

BSE259 Teaching of Games

Level: 2

Credit Units: 5 Credit Units

Language: ENGLISH

Presentation Pattern: EVERY JAN

Synopsis:

BSE259 Teaching of Games focuses on developing skills, knowledge (including tactics and strategies) and pedagogical content knowledge necessary for teaching a variety of games: e.g. invasion games: such as basketball, netball, team handball, tchoukball, floorball, hockey, soccer, rugby (touch/tag) and ultimate Frisbee; net/barrier games: such as badminton, pickleball, table tennis and volleyball; and striking/fielding games: such as cricket, rounders, softball, and T'ball. Target games, such as golf and bowling, will also be referenced through lead up and differentiated tasks. Students will learn how to increase success through skill development progressions. They will also gain experience in playing and improve their pedagogical understanding of how to teach or coach many of these games. The Games Concept Approach (GCA), Teaching Games for Understanding (TGfU) and Sport Education instructional models will be used in a variety of settings across the categories.

Topics:

- Invasion (i) Simple Handling Games
- Teaching Games for Understanding (TGfU)
- Invasion (ii) More-complex Handling Games
- Authentic Assessment
- Invasion (iii) Manipulative Games
- Games Concepts
- Sport Education
- Net/Barrier Games
- Hellison's Responsibility Model
- Striking/Fielding Games
- ICT/Peer Evaluation
- Target Games, Culminating Activities

Textbooks:

Mitchell, S. A., Oslin, J. L. & Griffin, L.L.: Teaching Sport Concepts and Skills - a Tactical Games Approach. 3rd Edition 3 Human Kinetics
ISBN-13: 9781450411226

Learning Outcome:

- Identify basic attacking and defensive tactics associated with game play.
- Describe organisational techniques to ensure maximum participation and practice time during tasks.
- Explain how tactical problems in one game can be transferred to another game in the same category.
- Design task progressions for teaching essential game skills.
- Demonstrate competence in the basic skills and strategies of a variety of games
- Analyse movement performance and provide appropriate instructional feedback in order to enhance performance.
- Apply the concept of sequentially linking one skill to another when planning and implementing learning experiences.
- Use effective verbal and nonverbal communication skills consistently.

Assessment Strategies (Evening Class):

Components	Description	Weightage Allocation (%)
Overall Continuous Assessment	PRE-CLASS QUIZ 1	1.66
	PRE-CLASS QUIZ 2	1.67
	PRE-CLASS QUIZ 3	1.67
	TUTOR-MARKED ASSIGNMENT 1	15
	TUTOR-MARKED ASSIGNMENT 2	30
Overall Examinable Components	ECA	50
Total		100