

Teaching Games For Understanding (TGfU)

Steps of the TGfU model are:

1. **Game:** All students are able to play the game.
2. **Game Appreciation:** Students learn to know and respect the necessity of rules because they create, implement and refine them.
3. **Tactical Awareness:** Students come to know and understand the game through solving problems as they are presented in game situations.
4. **Decision Making:** Students learn to make good decisions by practicing the elements of decision making. These elements include paying attention (selective attention), anticipating responses by opponents and choosing appropriate skills (those that will implement the decision most effectively).
5. **Skill Execution:** Students are motivated to learn skills because they are learned in context and practiced after the game is played. The skills then enhance game play performance and help students implement the chosen strategies.
6. **Performance:** The level of student performance increases as the cycle continues.



Teaching Games For **Understanding (TGfU)**

Shifting the focus from *how* to *why* or *what if* encourages students to reflect & ask questions!

INVASION/TERRITORIAL GAMES

(Opposition can intersect with all spaces on the field)



NET/WALL GAMES

(Opposition in one area only; need to think & respond more quickly)



STRIKING/FIELDING GAMES

(Both offense & defense; time for team to gather itself between plays)



TARGET GAMES

(Offense only)

**Developmental sequence progressing
from *target* games being *least complex* to *invasion/*
territorial games being *most complex*!**

Source: Teaching Games for Understanding by Linda Griffin, Joy Butler © 2005

Saskatchewan Physical Education Association

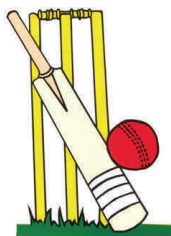
TARGET GAMES



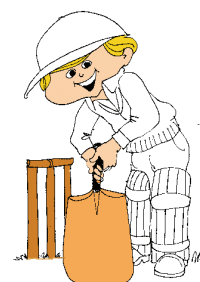
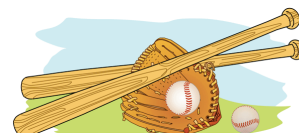
Game Intent	To send an object away & make contact with a specific, stationary target in fewer attempts than the opponent.
Concepts & Skills	Sending away Skills: drive, release, deliver
Player Roles	Same skill required for all players; no interaction
Playing Area	Playing area is shared; players take turns; variations from golf courses to ice sheets
Offensive Strategies	Hitting a target: Archery gold, bowling jack, curling button, golf hole, pool pockets, skittles pins
Defensive Strategies	No defensive strategies in individual games. In team games, obstacles prevent own target from being hit.
Examples	Archery, bowls, bocce ball, bowling, croquet, curling, golf, pool, billiards, disc golf, pinball



STRIKING/ FIELDING GAMES



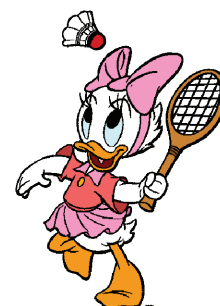
Game Intent	To place the ball away from fielders in order to run the bases and score more runs than the opponents.
Concepts & Skills	1) Placement of the ball in the field Skills: striking, body positioning, hand positions on bat 2) Decision making Skills: observation, listening, receiving, throwing 3) Covering bases Skills: sprinting, ready position, moving sideways 4) Base running Skills: sliding, sprinting
Player Roles	Variation in roles for defensive team (e.g. pitcher, catcher)
Playing Area	Area is shared; offensive team has designated track to run; running track varies
Offensive Strategies	Fielding positions; forcing play; holding runner from stealing; staying on offense; keeping turn for as long as possible within rules
Defensive Strategies	Stealing; leading; tagging up; quick and accurate receiving and sending skills
Examples	Baseball, cricket, Danish longball, kickball, rounders, softball



NET/WALL GAMES



Game Intent	To send the ball back to the opponent so that the opponent is unable to return it or is forced to make an error. Serving is the only time the object is held.
Concepts & Skills	1) Spatial awareness Skills: throwing, catching on bounce and volley, serving and receiving serve 2) Positioning on court Skills: running, stopping, changing directions 3) Position of body Skills: balance, footwork, hitting the ball in relation to the body 4) Trajectory Skills: throwing, catching 5) Depth Skills: hitting with specific force, lob shot, drop shot, spin shots, volley, drives, dig 6) Angles Skills: control of racket, angle of racket, volley, forehand and backhand
Player Roles	All players require same skills as they rotate positions (e.g. all serve and receive)
Playing Area	Area is divided by a net; opposing players are separated
Offensive Strategies	Placing ball farthest away from player(s); placing ball close to boundary lines; moving to volley position at net; intercepting; anticipating; employing spikers
Defensive Strategies	Returning object and keeping it in bounds; anticipating where opponents will return object
Examples	Net: badminton, Pickleball, tennis, table tennis, volleyball Wall: handball, racquetball, squash



INVASION/ TERRITORIAL GAMES



Game Intent	To invade the opponent's defending area to score a goal while simultaneously protecting own goal.
Concepts & Skills	Offensive Concepts 1) Keeping possession Skills: sending, receiving, traveling 2) Penetration/Invasion Skills: accurate passing & receiving, dodging, change of speeds Defensive Concepts 1) Zoning, defending players in area Skills: shuffle, change of speed, running in different directions 2) Defending a specific player Skills: footwork 3) Transition concepts Skills: peripheral vision, footwork, running, quick change of directions
Player Roles	Designated goalkeeper; defensive & offensive role or player; midcourt (both roles)
Playing Area	Area shared by all players; rectangular; often outdoors
Offensive Strategies	Keeping possession; moving ball or puck to specified area; rapid changing from offensive to defensive; transition - organization of players moving from offense to defense and vice versa
Defensive Strategies	Intercepting ball or puck before it goes over the line or into the goal; pressuring opponents into making mistakes; closing down distribution options
Examples	Basketball, field/ice hockey, football, lacrosse, soccer, team handball, water polo, Ultimate Frisbee



TARGET GAMES



- . **Bowling**
- . **Curling**
- . **Bocce Ball**
- . **Golf**
- . **Archery**
- . **Ring Toss**
- . **Disc Golf**
- . **Pin Guard**



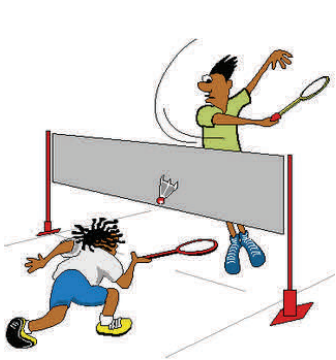
INVASION/ TERRITORIAL GAMES



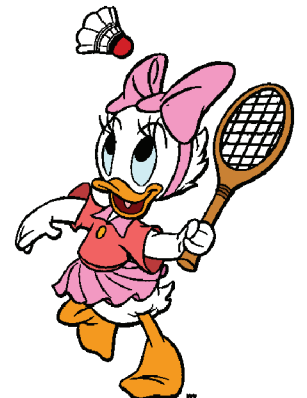
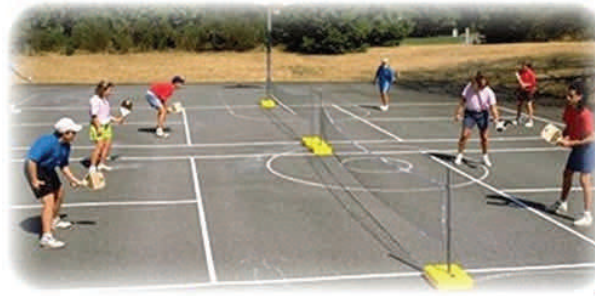
- **Basketball**
- **Touch/Flag Football**
- **Soft Lacrosse**
- **Soccer**
- **Floor Hockey**
- **Team Handball**
- **Ultimate Frisbee**
- **Speedball**
- **Double Ball**
- **Moose Skin Ball**
- **Buffalo Corral**



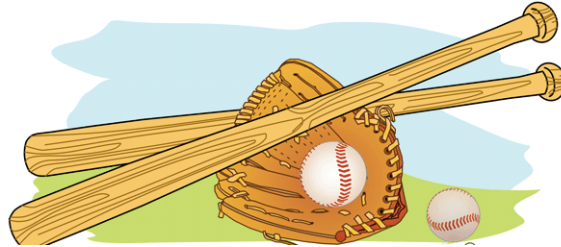
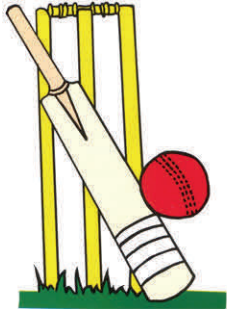
NET/WALL GAMES



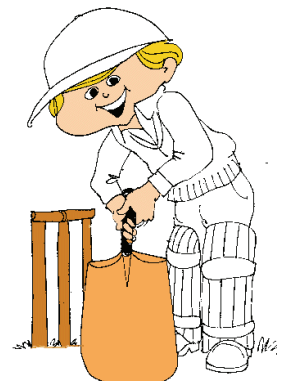
- **Badminton**
- **Table Tennis**
- **Tennis**
- **Volleyball**
- **Pickleball**



STRIKING/ FIELDING GAMES



- . **Softball**
- . **Danish**
- . **Longball**
- . **Cricket**
- . **Kickball**



A colorful illustration featuring three children and a large text message. On the left, a boy in a blue cap, yellow shirt, and blue pants stands holding a yellow book. In the center, a girl in a green shirt with a red heart and purple pants stands holding a yellow pencil. On the right, a girl in a purple shirt with yellow stars and a brown headband is upside down. The text 'Play, Learn and Grow... Together!' is written in a playful, multi-colored font, with a smiling sun icon replacing the letter 'o' in 'Together!'. The background is white with a faint, light blue circular pattern.



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BODY MANAGEMENT ACTIVITIES



- **Dance**
- **Educational**
- **Gymnastics**
- **Yoga**
- **Track & Field**
- **Aerobics**
- **Pilates**
- **Wrestling**
- **Skipping**



ALTERNATE ENVIRONMENT ACTIVITIES



- **Aquatics**
- **Cross-Country Skiing**
- **Downhill Skiing**



- **Snowshoeing**
- **Cycling**
- **Hiking**
- **Skating**



- **Orienteering**
- **Skate Boarding**
- **Wall Climbing**



- **Canoeing**
- **Trapping**
- **Roping**

