

USING A GAME-BASED (DIGITAL) PEDAGOGY IN HANDBALL

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Type of presentation: practical session.

An important pedagogical aspect in Teaching Games for Understanding (TGfU) practices is the modification and amplification of meaningful game situations. Learning opportunities of youngsters may increase when game constraints are constantly adjusted to their skill levels instead of playing in fixed game configurations. Such an approach requires physical educators and coaches to incorporate a game-based pedagogy that may be enforced by the use of digital observation tools. Therefore, game play design is a teaching strategy that needs to be streamlined in such way that students are constantly provided with sufficient learning opportunities. The question often remains which modifications are appropriate and beneficial for learners in playing small-sided games.

Based on the forthcoming book that will be published this year, the aim of this practical workshop is to demonstrate elements of a game-based pedagogy when teaching handball (Koekoek, Dokman, & Walinga, in press). This pedagogy shows how PE teachers and coaches will be able to use and implement digital observation tools in game-based practices. During this session, two pedagogical approaches will be introduced: (1) game observation with the *Game Balance Analysis* (GBA) tool, and (2) tactical discussions (debates) through instantly digital tagging of video footage (Koekoek, Van der Mars, Van der Kamp, Walinga & Van Hilvoorde, 2018). These two approaches include the use of digital applications in order to structure decisions in games teaching when observing game play. GBA is fully consistent with a TGfU approach. It is proposed to be a pedagogical tool in order to achieve appropriate decision making in teaching. In this practical session, the concept of *Game Balance Analysis* and video tagging will be introduced. The four steps in this teaching methodology are explained by using the GBA application for iPad and *Video-catch* application for iPhone/iPad. Participants will be invited to explore this pedagogy in practice by observing and modifying small sided handball games.

References

- Koekoek, J., Dokman, I., & Walinga, W. (in press). *Game-based pedagogy in physical education and sports. Designing rich learning environments*. London: Routledge.
- Koekoek, Van der Mars, Van der Kamp, Walinga & Van Hilvoorde (2018). Aligning Digital Video Technology with Game Pedagogy in Physical Education. *Journal of Physical Education, Recreation & Dance*, 89(1), 12-22.