

# **Toss the Ring**

## **(Achievement Motivation )**

### **Objectives**

- To understand the target setting behavior in task performance
- To internalize the process of achievement motivation
- To understand and analyse the difficulties faced in undergoing the process

# Methodology

- A peg is placed and three marks of different distances made
- There are three levels in this game
  - a. the distance selected is fixed
  - b. You can vary the distance
  - c. you will deposit certain amount before playing
- Observations will be recorded for an individual payer in all the three rounds.
- There may be certain students who may not play the game

# The distance selected is fixed

<b>Participants</b>	<b>Level – 1</b>	<b>Level – 2</b>	<b>Level – 3</b>

# You can vary the distance

<b>Participants</b>	<b>Level – 1</b>	<b>Level – 2</b>	<b>Level – 3</b>

**you will deposit certain amount before playing**

<b>Participants</b>	<b>Level – 1</b>	<b>Level – 2</b>	<b>Level – 3</b>

# Observations

A. Analysis of individual player based on his/her performance in each round

B. Analysis of successful players

C. Observations of then non-players