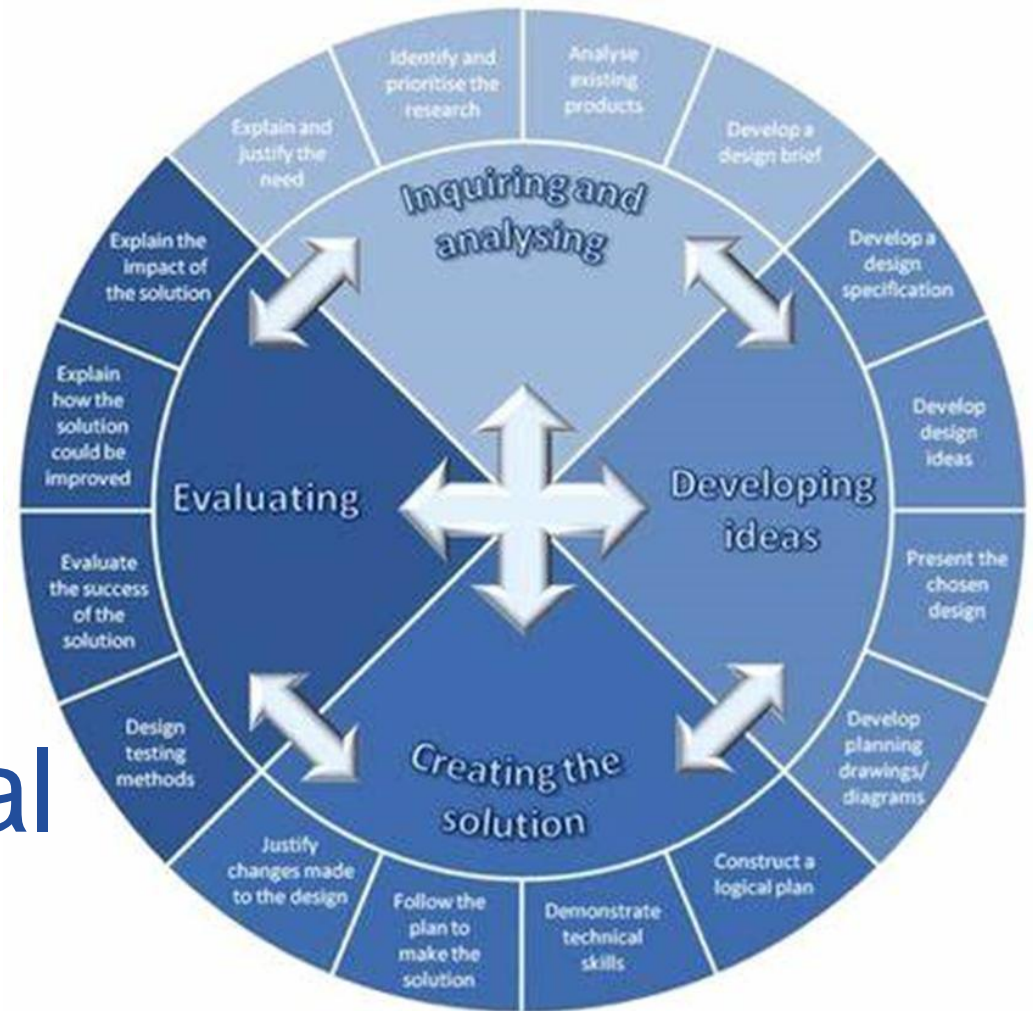




# IDU Design / PHE

## Statement of Inquiry

Adaptive systems promote balanced participation and cooperative achievement in physical activities.





# GRASPS

**Goal:** Design an inclusive game that combines basketball and football skills.

**Role:** Inclusive game designers.

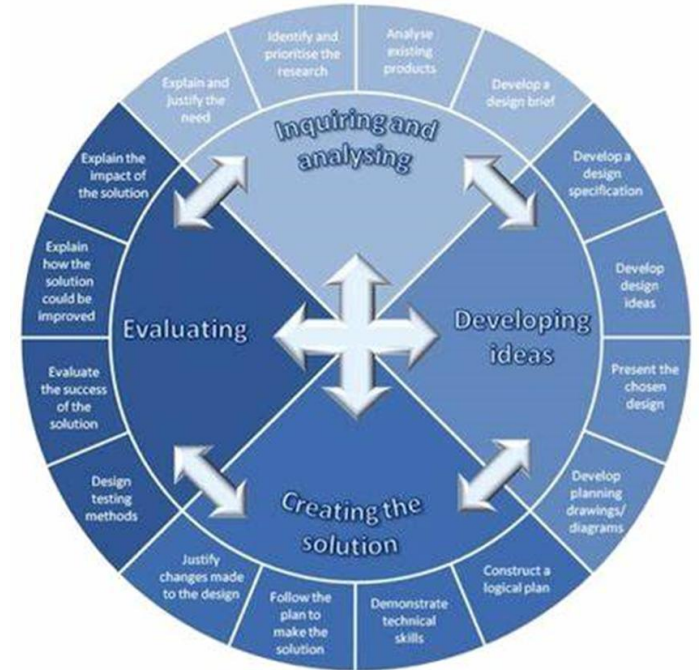
**Audience:** PE teachers and diverse student groups

**Situation:** A school wants to introduce new inclusive games for their PE program.

**Product:** A complete game design including:

- Adaptable rules for different skill levels
- Modified equipment specifications
- Skill progression guide
- Inclusion strategies

**Standards:** IDU Criteria A, B, and C





# Standard

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## **Objective A: Evaluating**

- i. analyse disciplinary knowledge
- ii. evaluate interdisciplinary perspectives.

## **Objective B: Synthesizing**

- i. create a product that communicates a purposeful interdisciplinary understanding
- ii. justify how their product communicates interdisciplinary understanding.

## **Objective C: Reflecting**

- i. discuss the development of their own interdisciplinary learning
- ii. discuss how new interdisciplinary understanding enables action.



# Portfolio Guidelines

## ORGANISATION & STRUCTURE

- Use clear sections aligned with Design Cycle:

Inquiry & Analysis  
Developing Ideas  
Creating Solutions  
Evaluating

- Include clear dates and numbering system
- Create a consistent layout template
- Include a table of contents
- Label all images and sketches clearly

