

The **STEP** Principle

Space: Change working space to make activity easier or harder

Where?

- Level (height), e.g. a floor-based game has different requirements from a game where participants are free to move around.
- Adaptation of the playing area – more space gives more reaction time, less space demands higher mobility skills, dodging, marking
- Length, height of barrier
- Distance travelled
- Use of zoned playing area to create safe areas in catch or tag type games
- Nearer to partner, further away, smaller / larger target area
- Allow some players to start at different times or from different places

Task: Change Task or rule to make activity more interesting or easier / harder

Physical action(s) What?

- Easier – simplify the game
- Harder – introduce more rules
- Rotate roles
- Allocate specific roles, e.g. bowler, timekeeper
- Change rules to aid inclusion, e.g. allow more lives for some children, count some players' scores as double
- Be flexible
- Try different ways of playing, e.g. seated, standing, lying
- Use different targets for some children
- Use distance hit rather than runs made to determine scores.

E

quipment: Change piece of equipment to make activity more interesting or easier / harder

	By type:		By varying:
With what?	<ul style="list-style-type: none"> • Balls • Bats • Mats • Hands • Turtles • Bells • Scarves • Feet • cones 	<ul style="list-style-type: none"> • Rubber-lines • Hoops • Plank • Bench • Koosh ball • Stop-watch • whistle 	<ul style="list-style-type: none"> • Size • Shape • Colour • Texture • Weight • Environment • Play surface • In / outdoor
How does it change the activity?			
Balls Lighter Larger Softer / slightly deflated Different colours	<ul style="list-style-type: none"> • Travel slower in the air and give more time • Easier to see, hit or catch • Travel slower on the floor • Children with a visual impairment may prefer one particular colour 		
Bats Larger Lighter Glove or attached bat	Easier to hit a ball (larger surface area) Easier to manipulate Enables player with impaired or absent grip to participate.		

P

eople Change number of people to make activity more interesting or easier / harder

	By type:	People with:	People in:
With whom?	<ul style="list-style-type: none"> • Independently • In groups • In pairs • In teams • With friends 	<ul style="list-style-type: none"> • Different / same roles • Different / same ability • Different / same size 	<ul style="list-style-type: none"> • Own space • Big spaces • Small spaces • Restricted spaces • Open spaces