Teaching Games for Understanding

FROM SKILL TO STRATEGY- A GAME-BASED APPROACH

1

Junior Cycle PE Link

- **Strand:** Competence, Participation & Appreciation
- **Learning Outcomes:** 1.1, 1.2 , 2.4 , 2.6, 3.5
- **Curriculam Reference:** Junior Cycle PE Specification

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Core Principles

- Emphasises **game play** before isolated skills
- Focuses on **decision making** and **tactical understanding**
- Uses **modified games** to develop skills in context
- Encourages **problem solving** and player autonomy

3

Key Benefits

- Increases **engagement and motivation**
- Enhances **game awareness and strategy**
- Makes learning **more inclusive** for all abilities
- Develops **critical thinking and teamwork**

4

Teaching Stategies

- Start with **modified small-sided games**
- Use **questioning techniques** to guide learning
- Progressively refine skills **within gameplay**
- Encourage **student reflection** on performance

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Example Activity -

Tactical Problem Focus: Creating and defending space
Example: TGFU Unit Plan for Net/Wall Games (e.g., Badminton)
Tactical Problem Focus: Controlling space and shot placement

- **Possesion Game (any sport):**Teams must complete **5 consecutive passes** before scoring
- **Focus:** Spacing, communication and movement off the ball