



# Tournaments & Scheduling

## Module Two- Assignment #2

Your group will select a tournament (randomly) from the pile. Your task is to find an activity/game that you can run with our class using the style of tournament you have been given.

### Important Details:

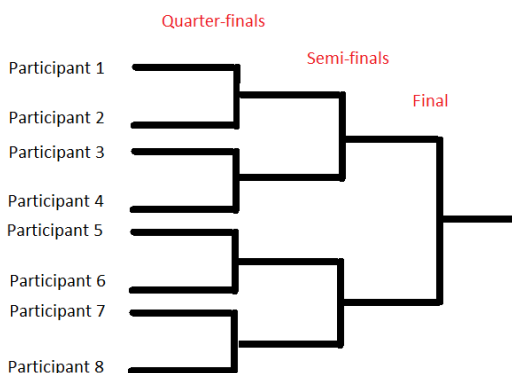
- These activities/games should be quick (**NOT a FORMAL SPORT**) we do not have the time to run this in class.
- Some Ideas (Rock Paper Scissors, Coin Flip, WAR card game with limited cards, Dice Game, Spelling Bee etc.)
- You will organize your tournament and run it for the class.

### HAND IN: (DROPBOX 1/Group- Make sure everyone's name is on the paper copy)

- Tournament Style Selected
- Game/Activity you Chose and how you set it up (MASTER DRAFT)
- Equipment Needed
- Space Allocation for Tournament (Tables, Floor Space etc.)
- Time Restrictions
- Rankings/Placement- How did your team decide how this would go? Draw, Random, Picking
  - Positives and Negatives of your Choice from above.
- Rules of **YOUR** Activity or Game
- Rules of **YOUR** Tournament
- Advantages and Disadvantages of this Style of Tournament

### THEN...

- As a group, we will discuss what tournament style is best for a PHE Class.
- We will propose a sport and tournament to the teacher, and we will go to the available classes and run a couple of tournaments as LEADERS (mentors)
- **This WILL be a SPORT-** it will include some instructing of the sport- So chose one you are comfortable with!



1.	Student Name
2.	Student Name
3.	Student Name
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8.	Student Name
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