Tactical movement in games

Assessment – teacher sheet

Purpose of the task

The intent of this activity is to see how well each student applies different movement skills and concepts to achieve success in games, can identify appropriate tactics and how well they can persist in games regardless of success.

Outcomes

GSS1.8 – Games and Sports
- Performs fundamental movement skills with equipment in minor games

MOS1.4 - Moving
- Demonstrates maturing performance of basic movement and compositional skills in a variety of predictable situations

COS1.1 – Communicating
- Communicates appropriately in a variety of ways

V5
- Willingly participates in regular physical activity

Physical Literacy continuum markers

Cluster 1

Aspect – Tactical Movement
- Applies different movement skills and concepts to achieve success within the rules of a physical activity
- Identifies appropriate tactics within a physical activity to influence achievement or success

Aspect – Motivational and Behavioural Skills
- Persists in a range of physical activities regardless of success
Task

Observe students playing the tag game ‘Partner Tag’. Within the game observe how well each student applies different movement skills and concepts (e.g. moves into space or varies rhythm, intensity and direction of movement) to achieve success in games. Also observe how well students persist in games regardless of success. During the game have a short break to ask students the questions below to find out if they can identify appropriate tactics to achieve success.

Tag game – Partner tag

- Mark out a designated play area that would allow pairs of students to move around without running into other pairs.
- Put students into pairs and ask them to decide which person is the tagger.
- Explain the rules of the game to students. These include staying in the designated play area, the tagger counting to 5 to give the other player time to get away, when a person is tagged roles swap and playing safely to make sure nobody runs into each other or gets pushed over.
- Encourage students to spread out in the space in their pairs.
- On ‘go’ all of the taggers try to tag the other player in their pair.
- Stop the game after a couple of minutes and ask students:
  - What are some of the tactics you are using to stop your partner tagging you?
  - What are some of the tactics you are using to not get tagged by your partner?
  - What are the different movements you are using to get away from your partner? e.g. dodge, sprint run, running fast and then slowly dodging.
- Change partners and start the game again. Observe the difference in student movement after they have been questioned about the tactics and movements they are using in the game.
- At the end of the game ask students:
  - What did you do differently to avoid being tagged?
  - What did you do differently to tag your partner?
  - Are there any other rules we should have for this game?