

Mitchell, S. (1996). Improving invasion game performance. JOPERD, 67(2), 30-34.

By Matt Bastarache

Issue/Focus

A tactical approach to games is seen by the author as a key component in developing skills among students. Invasion games, defined by their emphasis on the attack and defense of opposing territories, play an important role which educators can most effectively present during what is considered to be the most important period of a student's learning, when skills are most appreciated by the student. Recommendation of a proper understanding of tactical knowledge is highlighted by its role as a developmentally appropriate aspect of games.

Reasoning

In order to understand games properly, relevant tactics are taught by breaking them down to specific roles, such as defensive, offensive, and restarting. These 3 components are broken down further into tactical problems resolved by on-the-ball and off-the-ball movements. The effectiveness of this framework is supported by the similar structure of the sports considered to be 'invasion' games (large team, territorial, supportive).

Assumptions

Students with superior skills in what are regarded as higher-level areas must progress to the required level in order to further develop their natural talents.

Conclusion

Tactical gameplay is a component that may often seem daunting and too approximate, but compliments skill acquisition and brings about a thorough knowledge of the concept of gameplay.

Significant Information

- Teach tactical gameplay at a student's stage of appreciation for skill
- Create a precise framework to categorize varying levels of skill
- Tactical knowledge is necessary to understand a game in its broadest sense

Personal Comments

Mitchell does well at emphasizing the importance of tactical knowledge, while backing up his theory among several popular youth 'invasion' games, soccer in particular. The Tactical Problems and Associated Skills chart is an excellent reference on how to create an original tactical framework.