

Teaching Games For Understanding

- Are we going to play today?
- Introduced in mid 60's by Bunker & Thorpe in UK.
- TGFU model begins with 'Game Play'.
 1. Increases motivation of children by 'hooking' them on the 'Game'.
 2. Provides a context to make the learning of skills & strategies more meaningful.
- Traditional 'Technical' Model
 1. Skill Execution
 2. Game Form
 3. Performance
 4. Making Decisions
 5. Tactical Awareness
- TGFU 'Tactical' Model
 1. Game
 2. Game Appreciation - rules/conditions
 3. Tactical Awareness
 4. Making Decisions
 5. Skill Execution
 6. Performance
- Classification System achieves balance and progression.
 1. Invasion
 2. Net/Wall
 3. Striking/Fielding
 4. Target
- Game principles help to improve performance and enjoyment.
 1. Sampling -select games from the same category
 2. Modification Through Representation - adapt. for size, age, ability
 3. Modification Through Exaggeration - long/narrow, 3vs1 ratio
 4. Tactical Complexity - simple to complex