

Putting the “U” back into Games: Pedagogical Principles in Teaching Games for *Understanding*

By:

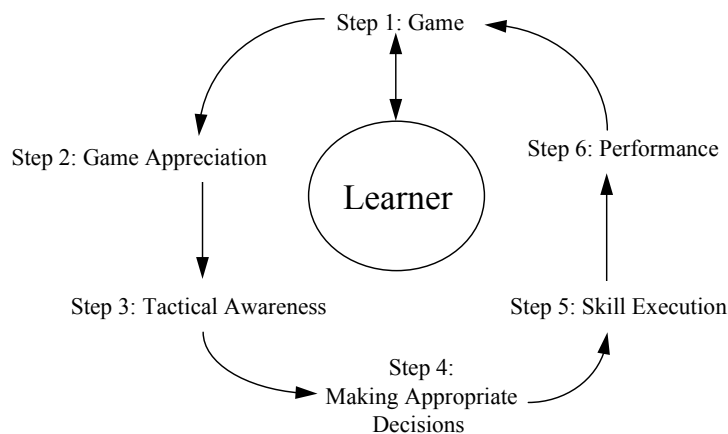
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Description: This session will introduce participants to the four game categories (i.e., target, net/wall, batting/ fielding, and invasion) commonly used in Teaching Games for Understanding. The pedagogical principles of exaggeration, sampling, tactical complexity and representation will be used to help participants create fun and enjoyable activities across all four game categories that can be used with students in various grades.

TGfU Model (Bunker & Thorpe, 1982)



Pedagogical Principles

Sampling: instructors use different game examples from the same category and provide students with an understanding of similar tactical problems and solutions.

Game representation: instructors create developmentally appropriate game-like scenarios that represent how a particular skill or tactical solution is used within a game.

Exaggeration: Instructors choose a particular focus for an activity (e.g., maintaining a rally) based on game structure and creating a developmentally appropriate scenario that exaggerates the concept that is chosen.

Tactical complexity: based upon the premise that there is a developmental progression of tactical solutions that include on and off the ball skills and movements.

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Target Games

Emphasize accuracy and control. Modify challenges by changing target size, distance and equipment, by using stationary or mobile targets and by having the players shoot while stationary or mobile (e.g., croquet, golf, archery, curling, bowling)

Tactical Problems	Level of Tactical Complexity		
	1	2	3
Scoring Close Proximity to Target Avoiding Obstacles Creating a Dynamic Reaction	<ul style="list-style-type: none"> • Aim/ Accuracy 	<ul style="list-style-type: none"> • Placement (e.g., draw, lie) • Using other objects/ obstacles 	<ul style="list-style-type: none"> • Raise • Communication • Spins/ Turns • Placement of Contact
Preventing Scoring Defend space Getting Last Shot		<ul style="list-style-type: none"> • Take-outs 	<ul style="list-style-type: none"> • Guards • Blank an End

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Net/ Wall Games

Net/wall-type games involve moving and controlling an object and hitting it within a specified space. Players work to make it difficult for other players to gain possession of the object or to send it back to the wall or across the net. Small numbers of players are usually involved in net/wall games (e.g., tennis, 4-square, badminton, table tennis, volleyball)

Tactical Complexity	Generic Tactical Problem	Potential Generic Tactical Solutions
1	Consistency (offensive and defensive)	<ul style="list-style-type: none"> • positioning • footwork • skill mechanics • accuracy
2	Setting up for attack (offensive)	<ul style="list-style-type: none"> • shot placement to create space • corners • sides • front/ back • communication (doubles +)
3	Defend Space (defensive)	<ul style="list-style-type: none"> • recovery position • formations (doubles +)
4	Win the Point	<ul style="list-style-type: none"> • shot selection • spin • force • shot location • at open space • at person • between partners • body fakes • serves • attacking the shot
5	Defending against attack	<ul style="list-style-type: none"> • shot return • block • dig • close to net • formations (doubles +) • cover (doubles +)

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Batting/ Fielding

Striking/fielding-type games can involve running, striking, throwing, kicking and catching. Runners hit, kick or throw an object then score runs by running to designated areas. Fielders retrieve the object and get it to a specified place to stop runs from being scored and to get opponents out. Because of the many aspects of the game, strategy for striking/fielding games can be challenging (e.g., baseball, cricket, rounders, softball)

Tactical Complexity	Generic Tactical Problem	Potential Generic Tactical Solutions
1	ACCURATELY HIT BALL	<ul style="list-style-type: none"> • Hit ball between fielders • Height & Force of ball • Place hitting
2	MAKE HITTING THE BALL DIFFICULT	<ul style="list-style-type: none"> • Pitches (mix between spatial and effort) • Spin on ball
3	AVOID GETTING OUT	<ul style="list-style-type: none"> • Hit away from “base” • Protect “strike” zone • Hit ball over fielders • Hit ball on the ground • Hitting Behind Runner • Delay the throw • Run quickly • Decide when to run • Pathway taken to “base” • Breaking up Double Play
4	SCORE RUNS	<ul style="list-style-type: none"> • Advance base runner • Steal bases if allowed • Tagging Up • Draw a Throw
5	STOP SCORING RUNS	<ul style="list-style-type: none"> • Fielding Fly-balls & Grounders • Accurate Throws to Cutoff Person and/or Base • Relay Throws • Rundowns • Create a Force Out • Distance to Base To Prevent Run Scoring • Positioning to Cover Space • Base Coverage • Back-Ups • Communication

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Invasion Games

Invasion/territory-type games involve controlling an object, keeping it away from opponents and moving it into a scoring position to score on a target. Games can be modified to be simple running games or to use a specified skill (kicking, throwing) (e.g., soccer, handball, ultimate Frisbee, football, basketball, lacrosse, field hockey).

Tactical Complexity	Generic Tactical Problem	Potential Generic Tactical Solutions
1	Maintain Possession (Offensive)	<ul style="list-style-type: none"> • Short passes • Communication • Support ball carrier • Retaining Skills
2	Regain Possession (Defensive)	<ul style="list-style-type: none"> • Anticipation • Tackling
3	Create Space (Offensive)	<ul style="list-style-type: none"> • Give and Go • Width • Depth • Placing ball into open space • Overlapping runs
4	Defend Space (Defensive)	<ul style="list-style-type: none"> • Marking • Zone defense • Clearing the ball/ puck
5	Attack the Goal (Offensive)	<ul style="list-style-type: none"> • shooting/ shot placement • target player • rebounds
6	Defend the Goal (Defensive)	<ul style="list-style-type: none"> • Goaltending • Covering the area around the goal area
7	Set Plays (Offensive & Defensive)	<ul style="list-style-type: none"> • Varies by sport (e.g., corner kick in soccer, penalty stroke in field hockey)

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