

Visiting a Swimming Pool

Activity 3

View the 'Visiting a Swimming Pool' VR tour at <https://lsv.com.au/vr/>

LEVELS 5 & 6



Key Learning

During this lesson, students will choose a game that they are familiar with and adapt it to be played in an aquatic setting. They will need to think carefully about the rules, equipment and safety considerations that will be necessary for their game to be effective and fair.



Resources

- Smartboard
- Appendix A: *Game Adaptions - Land*
- Appendix B: *Game Adaptions - Aquatic*



Engage

- Place students in small groups and give them a piece of butcher's paper and some markers.
- Ask students to divide their sheet in half and label one half 'Aquatic games' and the other 'Land games'. Give them five minutes to write as many games as they can think of that fit into each section. Ask students what they think makes a good game and make a list on the board.



Explore

- Give each group a copy of Appendix A: *Game Adaptions*. Ask them to choose a land-based game that they are familiar with. They need to use the template to identify the key features of the game and then highlight features that would need to be modified to play the game in the water.



Curriculum

Health and Physical Education – Movement and Physical Activity

Learning through movement

Levels 5 & 6

- Participate positively in groups and teams by encouraging others and negotiating roles and responsibilities ([VCHPEM120](#))
- Apply critical and creative thinking processes in order to generate and assess solutions to movement challenges ([VCHPEM121](#))
- Demonstrate ethical behaviour and fair play that aligns with the rules when participating in a range of physical activities ([VCHPEM122](#))



Explain

As a group discuss:

- What do we need to consider when adapting any equipment for use in the water?
- What sort of safety features need to be considered?
- Are there any big changes needed to the main rules of the game so that it will work in water? (e.g. Kicking in soccer, may need to be changed to throwing)



Elaborate

- Now give groups a copy of Appendix A: *Game Adaptations - Aquatic* and ask them to redesign their chosen game for use in an aquatic environment. Remind them to think carefully about any safety considerations.



Evaluate

- If possible, a visit to the pool could be organised to try out some of these games. Students could then evaluate each other's games.

Appendix A Game Adaptions - Land

Choose a land-based game you are familiar with and use the template below to outline the main features.

Equipment	Team structure
Rules	

Now use a highlighter to identify any elements of the game that would not work or would need to be modified in order to work in the water.

Appendix B Game Adaptions - Aquatic

Now use the template below to re-design your chosen game so that it could be played in the water.

Equipment		Team structure
Rules		
Safety Requirements		