

## **Assessment Instruments with the ICT for Game Teachings**

Naoki Suzuki

Tokyo Gakugei University, Japan

Koji Ishii (Shinden Elementary School at Edogawa-ku)

[nsuzuki@u-gakugei.ac.jp](mailto:nsuzuki@u-gakugei.ac.jp)

This presentation is based on a pedagogical theme. I hope to work with attendees to provide ideas for thinking about the next generation of assessment for PE, and we will create new ideas. Digital devices are becoming a popular learning tool for education. In Japan, the government has allocated a budget to ensure that every student in primary and secondary schools has a tablet device by March 2021. This is called the GIGA School Initiative. I believe that ICT will be used as an increasingly accessible tool in school education in the future. Until now, in PE, it has generally been used as a tool to analyze movements by filming video of movements in Gymnastics, etc. However, there are many other effective ways to use ICT that take advantage of its characteristics. With this characteristic in mind, we have developed an application software in collaboration with a Japanese company. In this session, we will briefly introduce our application, and then we will focus on a game unit where ICT has not been widely used in practice. This session will clarify the concept of assessment in PE, organize its role and function, and propose new assessment methods. Attendees of this session are able to gain an understanding of ideas for next generation assessment instruments for teaching games in elementary and secondary school PE and to work with the presenter and other attendees to think about assessments that can be used in games teaching.



