



Assessment Task 2

Teach an Indigenous Game

Individual task – Yulunga Games

More than a game –
connection, culture and community.



When?

Teaching completed
in class during
Weeks 5 and 6



Weighting

30%
of the course



Task type

**Individual
task**



Class size

Plan to teach
26 peers
(flexible for fewer
numbers if needed)



Time

Approx. **6 minutes**
teaching
+ **2 minutes**
set-up



Your Task

Individually teach an allocated
Yulunga game to the entire class.

You will be allocated a different
game prior to the task. You will
have access to the store room
equipment and one full basketball
court (court 4).

Apply your understanding of
quality HPE teaching and use the
TREE model with easier and harder
versions to meet the needs of
your peers.



Key Requirements

- ✓ Be prepared to teach your game in
Week 5 (task may extend into Week 6).
- ✓ Participate in all peer teaching
activities over both weeks.
- ✓ Collect and set up equipment
before your teaching time.
- ✓ Keep the game simple to start,
then scale up using TREE.
- ✓ No written aids are required.
- ✓ Dress appropriately and be ready
to teach.



Attendance Requirement

Students must be present in both
assessment weeks. This provides
equitable teaching opportunities
for all students.

If you have a known absence, apply
for an extension, or in unforeseen
circumstances – special consideration.

Students that do not attend both
weeks without either of the above
conditions will not be assessed
for this task.



Learning Outcomes

This task assesses:

- **CLO 1** – Apply pedagogical expertise.
- **CLO 2** – Use inclusive and engaging
student-centred approaches.
- **CLO 3** – Apply classroom management
techniques and ensure a safe environment.
- **CLO 4** – Develop a range of teaching
strategies, including the design and
modification of creative games.



Use of Generative AI

You must not use any
GEN AI tools to generate
materials, content or ideas
related to this task.



Feedback and Grading

Feedback and your grade
will be released via the
Grades item on Canvas
approximately 10 working
days after the assessment
due date.



Resources

Refer to:

- The 27 games for
AT 2 (allocated game)
- Yulunga Games
full resource

Explore. Prepare. Teach.
Share.

Assessment Criteria

You will be assessed on the following key elements:

1

Introduction and Explanation

Introduces and explains the
game's cultural context,
purpose, rules and player actions
accurately and respectfully.
Determines whether the game
requires an explanation,
demonstration or both.

2

Class Management and Participation

Manages transitions, groupings
and equipment distribution
to maximise participation
and engagement. Waiting
time is minimal and challenge
is maintained using the
TREE model where appropriate.

3

Safety and Teaching Space

Establishes and communicates
safe playing boundaries and
relevant safety procedures.
Monitors the game for safety
and adjusts boundaries/rules
as required. May use a single/
sharp whistle blast to stop
the game or gain attention.

4

Teacher Positioning

Positions themselves
strategically to support clear
instruction, minimise
distractions and maintain
effective supervision. Varies
position to provide feedback,
ask/answer questions, solve
problems, apply rules or
provide proximal reinforcement.