

Stage 3 – Implementing tactics for success in games ASSESSMENT – TEACHER SHEET

Purpose of the task

The intent of this activity is to see how well each student can apply multiple tactics within a physical activity, implement tactics which account for the strengths of themselves and others and can persist with challenging physical activities.

О	u	t	C	O	n	1	е	S	:

Knowledge and understanding outcomes:

GSS3.8 – Games and Sports

Applies movement skills in games and sports that require communication, cooperation, decision making and observation of rules.

Skills outcomes:

PSS3.5 – Problem Solving

Suggests, considers and selects appropriate alternatives when resolving problems.

MOS3.4 - Moving

Refines and applies movement skills creatively to a variety of challenging situations.

Values and attitudes outcomes:

DMS3.2 – Decision Making

Makes informed decisions and accepts responsibility for consequences.

V5

Willingly participates in regular physical activity.

Physical Literacy Continuum markers

Cluster 4

Aspect – Tactical Movement

Applies multiple tactics within a physical activity, e.g. shows they have a number of options in a situation to change the way they move

Implements tactics which account for the strengths of self and others within a physical activity

Aspect – Motivational and Behavioural Skills

Persists with challenging physical activities and understands how success through persistence can have positive outcomes





Task 1: Observe students playing 'Rob the Nest'. Within the game observe how well each can apply multiple tactics in a game to achieve success, how each student implements tactics which account for the strengths of themselves and others and whether they persist with a challenging physical activity. After the game allow time to ask students questions to find out how well they can identify specific tactics in a game to achieve success and to allow students to reflect on how persisting with challenging physical activities can lead to success in physical activity.

Rob the Nest

- Mark out a 20m wide x 30m long play area and explain the rules of the game to students (listed below).
- o Students work in two teams. A line divides their territory.
- o Each student wears a belt and two tags.
- Each team lines up at one end of the field (their 'try line'). Place three footballs in a hoop in the middle of each try line.
- Teams need to divide into a group of attackers and a group of defenders. On the whistle, the attackers in each team have to try to steal the footballs from the other teams try line and return it to their own hoop. While the defenders need to try to stop (tag) the attackers on the other team from stealing their footballs.
- If an attacker is tagged they must drop the ball and return to their try line before starting again.
- o If a defender tags someone they can return the ball back to their own hoop or pass the ball to an attacker on their team to return the ball.
- After about two minutes stop the game. Only those balls in the hoops are counted as points. Return the three footballs to each hoop and repeat the activity. If students seem to be playing well then lengthen the time in play.
- o Rules include:
 - Players can run with the ball
 - Players are allowed to pass to other team mates before getting tagged
 - Players can pass in any direction
 - If the ball is dropped a player can pick it up and play on.
- o At the end of the game ask students:
 - How can you work together as a team in order to get a ball from one end of the field to the other?
 - If you have a ball what are your options? E.g. pass or run.
 - When should you pass to a team mate?
 - When should you run?
 - How can you help a team mate who has a ball?
 - Where should you run to avoid being tagged?
 - Is it better to try to tag a player one on one or to work as a team?
 - How can you stop an attacker from stealing a ball?
 - Did your persistence in the game lead to success in 'Rob the Nest'? Why or why not?

