

Integrating Multicultural Games & Activities into your PE Curriculum

Objectives:

- Enhance your curriculum by introducing your students to activities and games from other cultures
- Encourage your students to examine the role of sport in other cultures
- Utilize unique strategies and rules from other games to improve social interaction and teamwork skills
- Learn new skills and apply previously learned skills to play new and fun games from other cultures
- Introduce new terminology and literacy skills
- Incorporate technology for motivation and assessment

These activities can be integrated to enhance your curriculum in a variety of ways. However, teaching students to appreciate and respect individual and cultural differences should be a daily expectation in all of our classrooms.

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2014 Midwest Physical Education TOY

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Tchoukball

Tchoukball (pronounced "Chuke-ball") is a relatively new sport, invented by the Swiss biologist Dr. Hermann Brandt in the late 60's and introduced to the public in 1970. The rules of tchoukball are easy to learn and the game is a fun fast way to keep fit and employ teamwork skills. The list of rules and tactics in tchoukball is short and simple to learn so making for a fast flowing game. Players are not allowed to play defense on the ball or guard opponents making tchoukball's strategies unique in physical education. This is a great game in which all students can participate at a high level regardless of their ball skill abilities.

The Court and Players

Tchoukball is played with two 'rebound frames' situated at each end of the court. These frames measure 90 centimetres square and are situated at both ends of the court. Unlike most other team games you can score at both ends.

A line runs 3 meters from the center of the bottom of the frame around in a semi-circle. This area is called the 'D' or 'forbidden zone'.

There are 9 players in each team.

Players fall into 3 categories: Shooters, Inners and Centre Pivots.

Basic Rules

Main Objective: To score a point the offensive team throws the ball at the rebounder so that it bounces off and lands outside of the D zone without the defensive team catching it.

Scoring: -

A point is scored to the team with the ball if it bounces into the air and touches the ground outside the D before the opposing team can catch it.

A point is scored to the team without the ball if the offensive team's throw misses the rebound surface completely

- Each team can make a maximum of 3 passes before shooting
- Each player may take a maximum of 3 steps
- The handball can be thrown at either rebound surface (but not more than 3 times in a row)
- If the defensive team catches a rebound, play continues.

Following is a list of rules including foul moves:

No player can stand in the 'D zone' with the ball (although he/she is allowed to be airborne)

Only 3 consecutive shots at a frame from both teams are allowed.

Any interfering with another team's passes or movement is not allowed. No stealing, intercepting, or defending the other teams' players!!

Only 3 passes between a team is allowed. Making 4 is considered a foul.

Catching a rebound from your own teams shot is not allowed.

Stepping out of bounds with the ball is a foul. (We mostly play without worrying about boundaries to keep the play fast.)

All passes must be caught or the defensive team takes possession. A dropped pass is considered to be a foul.

A foul results in the opposing team gaining possession of the ball at the site of the foul. This team must then make at least one pass before they can shoot at goal. After a point is scored the other team restarts the game behind the scoring frame.

Sources:

<http://www.tchoukball.net/>

<http://en.wikipedia.org/wiki/Tchoukball>

<http://www.playtchoukball.com/>

