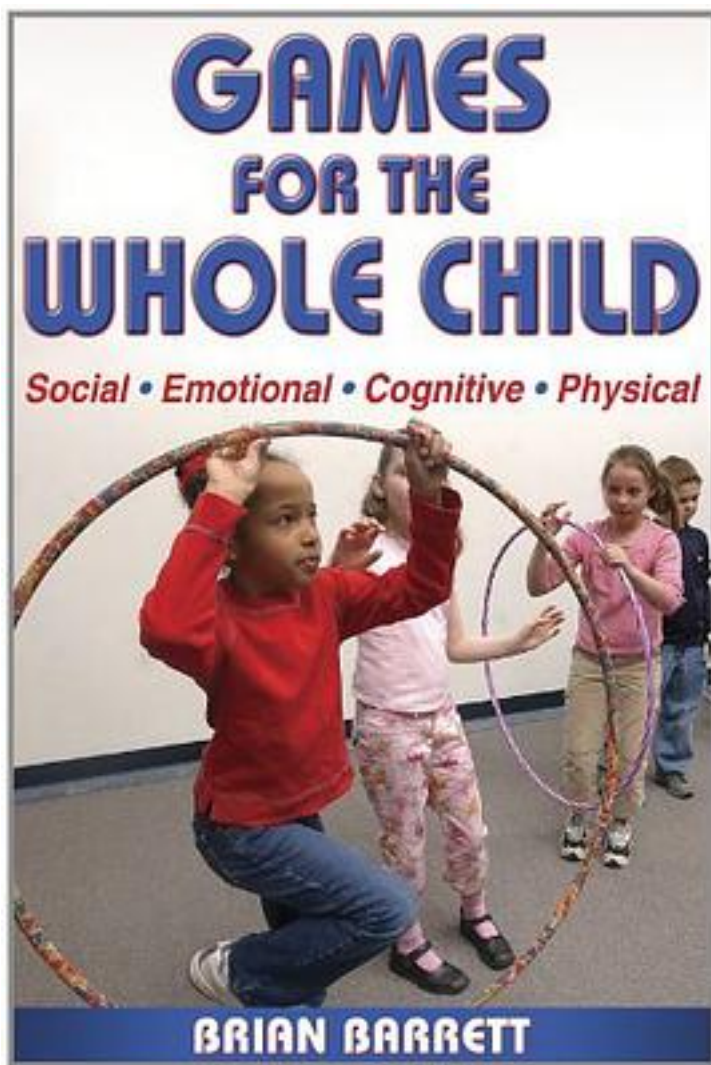


Games for the Whole Child



[Games for the Whole Child_下载链接1](#)

著者:Barrett, Brian

出版者:Human Kinetics

出版时间:2005-2

装帧:Pap

isbn:9780736053433

Through "Games for the Whole Child," you can do the following: - Meet the newly updated NASPE standards using a holistic, "whole child learning" approach - Meet social and emotional needs as well as cognitive and physical needs of K-8 students- Maintain an intrinsic motivation for a lifetime of movement- Teach fun games that develop cooperative skills and promote children's fitness- Challenge students of all ability levels and promote self-efficacy The 61 ready-to-use games in "Games for the Whole Child" are fun--but with a purpose. And that purpose is what makes this book both unique and valuable. The book is designed to promote physical activity (both now and in the future) through games that simultaneously meet the unique physical, social, emotional, and cognitive needs of students in grades K-8. Used cumulatively, the variety of games will help you meet all the newest NASPE (National Association for Sport and Physical Education) standards. With these games in hand, educators can employ a holistic, "whole child learning" approach, and that is what sets this book apart. The games are presented in five categories: warm-ups, skill practice, fitness, sport games, and group initiatives. Beyond being fun and helping you to meet all the NASPE standards, these games serve the following purposes: - Teach the underlying skills that assist in children's physical, emotional, social, and cognitive development- Are a creative compilation of new games and new versions of old favorites- Provide multiple levels of difficulty and are easily adaptable according to setting, age, and ability- Promote lifetime activity and physical fitness by meeting children's needs - Are easy to locate through a game finder that correlates them to the various aspects of development- Are easy to teach for educators and quick to pick up for students "Games for the Whole Child" teaches children that movement is enjoyable and that games, exercise, and fun are not mutually exclusive. It promotes self-efficacy and an "I can" attitude. And it motivates students to be active, to grow, and to respect differences in abilities and growth. The games challenge students at all ability levels and in all aspects of development. Physical educators, recreation leaders, and after-school leaders and teachers will love the research-supported approach that this book uses. Students will enjoy the games. Best of all, they will build skills in areas that are crucial to their overall development.

作者介绍:

目录:

[Games for the Whole Child 下载链接1](#)

标签

评论

[Games for the Whole Child 下载链接1](#)

书评

[Games for the Whole Child 下载链接1](#)