

<p><b>PE 405</b> <b>ADVENTURE EDUCATION</b></p>
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**Cooperative Group Project**  
**Initiative Problem Solving Activities**

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Purpose of the Project:

The purpose of this group project is to work together in a cooperative effort in teaching games and initiative activities. The group will use the Adventure Wave model for teaching through adventure (remember: *Brief-Lead-Debrief*).

Procedure:

1. The group will teach a warm up game and the initiative activity on the day they are assigned. All class members will participate fully in the activity.
2. The group will meet and discuss which activities they will present. Instructor approval is necessary. The group must meet at least one time outside of class to prepare and discuss roles, practice set up and “run through” the activities.
3. There will be a 15-minute time limit for the entire activity session. This includes warm up activities such as games. Be sure to leave time for debriefing the initiative activity.
  - The group is responsible for acquiring the necessary equipment, space, and any additional materials.
  - The attached format is the required instructional plan format due on the date of teaching.
  - The group should practice the activity and share various roles in the briefing-leading-debriefing process.
4. Your instructor is a great resource for this project. Consultation is welcomed and expected. Many resources are available in the Lab or can be found in Hunter Library.

Evaluation:

The project is worth 20% of each group member’s grade. Each individual’s equal contribution is expected in the preparation and execution phase of this project. The group will meet regularly during class time to discuss and prepare the activity. The group is expected to meet outside of class time to practice. A self and group report afterward will determine the level of input by the individuals and factor into each individual’s grade.