

K.1.6.C.3 S.1.7.B.2  
 K.1.7.A.1 K.3.7.A.1  
 K.1.7.B.3 K.1.8.C.3  
 K.1.7.C.2 S.1.8.B.1  
 K.1.7.C.3

## Teaching Games for Understanding Chart



Name \_\_\_\_\_ Activity \_\_\_\_\_

| Game Category             | Primary Rule/Goal  | Tactical Play within Category: Principles of Play   | Examples  |
|---------------------------|--|---|---|
| <b>Target</b>             | <ul style="list-style-type: none"> <li>Score by getting the object closer to a target than opponents get theirs, while avoiding any obstacles.</li> </ul>  | <ul style="list-style-type: none"> <li>Aim to target.</li> <li>Choose placement in relation to target and other obstacles.</li> <li>Spin and/or turn.</li> </ul>  | <ul style="list-style-type: none"> <li>Curling</li> <li>Bowling</li> <li>Golf</li> </ul>                                      |
| <b>Net/Wall</b>           | <ul style="list-style-type: none"> <li>Score by getting the object into the opponents' areas of play more often than they can return the object.</li> </ul>  | <ul style="list-style-type: none"> <li>Aim for consistency.</li> <li>Choose placement and positioning.</li> <li>Use power and/or spin (for control and disguise).</li> </ul>  | <ul style="list-style-type: none"> <li>Tennis</li> <li>Volleyball</li> <li>Squash</li> <li>Raquetball</li> </ul>              |
| <b>Striking/Fielding</b>  | <ul style="list-style-type: none"> <li>Score by striking the ball/object and running within safe areas.</li> <li>Prevent opponents from scoring by catching the ball in the air or getting it to a safe area before the batter reaches the safe area.</li> <li>Make it difficult for opponents to hit the ball.</li> </ul> | <p>Batting:</p> <ul style="list-style-type: none"> <li>Score runs.</li> <li>Hit ball/object for accuracy and distance.</li> <li>Avoid "getting" out.</li> </ul> <p>Fielding:</p> <ul style="list-style-type: none"> <li>Stop scoring run.</li> <li>Make it difficult to hit ball.</li> <li>Put batter out.</li> </ul> | <ul style="list-style-type: none"> <li>Baseball</li> <li>Softball</li> <li>Cricket</li> </ul>                                 |
| <b>Territory/Invasion</b> | <ul style="list-style-type: none"> <li>Score by getting the object into the opponents' goal.</li> <li>Attempt to prevent opponents from scoring.</li> </ul>  | <p>With object:</p> <ul style="list-style-type: none"> <li>Score.</li> <li>Invade.</li> <li>Keep possession.</li> </ul> <p>Without object:</p> <ul style="list-style-type: none"> <li>Prevent scoring.</li> <li>Prevent invasion.</li> <li>Gain possession.</li> </ul>  | <ul style="list-style-type: none"> <li>Soccer</li> <li>Basketball</li> <li>Hockey</li> <li>Rugby</li> <li>Football</li> </ul> |

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