Lesson 4 Fall 2003

Intent:
- Game making to understand structures of games – Lead-up games
- Instructional variables
  - AREA, OBJECT, EQUIPMENT, RULES, NUMBER OF PLAYERS.
- Game categories reviewed,
- Type of game structures.
- Warm-up then Dr Hopper’s Dodgeball game.
  Work on passing skill and put back into the game
- Game category, what skill could you practice, what tactics could you practice

30 students – 15 pairs

Admin:
1. Confirm pairings for teaching children.
2. Web-based unit planning

Equipment on sheets. Assortment. 40 bean-bags for warm-up.

Concepts to be used in class.
1. Modifying Complexity - AREA, OBJECT, EQUIPMENT, RULES, NUMBER OF PLAYERS.
2. Basic task model
4. Review Aim and 3 game rules.
5. Review 3 phases to game play
6. Review Space, Force and Time concepts
7. Review game categories.

LOW-ORGANIZED GAME.
Warm-up. Pairs - toss above head and move out of way, partner catch.
- Co-op – Walk, direction change, look for spaces
- Compete – Speed change.
Follow the leader. Bean-bag leads. Toss above head in air when call made.
Personal stretches for own body. Must use the whole space of the gym. Toss whenever.
**Aim:** Toss bean-bag when partner not close enough to catch it.

WALK then RUN.
2. Bean-bag must be thrown above head height.
3. Avoid other runners.

LEAD-UP GAME – Dr Hopper’s Dodgeball.
Passing game in badminton quadrant in groups of 6 groups of 4 (8 groups of 3 - 1 from 6 group to make 2 groups of 3), 2 groups of 3.
1 coach 3 play.

1. Play to co-op – Players can only walk. Runner move to spaces.
2. Play to compete – Runner try to keep away from bean-bag.
   a. Space. (R) Locate space, fake. (P) Cover options
   b. Force. Send object enough weight to be caught. Aim directly for open Spaces

Motor skill refinements based on,
BM - Knee bend, GRF, balance and weight transfer.
EH - Sending - step, follow through, to target (Signal). Receive - target, absorb, watch ball into hands.
Reciprocal with “1” coach “2” and “3” move for the ball

3. Play to win
   a. Game making
      i. Decide how you will score
      ii. Decide how you start/restart

Group into threes – 10 groups of 3.
   o Number yourselves one to three. 1 read sheet and find space. 2 and 3 collect equipment as instructed by 1.
   o Start with easiest equipment. If appropriate use bean-bag to start then add ball.
   o Complete one Game Making Analysis Table for each game.

1. 1 v 2 – Play to co-op. 3 answer (1) on sheet.
2. 3 v 1 - Play to compete (2) work out and coach tactical elements.
   a. Practice motor-skills for game
3. 3 v 2 – Play to win. 1 modify game to make more challenging and even.

Play game for 5 minutes then ones stay.
Co-op play. Play to compete. Play to win

Note game down.
Game category and why? Primary rule, physical characteristics, fundamental skills.
What skill could you work on in the game to play better?
How could you practice that skill?
What tactics did you use to gain an advantage over your partner?
Teach game to in coming pair. No 3 stay, 1 and 2 rotate to a new game.
Review.
What can you change to make the game play?
What happened when you practiced the skill then returned to the game?
What tactics did you use to gain an advantage over your opponents?
Complete and bring to next class.
# Game Making Analysis Table

**Name of Game:** Dr Hopper’s Dodgeball

<table>
<thead>
<tr>
<th>Play</th>
<th>Question</th>
<th>Answers</th>
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</thead>
<tbody>
<tr>
<td>(1) Play to Co-op</td>
<td>Which game category?</td>
<td><strong>Category:</strong> Territory and Invasion</td>
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<td>Why?</td>
<td><strong>Primary Rule:</strong> Score by passing the ball in order to tag the runner.</td>
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<td><strong>PhysicalCharacteristic:</strong> Defined open space to play in. Pass and move to score.</td>
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<td><strong>Fundamental Skills:</strong> Running, stopping, dodging. Passing (sending skill), catching (receiving skill). Retain ball but do not move.</td>
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<tr>
<td>(2) Play to compete</td>
<td>What tactics did you use to gain an advantage?</td>
<td><strong>SPACE:</strong> Runner locate open spaces. Change direction. Fake intent. Passers cover options. Signal space going to.</td>
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<td><strong>TIME:</strong> Anticipate runners direction. Quick short passes. Runner change speeds.</td>
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<td><strong>FORCE:</strong> Send object enough weight to be caught. Aim directly for open Spaces. Absorb force on object (watch into hands).</td>
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<td><strong>Aim:</strong> Toss bean-bag when partner not close enough to catch it. WALK then RUN.</td>
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<td>5. Bean-bag must be thrown above head height.</td>
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<td>6. Avoid other runners.</td>
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<tr>
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<td><strong>Refinements:</strong> Changes of direction and speed. Fake. Avoid others.</td>
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<tr>
<td>(3) Play to win</td>
<td>How can you modify the game to:</td>
<td><strong>Aim:</strong> Score by passing the ball in order to tag the runner.</td>
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<td>1. make it more challenging?</td>
<td>4. Play to co-op – Players can only walk. Runner move to spaces.</td>
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<td>2. make the competition even?</td>
<td>5. Play to compete – Runner try to keep away from bean-bag.</td>
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<td>6. Play to win. Game making. Decide how you will score. Decide how you start/restart</td>
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</tbody>
</table>

NB. Modifiers: Area of play, Object, Equipment, Rules (conditions) & Number of players