



EduTrend Contents

W4C · TEAM SPORTS · PRIMARY

Invent a Fair Game

Design rules, referee and play fairly

Ages 8–11

Level: Developing

60 minutes

Teams of 5–6 · up to 30

Activity 02

Inside: activity at a glance · step-by-step session plan · facilitator notes · 3 pupil worksheets · assessment checklist

ACTIVITY 02 · AT A GLANCE

Invent a Fair Game

Pupils discuss why games need rules and what fair play means. Teams invent a simple team game with equipment, scoring, boundaries and safety rules, teach it to another team, take turns as referees, and improve their rules based on what happens.

Learning outcomes

By the end of the session pupils can:

- explain why games need rules;
- design rules for scoring, boundaries and safety;
- referee fairly using clear signals;
- show fair play and respect in games.

KEY WORDS

rules · fair play · referee · boundary
· score · penalty · respect ·
sportsmanship

CURRICULUM LINKS

PE: games and officiating. English: instructions. PSHE: fairness and respect.

1

WARM UP

Raise, mobilise,
prepare

2

LEARN

Skill or idea

3

PRACTISE

Drills and small
games

4

PLAY

Apply in a game

5

REFLECT

What worked?

6

COOL DOWN

Recover and
review

Equipment (per team)

- A selection of balls, cones, hoops and bibs
- Whistles or hand signals
- Rule-writing cards
- Worksheets 1, 2 and 3

Before the session

- Lay out equipment stations.
- Prepare rule cards: aim, scoring, boundaries, safety, fair play.
- Plan pairs of teams to test games.
- Agree referee signals.

SAFETY

Rules must include no pushing and safe contact. Check boundaries are away from walls. Warm up first.

ACTIVITY 02 · SESSION PLAN

Step by step

The best learning comes when a rule fails in testing: let teams fix it themselves.

Time	What happens	Say or ask
0–10 min Warm-up	Play a well-known tag game, then remove a rule.	<i>“What happens without that rule?”</i>
10–25 min Design	Teams write rules using the cards and choose equipment.	<i>“Is your game safe and fair?”</i>
25–40 min Test	Teams teach their game to another team; one pupil referees.	<i>“Did everyone understand the rules?”</i>
40–50 min Improve	Teams change one rule based on testing.	<i>“Which rule caused problems?”</i>
50–60 min Cool down	Share games and fair play moments.	<i>“Who showed great sportsmanship?”</i>

CHALLENGE CARD (print or copy onto the board)

Invent a team game with clear rules for aim, scoring, boundaries and safety, referee it fairly, and improve one rule after testing.

ACTIVITY 02 · FACILITATOR NOTES

The sport science in brief

Rules make games fair, safe and enjoyable. They decide how to score, where the boundaries are, what is not allowed and what happens after a foul. Referees apply the rules so that both teams have an equal chance.

Fair play, or sportsmanship, means respecting opponents, officials, teammates and the rules, and winning or losing with dignity. The Olympic values of excellence, friendship and respect describe this spirit. Many sports change their rules over time to make games safer or more exciting.

Common ideas to listen for

- “Rules spoil the fun.” Rules make fair, exciting games possible.
- “Winning is all that matters.” Respect and effort matter too.
- “The referee is on the other side.” Referees help both teams play fairly.

Adapting the activity

Support

Adapt an existing game by changing one rule.

Stretch

Design a rule that includes players of different abilities and explain it.

WORKSHEET 1

Our game rules

Name: _____

Class: _____ Date: _____

Write your rules.

Rules

Rule area	Our rule
Aim of the game	
How to score	
Boundaries	
Safety	
Fair play	

WORKSHEET 2

Referee notes

Record decisions.

Decisions

What happened	Decision	Was it fair?
1		
2		
3		

WORKSHEET 3

Improve and reflect

Think about fair play.

The rule we changed and why

A great fair play moment

FOR THE TEACHER

Assessment checklist

Use during the session. One sheet covers up to eight pupils; copy as needed.

Pupil	Designs clear rules	Referees fairly	Shows fair play

Suggested codes: W = working towards · E = expected · G = greater depth

ABOUT THIS ACTIVITY

Invent a Fair Game is a sample activity from the EduTrend Contents W4C Team Sports programme (primary, level: developing). Every activity in the programme follows the same format: a practical challenge, a clear session plan, facilitator notes and ready-to-print worksheets, so that teachers, club leaders and parents can run it without extra preparation.

Full 15-, 20- and 32-week programmes are available from EduStore at edutrend.org.

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