

# Unit 9 - Cooperative Game

Content Area: **Unified Arts**  
Course(s): **Physical Education 6**  
Time Period: **April**  
Length: **10 days**  
Status: **Published**

## Unit Summary

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Cooperative games allow the students to work together to solve problems and complete challenges as a group. The games challenge the students at a physical level, cognitive level, and emotional level. All activities are completed in a safe, caring environment where all ideas are accepted and attempted as students communicate and collaborate to accomplish each task (even those without a single solution).

## Standards

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| HPE.2.2.6.A.1    | Demonstrate verbal and nonverbal interpersonal communication in various settings that impact the health of oneself and others.                                     |
| HPE.2.2.6.B.1    | Use effective decision-making strategies.  |
| HPE.2.2.6.B.3    | Determine how conflicting interests may influence one's decisions.   |
| HPE.2.2.6.C.1    | Explain how character and core ethical values can be useful in addressing challenging situations.  |
| HPE.2.2.6.C.2    | Predict situations that may challenge an individual's core ethical values.   |
| HPE.2.2.6.C.3    | Develop ways to proactively include peers with disabilities at home, at school, and in community activities.   |
| HPE.2.4.6.A.4    | Demonstrate successful resolution of a problem(s) among friends and in other relationships.  |
| HPE.2.5.6.B.2    | Compare and contrast strategies used to impact individual, team and group effectiveness and make modifications for improvement.                                    |
| HPE.2.5.6.C.1    | Compare the roles and responsibilities of players and observers and recommend strategies to enhance sportsmanship-like behavior.                                   |
| HPE.2.5.6.C.2    | Apply rules and procedures for specific games, sports, and other competitive activities and describe how they enhance participation and safety.                    |
| CAEP.9.2.8.B.3   | Evaluate communication, collaboration, and leadership skills that can be developed through school, home, work, and extracurricular activities for use in a career. |
| TECH.8.1.8.D.CS2 | Demonstrate personal responsibility for lifelong learning.   |

## Student Learning Objectives

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- Students will learn how to collaborate to accomplish a task together.
- Students will learn to use effective communication skills when completing tasks together.
- Students will learn to show creativity when completing challenges.
- Students will learn to use problem solving skills to accomplish a task together.

## Essential Questions

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- How can cooperative games help you in the future?
- Why is communication, collaboration, and creativity an important part of life?

## Enduring Understandings

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- Students will understand that cooperative games are beneficial for students to acquire skills like communication, collaboration, and problem solving to accomplish goals and challenges.
- Students will understand that the cooperative games skills can then be transferred to other aspects of their lives currently and in the future.

## Application

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- Students will be able to independently use their learning to work towards finishing tasks and challenges presented to them.

## Skills

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Students will be skilled at:

- Facilitating communication.
- Incorporating creativity.
- Implementing teamwork.
- Demonstrating trust
- Utilizing problem solving.

## Summative Assessment

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