

***Modifying Games to Teach Secondary Tactics and Sports Skills**



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- * Ways to modify games to:
 - * Focus on a particular skill/tactic
 - * Enhance gameplay performance
 - * Increase student activity
 - * Increase student learning/development
 - * Generate students' confidence & competence in various sport

***You will come away
with...**

- * Red poly spots
 - * Randomly select two students and tally their number of touches
- * GAME: 6v6. Regulation game. Serve behind line. Rally Scoring

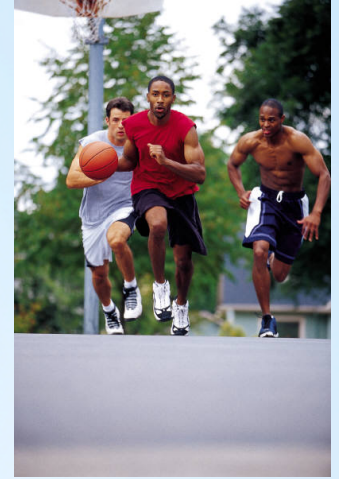


* **Who wants to play Volleyball?**

- * Tell me one thing that comes to mind when watching this gameplay?
- * Do you feel all students were engaged and interacting?
- * Could that game be altered in a way to better engage students?
- * What would you do to alter that game?
 - * Why?

***What did we see?**

- * An alteration of a game to suit the players age, size, ability, experience, lesson focus, objectives, etc.
- * Modifications can simplify and slow the game giving students an opportunity to think tactically and react physically
- * Any game can be modified to better include students
- * Contains the essential components of the ‘parent’ game
 - * Does not change the overall nature of how the game is played



PURPOSE: To put the needs of young people first. ALWAYS.

***What is a modified game?**

* Primary Rules: WE DO NOT CHANGE!

* These rules define the way a game is played

* Changing a primary rule alters the game fundamentally (or problem to be solved)

* Secondary Rules: WE CAN CHANGE!

* The rules that can be changed without changing the fundamental nature of the game

NOTE:

Modifying a game should have a purpose and should be a deliberate decision... focusing on helping students become better players

*** Two types of game rules**



*Why this modification?

*How does this modification affect students' practices and progress?

***Ask yourself two questions...**

- * Make scoring easier
- * Slow the movement of the object
- * Increase reaction time to focus on techniques/tactics
- * Sequence games to enable learning of tactics
- * Change scoring rules
- * Restrict movement and actions of certain players

* **Key Strategies for Modifying Games**

Sequence games to enable learning of tactics & increase development

(Red spots- tally 1 game only please)

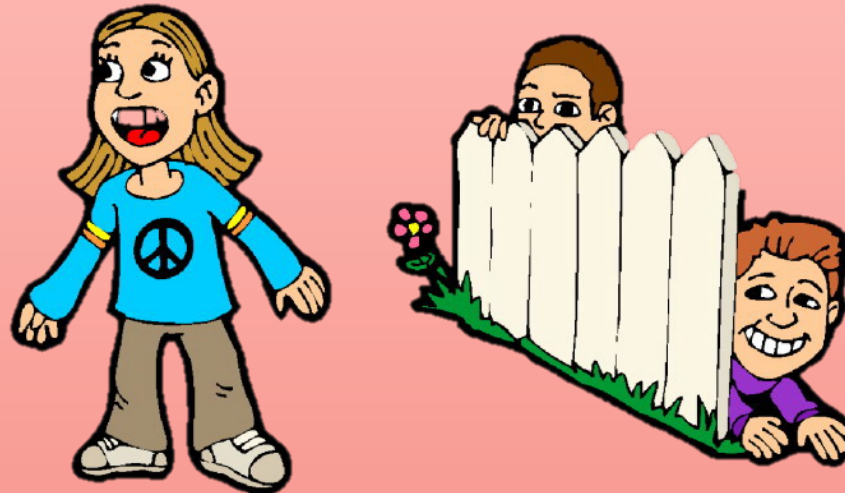
- 1. Setting up an attack: 3v3 (narrow court & modified ball)**
 - * Rules: can only use bump pass, no more than three hits on one side
 - * Free-ball toss
- 2. Setting up an attack: 3v3 (narrow court, & modified ball)**
 - * Rules: Cooperative game & must hit ball twice on your side, see how many rallies you achieve.
 - * Free-ball toss
- 3. Setting up an attack: 3v3 (narrow court & modified ball)**
 - * Rules: Serve from where you feel comfortable, pass-set-attack receives 1pt.
 - * No ace serve rule

*** Modifying Volleyball**

- *What is one thing that comes to mind?
- *Do you feel students were engaged?
- *Red spots - What are the results?

***What did you see??**

- * Orange poly spots
- * Randomly select two students and tally their number of touches
- * GAME: 2v2. Regulation game. Must serve inside serving square.



* **Calling badminton players**

- * How can we... (speak w/ partner)
 - * increase student participation?
 - * focus on basic strokes (overhead clear or drop)?
 - * decrease frustration?
 - * increase players tactical awareness?

REMEMBER (key strategies)

- Make scoring easier
- Slow the movement of the object
- Increase reaction time to focus on techniques/tactics
- Sequence games to enable learning of tactics
- Change scoring rules
- Restrict movement or action of certain players

* **Modifying Badminton**

- * Net and wall sports and games
 - * Use slower balls or shuttlecocks.
 - * Use short-handle rackets.
 - * Move serve line in or serve from anywhere on court.
 - * Use bounce-and-hit serve (e.g., tennis).
 - * Shorten court depth.
 - * Increase court width.
 - * Cooperative vs competitive.

***Specific Examples**

Sequence games to enable learning of tactics & reduce apprehension

1. Creating Space: 1v1 (narrow court)

- * Rules: Cooperative game - work as a team
- * Rotate after two failed rally attempts or seven consecutive rally's (pt for reaching seven rally's)
- * Serve anyway you would like

2. Creating Space: 1v1 (narrow court)

- * Rules: Score using drop shot get extra point
- * 2nd serve can serve anyway you like
- * Rotate after two rally's

3. Defending Space: 1v1 (narrow court w/ coach)

- * Rules: Can only score when you and you and your teammate win a consecutively. Rotate after every two.
- * Cannot use two consecutive smashes. Coach help teammate

*** Modifying Badminton**

*What are some examples of secondary rules that you have changed in invasion type games?

*Speak with the person next to you.

*Soccer

*Flag Football

*Basketball

***Discuss with a partner**



- * Ways to modify invasion games:
 - * Equipment
 - * Gaining possession
 - * Progression
 - * Increase participation
 - * Focus on tactics

* Invasion Games

* Equipment

- * Use larger or slower balls
- * Softer balls
- * Short handled sticks
- * No goals- Get across end line to score

* Gaining Possession

- * No stealing
- * Add more ways

* Progression

- * Steps allowed (e.g., ultimate frisbee)
- * Increase or decrease duration of holding the ball/object
- * Sequence games

* Increase participation

- * No out of bounds (throw-ins)
- * Small sided teams
- * Must pass twice before attempting to score

* Focus on tactics

- * Must run pass route to score a touchdown
- * Point for attempting a tactic in soccer
- * No goal-passing to score
- * Point for catching ball

* Invasion Games (examples)



*Calling hockey players

Sequence games to enable learning of tactics

1. Maintaining possession

* Game: 1v1

* Rules: Get past your opponent and score 1pt

2. Maintaining possession with support player

* Game: 3 v 3 (modified team size & puck)

* Rules: Cannot hold the puck for more than 3 seconds & no stealing when guarding.

* Successfully cross the line in possession of the puck and get 1pt (NO GOAL)

* Game: 3 v3 (modified team size & puck)

* Rules: 5 consecutive passes gets 1pt

3. Creating Space in Attack

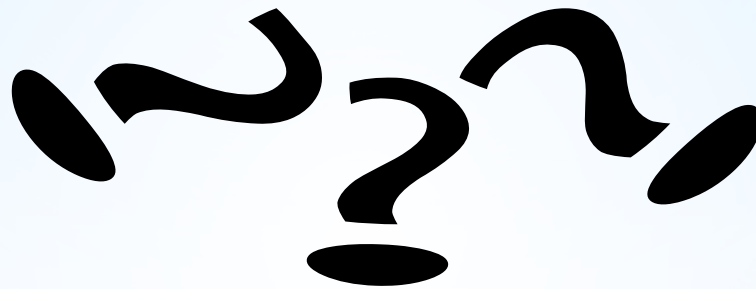
* Game: 3 v 3

* Two pts for score with overlap, crossover, or give-and-go.
1pt for simply attempting the tactic

*** Modifying Hockey**

*Any questions?

*Comments?



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***THANK YOU!!!**