GEORGE MASON UNIVERSITY COLLEGE OF EDUCATION AND HUMAN DEVELOPMENT

Health and Physical Education PHED 273 (001) – Net and Target Games 3 Credits, Spring 2023

Thursdays 10:30 am-1:10 pm, RAC 2203 (Classroom) and Linn Gym

Faculty

Name: Alba Rodrigues

Office hours: Thursdays 1:30-2:30

Office location: Fairfax Campus/RAC-Military Science Suite

Office phone: TBD

Email address: arodri65@gmu.edu

Prerequisites/Corequisites

None

University Catalog Course Description

Teaches skill, content knowledge and historical perspectives of net and target games. Includes skill progression, strategies, officiating, and authentic assessment in games such as volleyball, golf, tennis, and badminton.

Course Overview

This course is designed to be an introductory level course to teaching physical education through net and target games. Each class meeting is divided into two parts, first in the classroom where theoretical components are shared followed by time in the gymnasium or outside courts to apply in-class learning to physical education settings. Class content for this class will be posted on Blackboard. Students are expected to view the material and complete all activities before meeting on Thursday. Students are required to complete the Mason Health Screening before class, wear a mask at all times, wash hands before and after attending class, and follow all Mason directed Covid protocols.

Course Delivery Method

This course will be delivered using a lecture format and lab activities.

Learner Outcomes or Objectives

This course is designed to enable students to do the following:

- 1. Effectively demonstrate the motor skills critical in net and target games included in the course.
- 2. Identify stages of children's motor development in the content areas of net and target games.
- 3. Demonstrate competence in basic motor skills from the skill theme approach in the content areas of net and target games.
- 4. Peer-teach skills and strategies associated with net and target games through model-based practice.
- 5. Synthesize the history of game originations and modifications over time for each net/target games included in the course.
- 6. Demonstrate tactical knowledge during game play in each net/target game included in the course.
- 7. State and apply games rules related to the various net/target games included in the course.
- 8. Select and administer appropriate, valid and reliable skill tests.
- 9. Utilize rubrics as part of student assessment and apply examples of authentic assessment.
- 10. Interpret skills tests data and use as feedback for learners.
- 11. Be able to set the equipment properly for each net/target game included in the course.
- 12. Adapt games to fit the needs of all learners.
- 13. Organize different types of tournaments such as single elimination, double elimination and round robin.

Professional Standards

Further, upon completion of this course, students will address the following professional accreditation standards: National Standards for Initial Physical Education Teacher Education (2017), SHAPE America

Standard 1: Content and	Physical education candidates demonstrate an understanding of common and		
Foundational Knowledge	specialized content, and scientific and theoretical foundations for the delivery		
8	of an effective preK-12 physical education program		
Standard 2: Skillfulness and	Physical education candidates are physically literate individuals who can		
Health-Related Fitness	demonstrate skillful performance in physical education content areas and		
Treater Related Timess	health-enhancing levels of fitness.		
Standard 3: Planning and	Physical education candidates apply content and foundational knowledge to		
Implementation	plan and implement developmentally appropriate learning experiences		
	aligned with local, state and/or SHAPE America's National Standards and		
	Grade-Level Outcomes for K-12 Physical Education through the effective		
	use of resources, accommodations and/or modifications, technology and		
	metacognitive strategies to address the diverse needs of all students.		
Standard 4: Instructional	Physical education candidates engage students in meaningful learning		
Delivery and Management	experiences through effective use of pedagogical skills. They use		
	communication, feedback, technology, and instructional and managerial		
	skills to enhance student learning.		
Standard 5: Assessment of	Physical education candidates select and implement appropriate assessments		
Student Learning	to monitor students' progress and guide decision making related to		
	instruction and learning.		
Standard 6: Professional	Physical education candidates demonstrate behaviors essential to becoming		
Responsibility	effective professionals. They exhibit professional ethics and culturally		
	competent practices; seek opportunities for continued professional		
	development; and demonstrate knowledge of promotion/advocacy strategies		
	for physical education and expanded physical activity opportunities that		
	support the development of physically literate individuals.		

Required Text

Lochbaum, M. Get Active 3.0. McGraw Hill Connect

**Note: this is an e-book. You must have this book in order to access the readings and quizzes in this class.

Suggested texts

Graham, G., Holt/Hale, S. A., & Parker, M. (2013). *Children moving: A reflective approach to teaching physical education* (9th ed.). McGraw Hill.

Mitchell, S. A., Oslin, J. L., & Griffin, L. L. (2013). *Teaching sport concepts and skills: A tactical games approach for Ages 7 To 18* (3rd ed.). Human Kinetics.

Graham, George. Holt/Hale, Shirley Ann. Parker, Melissa 2012. *Children Moving 9th Edition*. New York, NY: McGraw Hill.

Course Performance Evaluation

Students are expected to submit all assignments on time in the manner outlined by the instructor (e.g., Blackboard, VIA, hard copy as requested).

Your GMU email address and Blackboard (www.blackboard.gmu.edu) are required in this class. You will retrieve assignments and course materials from these sites.

Assignments and/or Examinations

Requirement #1 - Sport Specifications Quizzes [15%].

- 5 quizzes on selected sports.
- Quizzes will be set online via a direct link on BlackBoard and will cover history, rules, skills, and tactics of field and invasion games. Quizzes will open on Monday by 4 pm and must be answered before class (10:30 am) on Thursday. You will have two attempts to answer the quizzes to improve your grade. You will lose the opportunity to receive credit for the quizzes if you do not answer them before classes on Thursday. [See *Tentative Class Schedule* due dates noted].

Requirement #2-Net and Target Games Video Presentation [10%].

- You will have to upload a video with an overview of history, rules, skills, and tournament format (the type of competition present in the main events of the sport-single elimination, double elimination, round robin) of of your assigned Net/Target game.
- The video should be 12-15 minutes long and should include one additional online resource (e.g. YouTube video). This additional resource does NOT count towards the required assignment length. Voice PowerPoint presentations will not be accepted
- The videos must be uploaded to BlackBoard in the specific discussion board.
- The video will be watched by the remainder of the students **before** the peer-teaching class of the specific Net/Target game.
- The video should include images and diagrams to facilitate the understanding of the content and engage listeners. One additional online resource is required to improve comprehension of the content presented.
- The assigned book chapter for the Net/Target game you are teaching can guide the presentation but you are encouraged to use additional material.
- All video presentations must be uploaded to BlackBoard on Monday March 6th 2023.

Requirement #3 – Tactical Games Model Teaching Presentation [10%].

- Your group you will prepare a lesson plan AND peer teach the remainder of the class using the *Tactical Games Model*.
 - <u>Each group member</u> should have an explicit role in preparing and presenting the lesson using the criteria indicated from the model presentation and lesson template (Rubric Criteria for evaluating your *Tactical Games* Learning Activity Presentation and lesson plan template are located on Blackboard under the 'Assessment' tab).
- The *Tactical Games Model* Teaching Presentation must be 30-40 minutes long.
- Activity Choices Ideas for related activities could be taken from related texts, books, pecentral.com, or any suitable resource with credit to the source (or create your own).
- The presenting group is responsible for ALL aspects of the presentation.
- All lesson plans must be uploaded to BlackBoard no later than **March 2rd 2023** under the 'Assignments' tab by one member of the group.
- After reviewing feedback provided by the instructor (delivered at least one week before you peer teach) the final lesson plan must be uploaded to the designated discussion board.

Requirement #4—Tactical Games Model Reflection [15%].

- You will have to complete a reflection about your group's peer teaching lesson within 24hrs of the peer-teaching Tactical Games Model Teaching Presentation. It will be graded on the quality of your reflection, completeness of thoughts, and critical analysis of your teaching. Assignment should be Times New Roman, 12pt font, typed, double-spaced, 2 pages minimum.
- You can find a guide to your discussion with more information and a few questions under the "Assignments" tab in BlackBoard.
- The reflection should be uploaded to the "Assignment" tab in BlackBoard.

Requirement #5-Round Robin Tournament [10%].

- The class will develop a round robin tournament.
- You will be assigned a group.
- Each group will have a task to complete on planning and delivering the tournament.
- All documents developed for the tournament should be uploaded to the specific discussion board no later than April 20th 2023
- More information will be given in class and placed on Blackboard.

Requirement #6 Motor Skills Development [10%].

- As pre-service teachers and future physical educators, you should have developed or will develop the critical elements needed to present the basic skills of the activities involved with this course. You will be assessed throughout this course on the motor skills relative to net and target games learned throughout the semester. Students not reaching the competency level will be strongly encouraged to practice and even enroll in related activity courses offered on campus to improve their skill level.
- This assessment will occur on May 4th 2023 at the gym.

Requirement #7 Rubric on Motor Skill Development [10%].

- You will develop a rubric to assess the motor skill of the net/target game you peer taught with your peer teaching group. An example of the rubric is located on *Blackboard*.
- The rubric will be on six of the basic skills of the net/target game you peer taught using the *Tactical Game Model* (Requirement #3).
- All rubrics will be uploaded no later than **April 27**th **2023** to the 'Assessment' tab in <u>Blackboard</u> by one of the group members.
- On May 4th 2023 you will use the rubric with your group to assess the motor skills of all students in this class (Requirement #6).

Requirement #8 FINAL EXAM-Written Objectives [10%].

 Multiple-choice, comprehensive to include lecture, discussion, above requirements & suggested text reading references.

Requirement #9 In-class assignments and reflections [10%].

• Assignments such as peer assessments, development of activities, teaching strategies, short tasks, and reflections assigned in class will compose this grade. Thus, it is important to attend and actively participate in class activities.

Assignments received past the deadline but within 48 hours of that deadline will be accepted for 50% of its value. No assignments will be accepted beyond 48 hours after the deadline.

Other Requirements

In accordance with the GMU Attendance Policies (University catalog, 2019-2020), "Students are expected to attend the class periods of the courses for which they register. In-class participation is important to the individual student and to the class as a whole. Because class participation may be a factor in grading, instructors may use absence, tardiness or early departure as de facto evidence of non-participation."

The following scale will be used:

- o One (1) absences are permitted
- o Two (2) "tardies"*= 1 absence
- o Two (2) "early departures" = 1 absence
- o Additional absences beyond 1 will result in 5% deduction from final grade

*Attendance is taken at 10:30 am. A student will be considered late once attendance has been taken. Leaving more than 15 minutes before the end of the class will be considered an early departure.

Grading Policies
Grading Scale for calculation of final course grade

93 - 100% = A	90 - 92.9% = A-	
87 - 89.9% = B+	83 - 86.9% = B	80 - 82.9% = B-
77 - 79.9% = C+	73 - 76.9% = C	70 - 72.9% = C-
69.9 - 60% = D	< 59.9% = F	

• Course Performance Evaluation Weighting

\checkmark	Content Quizzes (5 total)	15%
\checkmark	Net and Target Game video Presentation	10%
\checkmark	Teaching Presentation	10%
\checkmark	Teaching Reflection	15%
\checkmark	Round Robin Tournament	10%
\checkmark	Motor Skill Rubric	10%
\checkmark	Motor Skills Development	10%
\checkmark	Final Exam	10%
\checkmark	In-class assignments	10%
TO	100%	

Class Schedule PHED 273 Agenda-Spring 2023
Note: Faculty reserves the right to alter the schedule as necessary, with notification to students.

Assignments are due BEFORE class.
Links to podcast and readings are uploaded to Blackboard.

Date	Lecture/Blackboard/Power Point	Activity/Skill/RAC	Assignments Due
1/26	Introduction Class	Introduction to class Syllabus and policies	Read syllabus
2/2	Target games Skill Themes Skill Movements	Lecture about target games Skill Theme approach Reflection about teaching	Listening Podcast on OST Reading Skill Theme chapter. Assignment All about you
2/9	Golf Motor development Lesson plan	Lecture about motor development The history of Golf Developing lesson plans	Listening Skill Theme podcast Reading Golf chapter. Assignment Turn in reflection about professional aspirations
2/16	Net Games Skill Themes	Lecture about net games Developing lesson objectives	Reading VASOL
2/23	Sitting volleyball Tactical Games approach	Lecture about tactical game approach. Sitting volleyball	Watching Video on Sitting volleyball Reading/Listening Game-Based Approach Chapter AND/OR Tactical Games Podcast
3/2	Sitting volley Assessment	Developing an activity using the tactical game approach in groups during class. Assessing objectives.	Readings Graham Chapter 7 Assignment All lesson plans due after class. All video presentations due on Monday March 6 th
3/9	Volleyball Tactical Games Approach	Assessment-developing rubrics. *Group 1 Teaches Volleyball	Readings Volleyball chapter Wacthing Volleyball video presentation Assignment Volleyball quiz due BEFORE CLASS
3/16	Spring break		

5/11	Final Exam on 5/11/23 at 10:30 am	in the classroom.	Final Exam
5/4	Review of course	Lecture: Review of course for final exam. Skill test-Student-directed (all assess and are assessed).	Assignment Peer assessing motor skill development
4/27	Round robin Tennis Tournament	Round robin Tennis Tournament-Student directed	Assignments Turn in group rubrics for skill development assessment
4/13 4/20	Tennis Tactical Games Approach	*Group 5 Teaches Tennis	Readings Tennis chapter Wacthing Tennis video presentation Assignment Tennis quiz due BEFORE CLASS Turn in all documents for Round Robin Tournament
4/6	Bowling Tactical Games Approach	*Group 4 Teaches Bowling	Readings Bowling chapter Wacthing Bowling video presentation Assignment Bowling quiz due BEFORE CLASS
3/30	Badminton Tactical Games Approach	*Group 3 Teaches Badminton	Readings Badminton chapter Wacthing Badminton video presentation Assignment Badminton quiz due BEFORE CLASS
3/23	Pickleball Tactical Games Approach	Net game activity. *Group 2 Teaches Pickleball	Readings Pickleball chapter Wacthing Pickleball video presentation Assignment Pickleball quiz due BEFORE CLASS

Professional Dispositions See https://cehd.gmu.edu/students/polices-procedures/ Students are expected to exhibit professional behaviors and dispositions at all times.

Core Values Commitment

The College of Education and Human Development is committed to collaboration, ethical leadership, innovation, research-based practice, and social justice. Students are expected to adhere to these principles: http://cehd.gmu.edu/values/.

GMU Policies and Resources for Students

Policies

- Students must adhere to the guidelines of the Mason Honor Code (see https://catalog.gmu.edu/policies/honor-code-system/).
- Students must follow the university policy for Responsible Use of Computing (see https://universitypolicy.gmu.edu/policies/responsible-use-of-computing/).
- Students are responsible for the content of university communications sent to their Mason email account and are required to activate their account and check it regularly. All communication from the university, college, school, and program will be sent to students **solely** through their Mason email account.
- Students with disabilities who seek accommodations in a course must be registered with George Mason University Disability Services. Approved accommodations will begin at the time the written letter from Disability Services is received by the instructor (see https://ds.gmu.edu/).
- Students must silence all sound emitting devices during class unless otherwise authorized by the instructor.

Campus Resources

- Support for submission of assignments to VIA should be directed to <u>viahelp@gmu.edu</u> or https://cehd.gmu.edu/aero/assessments. Questions or concerns regarding use of Blackboard should be directed to https://its.gmu.edu/knowledge-base/blackboard-instructional-technology-support-for-students/.
- For information on student support resources on campus, see https://ctfe.gmu.edu/teaching/student-support-resources-on-campus

Notice of mandatory reporting of sexual assault, interpersonal violence, and stalking:

As a faculty member, I am designated as a "Non-Confidential Employee," and must report all disclosures of sexual assault, sexual harassment, interpersonal violence, and stalking to Mason's Title IX Coordinator per <u>University Policy 1202</u>. If you wish to speak with someone confidentially, please contact one of Mason's confidential resources, such as <u>Student Support and Advocacy Center</u> (SSAC) at 703-380-1434 or <u>Counseling and Psychological Services</u> (CAPS) at 703-993-2380. You may also seek assistance or support measures from Mason's Title IX Coordinator by calling 703-993-8730, or emailing <u>titleix@gmu.edu</u>.

For additional information on the College of Education and Human Development, please visit our website https://cehd.gmu.edu/students/.