

Memorial After School

Experimentation

Objective: Transitioning gym time to more effective games.

Who: Counselors / Children

What: Staff engage children in new games during gym time, to replace existing games such as dodge ball, doctor b, etc.

Where: Gym/Outside

Time Frame: 1 Week

Measurements:

Qualitative: Asking children if they enjoy the new games, what do they think we can do to learn new games and make physical activity more effective.

Quantitative: Bucket Surveys will be used to see if the children like the new games. Group discussions after gym time will be conducted.

Predictions: Children will enjoy new games, but still want to play their favorite ones.

Execute the Experiment:

Document: New games were introduced to the children, all at once.

Data:

-During the games children often asked when they could play the "regular" games

-During group discussions the children were asked to say one thing about the new games, most replied that they were boring.

-The majority of the bucket analysis were "I did not like it" with the exception of a few "It was OK"

Reflect on the results of the experiment:

The Experience:

The children were very resilient to try new games and shy away from the original ymca games.

Data vs. Predictions:

I thought the children would really enjoy the new games, they appeared to be having fun, but then all decided that the games were 'boring'.

Insights and Learnings:

I think it would have been more beneficial to slowly introduce the new games, instead of bringing it all on at once. Possibly trying one or two games a day would have better and easier for the children to handle.

Conclusions:

We will continue to mix in new games with our old ones, so that the children will become used to playing them.