

Net/Wall Games

Using 4-Square to Teach Tactical Actions

All **Net/Wall Games** share the same offensive and defensive tactical actions. In net games, players are divided by a net and in wall games they share the same space. The basic tactical actions in net and wall games is to cause the opponent to not return the ball. 4-Square is a great activity to demonstrate the how tactical actions are used. The following are the basic offensive and defensive tactical actions for net/wall games identified by Young, Dan (2011) *Moving To Success: K-5 Physical Education Guidelines*:

Offense

- Tactical actions to maintain a rally
- Tactical actions to attack open spaces/win a point

Defense

- Tactical actions to maintain defensive position

Teachers should use the above offensive and defensive tactical actions to guide the planning of learning experiences. In games play, the applying of tactical actions begins in the simplest conditions. The following is a basic developmental sequence to plan tactical action learning experiences.

one w one	three v two
one v one	three v three
two v one	and so forth
two v two	

Students should demonstrate the ability to apply the skills and tactical actions in one v one before moving to the next condition. Effective teachers are able to manage an environment where there are groups of students practicing in different conditions. Example:

- Some students are practicing one v one basketball trying to advance the ball across an end line.
- Some students are practicing two v one where they are trying to dribble and pass the ball across an end line.

Teachers must be able to move students to the next complex situation when they are ready. However, it is just as important that students who are not ready to continue practicing until they are ready to move to the next condition. It is a teacher's decision when student(s) are ready to move to the next complex condition. The use of the *Motor Task Criteria* and *Task Application Task* in the *Checking for Student Progress* will help teachers with the decision-making process.

Teachers must also recognize when students may need to move back to a previous task extension. This is done when students demonstrate they were not ready for the current task extension.

Teaching for tactical actions will make the game more meaningful for children. This increases the chances that students will chose to participate in games outside of school. This will increase the amount of time that students are physically active.

The presentation will also share the **Four Game Stages** (Rink) are used to help in the planning of learning experiences.

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Moving To Success embraces the belief that students who become competent movers and are knowledgeable regarding the health-related benefits of being physically active are more likely to value leading a physically active lifestyle.