**Series of Events Chain**

Initiating Event

- Event 1
- Event 2
- Final Outcome
- Event 3

Use in Physical Education: Can be used to describe the stages of something (increasing endurance during the mile run) a sequence of events (sports tournament).

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**Continuum Scale**

Low | High

Use in Physical Education: Can be used to show optimal weight goals for weight lifting or strength training.
Compare/Contrast Matrix

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<th>Name 1</th>
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<tr>
<td>Attribute 1</td>
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Use in Physical Education: Can be used to compare/contrast different games or exercises that produce similar but still different outcomes in order to reach a certain goal, i.e. how do swimming and running work towards cardiovascular exercises but yet produce different results as well in relation to your body?

**Problem/Solution Outline**

Who

What

Why

Problem

Attempted Solutions

Results

1.

2.

Solution

End Results

Use in Physical Education: Can be used to help illustrate problems to overcome in an obstacle course or can be used to help students overcome confrontation with one another.
Use in Physical Education: Can be used as a visual explanation for students as to what causes continued success or continued setbacks in their physical health and wellbeing.