



# Physical Literacy Characteristics



# Fun and Social



# Everyone Included

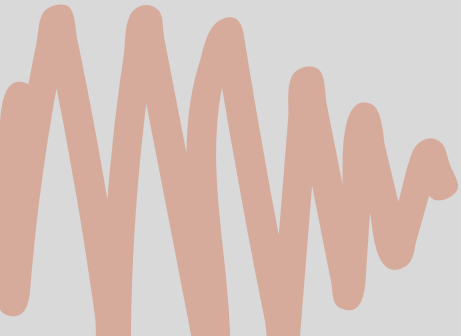




# Always Moving





# Progressive - Build Confidence



# With Purpose & Intention



# Design Considerations



# Appropriate Space & Equipment





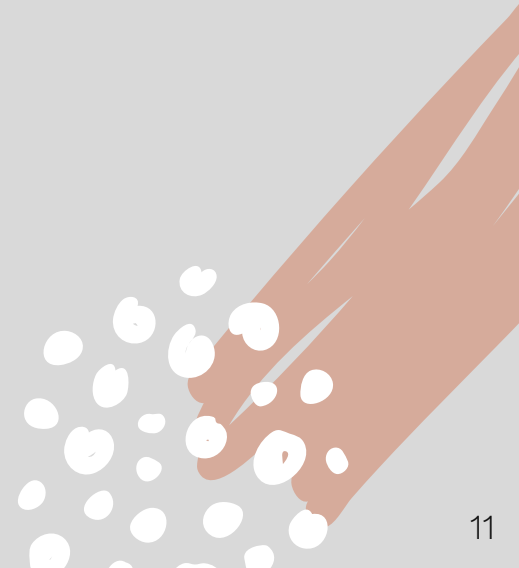
# TGfU- small sided games

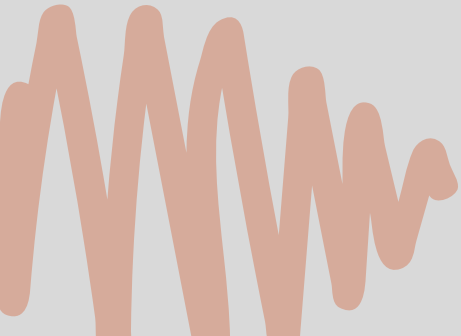




# Reduce Audience Factor




# Right/Left Symmetry


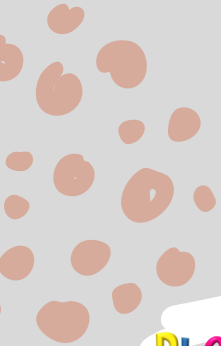






# Mimicry - Role Modelling



# Social-Emotional Learning



# Cueing & Feedback - not during game



# Start with Q's First



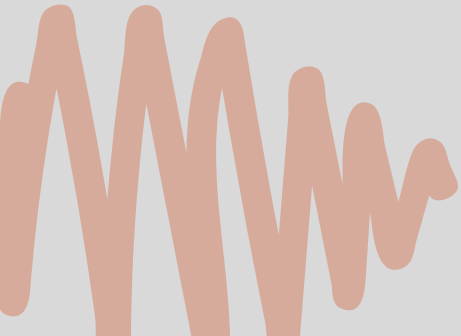


# Awareness - Stand Back; Don't Swoop




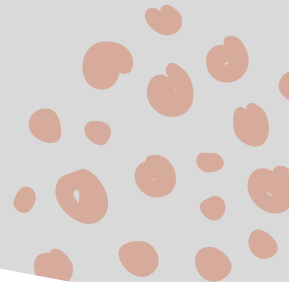


# Add-in:

- Patience
  - Empathy
  - Humility
  - Courage
  - Clarity
  - Optimism
- 
- 



As Safe as  
Necessary,  
Not Safe as  
Possible



## Session Characteristics

- Fun and Social
- Everyone Included
- Always Moving
- Progressive - build confidence
- With Purpose/Intention

## Design Considerations

- Appropriate Space and Equipment
- Teaching Games for Understanding - small sided
- Reduce Audience Factor
- Right/Left Symmetry
- Mimicry - role modelling

## Life skills -SEL

- Cueing & Feedback - not during game
- Start with Q's First
- Awareness - stand back; don't swoop
- Add-in:
  - ✓ Patience
  - ✓ Empathy
  - ✓ Humility
  - ✓ Courage
  - ✓ Clarity
  - ✓ Optimism
- As safe as necessary, not safe as possible



Thank you!

Lynn Campanella

[lynn@Playocracy.ca](mailto:lynn@Playocracy.ca)

905 741 3378

[www.Playocracy.ca](http://www.Playocracy.ca)

