



# Active Insight: Evidence in Action

## Tip #839



## Collaborative Challenges Through Games Participation

### Overview

Gameplay challenge opportunities strengthen participation, confidence, wellbeing, and collaboration through movement-based learning experiences supporting meaningful engagement and teamwork. 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 gameplay challenge experiences strengthen engagement through collaboration, communication, and reflective participation opportunities supporting meaningful learning. Facilitate strategic gameplay opportunities encouraging teamwork, confidence, and positive decision-making throughout activities. Use inclusive participation strategies, tactical 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 strategic gameplay challenges supporting collaborative participation opportunities consistently.
- Use practical game tasks strengthening reflective teamwork participation experiences regularly.
- Create cooperative games encouraging inclusive movement participation consistently regularly.
- Encourage tactical discussions supporting collaborative decision-making and engagement regularly.
- Provide adaptive gameplay opportunities strengthening movement confidence and participation consistently.

### Next Steps

Explore Game Sense resources supporting collaborative gameplay 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).*

