
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If a bear moves from one throw down disc to the next off the beat they must go back to their den and try again

-

The Playgame is complete when the song is finished or all the honey has been collected





Task

How could you add new layers to the PlayGame?

Think of ways to change the game across our Physical
Literacy domains;

1. Affective
2. Cognitive
3. Social
4. Physical



Developing awareness of our environment

being



Playing Green



Active Design

Use natural resources (twigs, leaves, playground chalk) rather than manufactured equipment where possible. Move through and with the environment

Gamify sustainability

Set sustainability-themed challenges: Can you collect more 'recyclables'? Can we improve our 'carbon footprint' game score next week?



Move with intention

Use the senses and imagination—running through forests (real or imagined), flying like bees, cleaning the oceans—make it playful, not preachy.

Collective Action

Use team games to encourage collective action for the planet—everyone has a role in sustainability.



Child-first coaching



Choice levers



Regeneration

The way the games renews and carries on



Parameters

The team sizes, the space and the timings



Rules

The scoring system and key mechanics



Movement

The movement solutions they deploy to solve the problem



Collaboration

The ways that they work with others to play the game



Approach

The roles they take up in the game and the tactics they use

Support

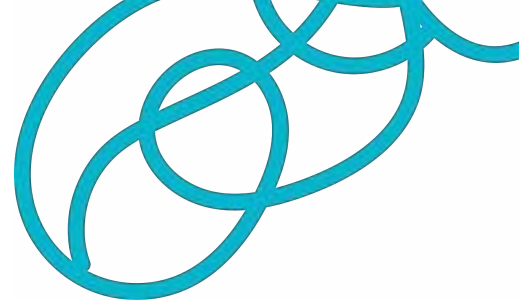


Stretch

Low floor



High ceiling



Task

Think about a typical session you might run, and a specific learner who would benefit from support, or stretch.

What choice levers would you pull to support or stretch that learners experience?





The 6 C's

Captivated & Smiling learners

Challenging Problems

Constant & Active Play

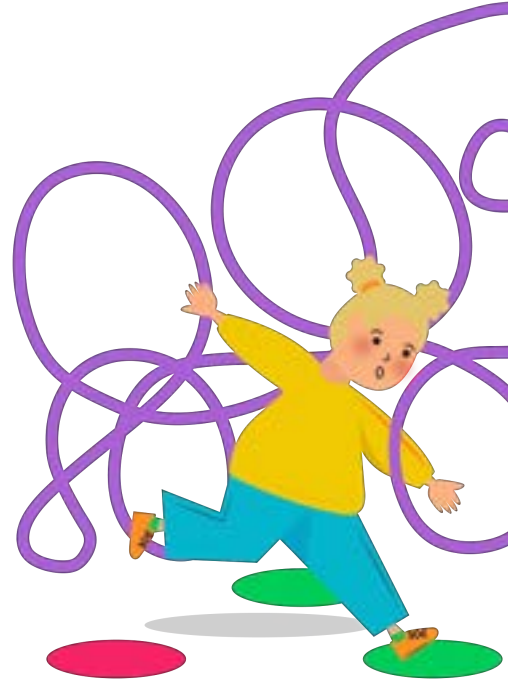
Collaboration

Creative decisions & imaginative solutions

Celebrating being unique & kind



**What has resonated most with
you and your practice today?**





Resources

www.boingplaytank.co.uk



Courses

www.boingkids.co.uk/courses



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Partnerships

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