

Game Stages

Stage 1- Developing Control of an Object

- Send an object away

- Receive an object

- Carry an object to maintain possession

- Propel (move) an object to maintain possession

Stage 2- Complex Control and Combination of Skills

- Combine skills to transfer energy (i.e.: transition between catching and throwing)

Stage 3- Beginning Utilization of Offensive and Defensive Strategies

- Offense

- Defense

- Modified games to reinforce the strategy

Stage 4- Complex Game Play

- Implementation of strategies

- Quick transitions between offense and defense

Stages 1 and 2 require the student to focus upon “how” to do the skill. Providing opportunities to practice the skill in the context of some type of modified game is important to the motivation of the students. Implementation of the skills in a dynamic situation allows students to see the value of practicing a skill and the importance of the different skills.

Stage 3 and 4 require the students to have more selective attention to what is going on within the environment. Students need to begin to be able to make predictions and anticipate what the next move will be. The development of game appreciation occurs at both of these levels, but it is important to implement different modification to assist in student learning. These modifications may include changes in the rules, equipment, number of players and/or the boundaries.

