



Active Insight: Evidence in Action

Tip #829



Cooperative Problem-Solving Through Games

Overview

Cooperative problem-solving opportunities strengthen participation, confidence, wellbeing, and understanding through gameplay experiences supporting meaningful engagement and collaboration. Inclusive learning environments encourage communication, teamwork, and positive decision-making while strengthening participation pathways and tactical understanding. Students benefit from supportive gameplay opportunities promoting motivation, active involvement, and lifelong physical activity participation successfully together consistently across communities regularly.

Key Teaching Ideas

Effective cooperative gameplay experiences strengthen engagement through collaboration, communication, and reflective participation opportunities supporting meaningful learning. Facilitate cooperative movement opportunities encouraging teamwork, confidence, and positive decision-making throughout activities. Use inclusive participation strategies, gameplay discussions, and collaborative planning approaches helping students strengthen relationships, maintain engagement, and develop sustainable movement participation habits across diverse learning environments consistently successfully together throughout participation experiences regularly.

Practical Application

- Facilitate cooperative movement challenges supporting collaborative problem-solving participation opportunities.
- Use strategic gameplay activities strengthening reflective teamwork participation experiences regularly.
- Create cooperative tasks encouraging inclusive movement participation and communication consistently.
- Encourage tactical discussions supporting collaborative decision-making and engagement regularly.
- Provide adaptive gameplay opportunities strengthening teamwork participation and confidence consistently.

Next Steps

Explore Game Sense resources supporting cooperative movement problem-solving participation opportunities.

The Game Sense model is informed by Teaching Games for Understanding (Bunker & Thorpe, 1982), the Game Sense approach (Light, 2013), and contemporary skill acquisition research including ecological dynamics (Davids & Renshaw).

