STEP Model

SPACE Change the area available to make the game more or less challenging.

TASK Adjust the demands of the task. Be flexible participants can have different tasks within a game.

EQUIPMENT Modify the size, shape, weight or colour of equipment. This can alter skill level required, or inclusion levels of the game.

PEOPLE Utilise different groupings based on participant's skill level. Not all the class needs to be the same grouping arrangement.