

OBSERVATION FORM

NAME OF THE GAME:					
<input type="checkbox"/> MUSIC GAMES <input type="checkbox"/> SELF-CENTERED GAME <input type="checkbox"/> IMAGINATION GAME <input type="checkbox"/> TEAM GAME <input type="checkbox"/> LIFE AND CAREER GAME			<input type="checkbox"/> OUTDOOR GAME <input type="checkbox"/> INDOOR GAME <input type="checkbox"/> WITHOUT TOOLS GAME <input type="checkbox"/> WIHT TOOLS GAME <input type="checkbox"/> WITH EQUIPMENT GAME		
Values from 1 (little) to 5 (a lot)					
ITEMS	1	2	3	4	5
1. Students are instantly active as they enter the classroom.					
2. Students can do warm-up activities and understand the rule of the game.					
3. Activities are clearly understood by the students.					
4. Students are not confused and time is not wasted.					
5. The transition from one activity to another is clear and apparent.					
6. Negative comments and feedback are not done by students.					
7. Students appear motivated and are willing to take risks in attempting for new skills.					
8. Students show the expected behaviour during the game according to game rules.					
9. Students can cooperate with the peer during the playing games.					
10. Students demonstrate good cooperative behaviours.					
11. Students are willing to participate in the group work.					
12. Students explain the feelings and thoughts about the activity.					
13. When the flash cards show by the teacher, students give answer according to the cards.					
14. The game is suitable to be played as a family					