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Strategies for Improving Students' Game and Sport Play Performance

Reality:

- Teachers usually use practice prior to game play

Problem:

- Teachers are generally effective when it comes to feedback during practice.
- However, during sport play, teacher initiated performance feedback tends to diminish while management interactions with students become more prevalent. Managerial concerns include teacher focus on game score, student behavior, game modifications, game rules, and officiating decisions.
- Game play should provide students with a more dynamic and authentic learning experience, rather than an experience in which students are often left to “figure out” game performance for themselves. Students at most levels are not ready to analyze their own performance. While students should make decisions and analyze personal and game performance, a teacher can be an effective support for the development of game skills, tactical awareness, and strategy.

Solution:

- First, understanding that there is a problem, such as the differences between management and feedback, extensive rules equal movement away from game performance, overemphasis on score and winning.
- Second, that physical education is different than sport – goal of PE to develop skills to be PA later in life, goal of sport is to win – also in PE students are often less experienced and participate in sports that they have not chosen to participate in, Sport is usually voluntary and by MS or HS, players are usually skillful and knowledgeable.
- Third, recognizing that more can be done.
- Fourth, knowing strategies to use during game play

This session will demonstrate teaching strategies that can be used during game and sport play in physical education. While participants take part in sport play, teaching strategies will be featured as examples to both those participants playing and watching. Each strategy will be presented with an authentic, real-time demonstration and then fully explained and discussed. The following strategies will be explored during the presentation:

1. Instant Replay
2. Hold Ball
3. Magic Ball
4. Player-Coach
5. Comparisons
6. Reverse Perspective
7. Cross-Group Feedback