OPTIC	ON 5SETTING THE STAGE FOR LEARNING-CREAT	ΓΙΝΙΤΥ	STUDEN
Nam	ne Class		
	CHILDREN'S	GAMES	
deve your need	te a game that will encourage the develor lopmentally appropriate as well as safe. I game. If you create a game that has obje to be durable. Your name and class hou plete the following outline explaining you	Use the outline belocts, a board, and/or or should be clearly	ow to write about r pieces with it, they
N	AME OF THE GAME:		
N	UMBER OF PLAYERS:		
S	UPPLIES/MATERIALS NEEDED:		
S	KILLS USED:		
C	ETAILED PROCEDURE OF GAME:		
DAT	E DUE:		and the second s
	GAME GRADI	<u>E SHEET</u>	
1.	Developmentally appropriate (10 points)	STUDENT'S GRADE	TEACHER'S GRADE
2.	Clear, detailed procedure (20 points)		
3.	Safety (10 points)	-	
4.	Creative/Interesting/Fun (10 points)		
	TOTAL (50 points)		