

Title: Achieving the Triple-A (Activities, Assessment, Achievement) in Net-Barrier Games - The Power of Learning Communities

With the waves of change demanding more from both teachers and learners, how can we keep ourselves afloat and ensure that our teaching focus remains learner-centred, and keep our pedagogical knowledge abreast with the times? Using the Spiral of Inquiry Framework, the W3 Cluster PE Support Group identified critical areas of need in the learning areas for both teachers and learners and transformed the learning environment into a sustainable model to facilitate adult learning via Networked Learning Communities (NLC) sessions. Leveraging the professional knowledge amongst the NLC team, a series of lessons were designed to address some key concerns in the teaching of net-barrier games – design, delivery and assessment. In this session, participants will be introduced to some net-barrier task progressions and activities, as well as formative assessment tools that could help further involve and engage students as they take on a more active role in their learning.