

Leisure Education Activity Evaluation Sheet (Adapted from P.Malik, 1991) p.49

Name of Game/Activity: _____ Designer: _____

Rate each leisure education game/activity on the following 12 points. Modify any part of the game/activity that receives a 3 or 4 rating.

EXCELLENT = 1; GOOD = 2; FAIR = 3; POOR = 4.

			E	G	F	P
1.	GOAL APPROPRIATENESS	Purpose and goals are appropriate for leisure education activities/games.	1	2	3	4
2.	CONTENT APPROPRIATENESS	Content covered in the game/activity meets the stated purpose and goals within the description of the game/activity.	1	2	3	4
3.	SIMULATION OF REALITY	Content, rules, consequences, etc. reflect reality as much as possible.	1	2	3	4
4.	FACILITATION TECHNIQUES	Suggestions for facilitating game/activity – e.g., discussion questions – are included.	1	2	3	4
5.	DURABLE	Game/activity can be used repeatedly by participant groups.	1	2	3	4
6.	FEASIBLE	Game/activity is age-and-ability-appropriate for intended participant groups.	1	2	3	4
7.	SELF-EXPLANATORY	Specialist or participant could start play easily; instructions are clear and easy to understand.	1	2	3	4
8.	SELF-CONTAINED	All equipment and/or supplies are included in game/activity package.	1	2	3	4
9.	ATTRACTIVE	Game board, cards, playing pieces, etc. are visually pleasing, neat, and “invite” players to play.	1	2	3	4
10.	ADAPTATIONS/MODIFICATIONS	Suggestions for how game/activity could be adapted for other settings or participant group are included, as appropriate.	1	2	3	4
11.	CHALLENGE	Appropriate level of challenge for target participation, i.e. not too easy, not too hard	1	2	3	4
12.	GAME IS FUN TO PLAY	Beyond learning content, participants are likely to enjoy playing or being involved in the game/activity.	1	2	3	4