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Article

McNeill, M., & Fry, J. (2003). Teaching net/wall games in elementary schools. *Journal of Teaching Elementary Physical Education*, 14(1), 16-20.

Issue/Focus

The approach to teaching games has changed in the past few decades and as a result, teachers should use a variety of teaching models to maximize learning and active participation. The idea of conceptualizing movement so that general skills can be applied to a wider range of games is important when teaching. Also, teachers must be conscience that Physical Education is about “play practice” and the instructors should retain the *game* as a lesson focus.

Reasoning

Teaching generalized skills and concepts will create opportunities for curriculum expansion and increase the ability to meet student needs and interests. The authors break down teaching net/wall games into four categories: building familiarity, attacking, defending, and team building. These concepts are both broad and practical.

Assumptions

One assumption that the authors make is the transfer of learning across a range of activities. Another is the availability of many different kinds of equipment at the same time.

Conclusion

I found out that it is really important to develop fundamental movement and coordination which will allow a student to participate in a variety of activities. Positive reinforcement, through creative games that lead to success, is key in establishing a good relationship between the student and physical activity.

Significant Information

First, a multi-activity approach is best when teaching. Next, kids learn through playing, so make sure that game-time is vital in each lesson.

Personal Comments

There are very specific instructions on teaching the four categories of learning in net/wall games as stated above. Examples of games are also provided. I can see teachers adopting these strategies for the purposes of inclusion and increased game sense.