

GAMES

TOPICS AND LEARNING OUTCOMES

Areas of study 5 and 6: Invasion games and net and fielding games

Through participation in a variety of games in a safe and enjoyable environment, students will be presented with the opportunity to develop personally, socially, and physically. The teaching of skills and technique is given less priority than the development of tactical awareness through the exploration of principles of play. Skill acquisition is seen in the context of the student's involvement in the game situation and of enabling her/him to make appropriate decisions based on their evolving level tactical awareness.

Games seeks to develop in the student:

- the knowledge and understanding which will enable her/him to make appropriate decisions based on her/his current level of tactical awareness
- the ability to have an active role in the games lesson at her/his own technical level, thus enhancing self-esteem and sense of personal fulfilment.
- insights into a variety of games through experiencing samples of different types of games
- a sense of personal fulfilment by achieving a level of success through participation in games.

TOPICS

<p>1. Games making</p> <p>Content</p> <ul style="list-style-type: none"> • naming • devising rules • formulating re-start procedure • identifying specific roles 	<p>3. Net Games</p> <ul style="list-style-type: none"> • skilled performance in context <p>Content</p> <ul style="list-style-type: none"> • modified game form • game appreciation • decision-making <p>Attacking play</p> <ul style="list-style-type: none"> • passing • serving • supporting • creating space • recognising defence <p>Defensive play</p> <ul style="list-style-type: none"> • positioning • denying space • creating time • regaining time • returning serve
<p>2. Invasion games</p> <ul style="list-style-type: none"> • skilled performance in context <p>Content</p> <ul style="list-style-type: none"> • variety of game forms • game appreciation • decision-making <p>Attacking play</p> <ul style="list-style-type: none"> • possession (maintain/distribute) • penetration • width/depth • creating space • support • scoring <p>Defending play</p> <ul style="list-style-type: none"> • tackling • intercepting • denying space • supporting (depth) • marking 	<p>4. Fielding games</p> <p>Content</p> <ul style="list-style-type: none"> • modified game form • game appreciation • tactical awareness • decision-making • skill execution <p>Attacking play</p> <ul style="list-style-type: none"> • creating space • use of deception • assessing time and space • supporting team-mates <p>Defensive play</p> <ul style="list-style-type: none"> • forcing error • covering space • covering bases

LEARNING OUTCOMES

On completion of this area of study, students should be able to

- participate in a variety of games and develop the skills required for participation in games
- display a knowledge of basic principles and rules
- demonstrate technical competence commensurate with individual potential
- make appropriate responses (relative to her/his own ability) to the particular problems posed by a game
- gain experience of various degrees of competitive play
- display an understanding of the dynamics of team efficiency
- acquire a level of confidence and enjoyment which will ensure that games are played outside of school time
- develop knowledge of how to modify games to make them work, how to practise and how to prepare for competition
- appreciate the benefits which participation in games can bring.