

Hopper. (1998). Teaching games for understanding using progressive principles of play. CAHPER, 27(1), 1-5.

Summary by Leanne Willock

Issue/focus

The main focus is to educate people that the primary focus on teaching games should not be on technique. TGFU should be introduced to help overcome this problem, enabling students to enjoy and appreciate playing games, while still leading to an improved game performance. This process involves teaching children a simplified game that is suitable for their physical, social and mental development therefore increasing their tactical awareness.

Reasoning

With increased tactical awareness, children are capable of making appropriate decisions, which helps to encourage them to become more aware of the possibilities during the game. In TGFU, learners continually evaluate and develop their own performance within game playing situations that gradually evolve into adult games, with the help of teachers.

Assumptions

An assumption is that teaching games focusing on technique results in many students that do not improve enough in order to find enjoyment in games.

Conclusion

It is important that teachers encourage students to become effective decision makers and intelligent performers by using principles of play to structure the planning of games lessons. An understanding of the principles within one game allows the same principles to transfer to another similar game within the same category. Tactical principles can be transferred from one known game to a new similar game.

Significant Information

- Net/ Wall type game principles of consistency, placement and positioning can be developed by simplifying games with 2 players using a bowling pin as a target, a slow bouncing ball and 2 short handled racquets.
- Striking/fielding games: batting players create opportunity to score by hitting balls in an area of play and running between safe areas without the ball being caught on the fly or reaching the safe area before the batting player
- Target games: players score by avoiding obstacles to get their objects closer than their opponents to the target
- Territory/ Invasion: Players with the ball score by getting the object within the opponents open target and players without the ball stop the opposing players from scoring

Personal Comments

This article was a good overview of activities and discussions we have previously had in PE 452. I found it be a good reminder and refresher.