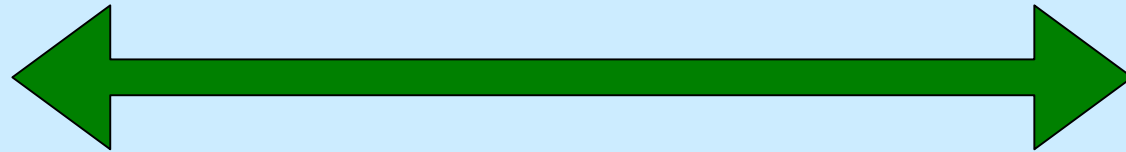
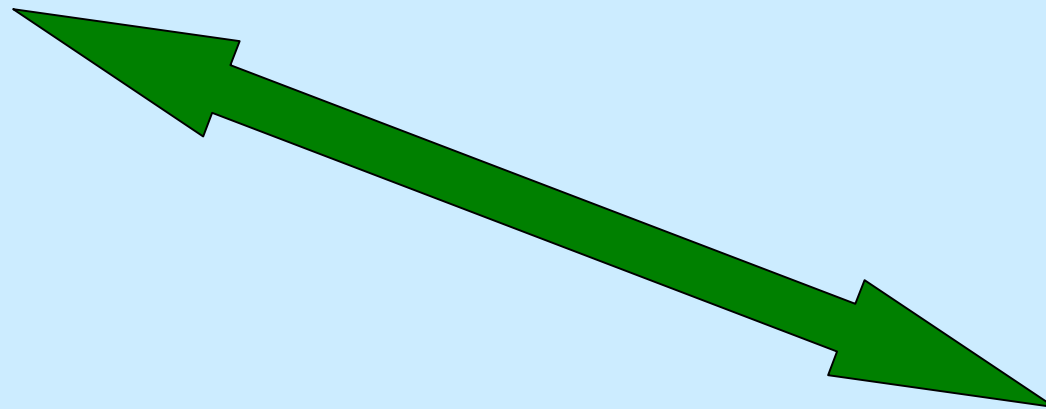


# Mosston's Slanty Line

Straight Line Approach



Slanty Line



# Marianne Torbert, Temple Univ.

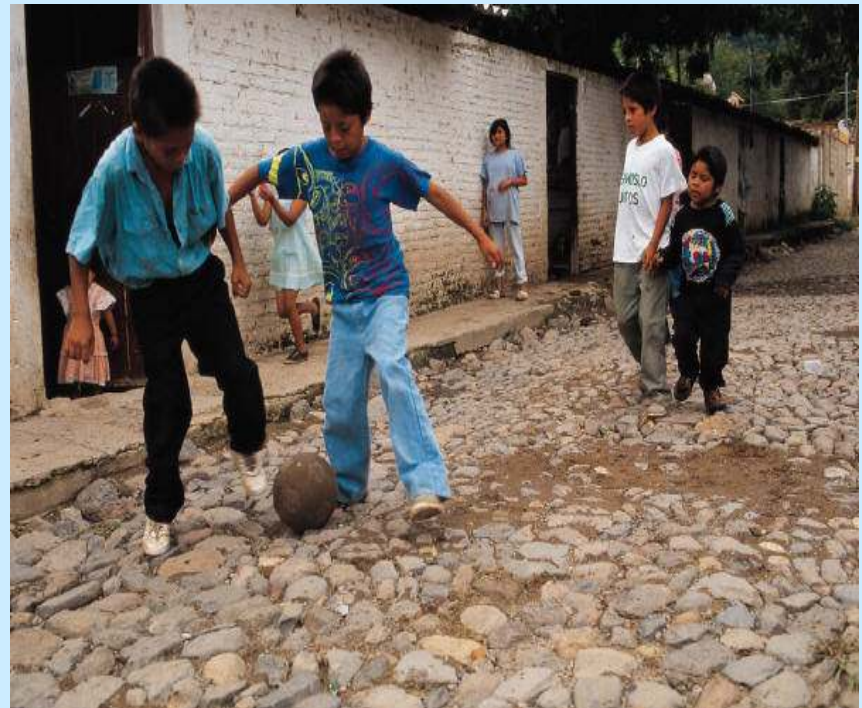
## Requirements for Growth Producing Experiences

- EXPANSION
  - Expanding Opportunities = anything that increases the number of potential growth experiences.
- EQUALIZATION
  - Equalizing Challenges = that which equalizes the opportunity for each participant to be challenged, and grow at their own ability level.

# Marianne Torbert, Temple Univ.

## Requirements for Growth Producing Experiences

- INTERACTIVE CHALLENGES
  - An equalization in which players participating at their personal level , actually contribute to the growth of other players who may be a level below.



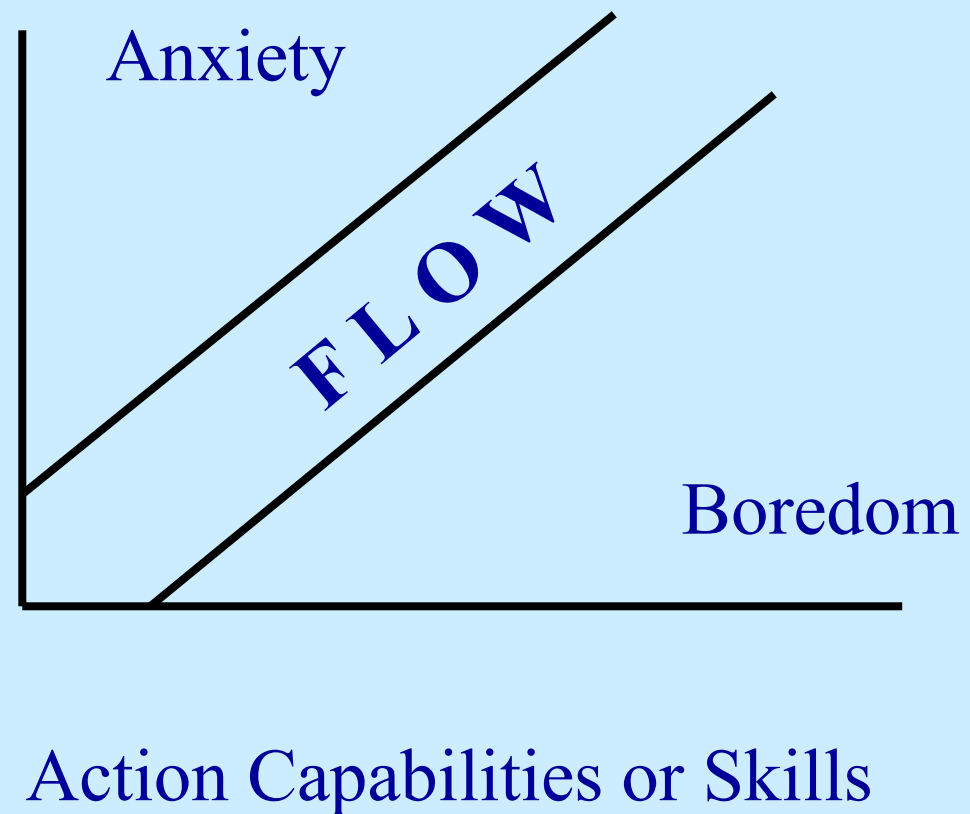
Mihaly Csikszentmihalyi, Univ. of Chicago

## Flow State Model

Action  
Opportunities,  
Challenges or Tasks



Russell Mills from the Rangers of Plano, TX



# Basic Urges of Children

- Movement
- Success and Approval
- Peer Acceptance & Social Competence
- Cooperation & Competition
- Physical Fitness & Attractiveness
- Adventure
- Creative Satisfaction
- Rhythmic Expression
- To Know



# Drills versus Game/Activities

- *Drills*

- Static

- Military

- Lines

- Boring

- No Thought

- Age Inappropriate



- *Game/Activity*

- Dynamic

- Unstructured

- Free Movement

- Fun

- Decision Making

- Age Appropriate

