HHPK 523 TEACHING GAMES CONTENT K-12
PHYSICAL EDUCATION PEDAGOGY ONLINE MASTERS PROGRAM

Department of Health & Human Performance

INSTRUCTOR: Dr. Steve Prewitt
OFFICE: Virtual Office
CLASS SCHEDULE:
CLASS LOCATION:
OFFICE HOURS: W 7-9 pm
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Credit: 3 semester hours

Course Description:

The purpose of the course is to learn to design appropriate experiences to help children and adolescents become skillful game players. The course will specifically focus on two games curriculum models: the *Sport Education Model* and the *Tactical Games Approach*. Games in the four primary areas of invasion, target, fielding, and net & wall games will be emphasized.

Course Objectives:

As a result of successfully completing this course, students will be able to:

1. explore how the findings on research on teaching children games relate to practice;
2. examine the use of inappropriate and appropriate games experiences;
3. identify advantages and disadvantages of the *Sport Education Model* and the *Tactical Game* instructional approaches;
4. define and give examples of key strategies and tactics critical to invasion, target, net & wall, and fielding games.
5. modify target, net & wall, and fielding games to match students' needs;
6. examine how games assessment research findings relate to practice; and
7. plan, implement and evaluate one's own teaching in the games content area.

Course Materials:

You will be required to submit your work using a word processing program. Acceptable word processing programs for this class include Microsoft Word or rich text files (.rtf).

Texts:

Mitchell, S.A., Oslin, J.L., & Griffin, L.L. (2006). Teaching sport concepts and skills: A tactical games approach. 2nd Ed. Champaign, IL: Human Kinetics.
ISBN: 0736054537

Sidentop, Hastie, van der Mars. Complete Guide to Sport Education (2011) 2nd Edition. Champaign, IL: Human Kinetics. ISBN: 9780736098380

The books can be purchased directly from the publisher by typing the ISBN number in the product search window at http://www.humankinetics.com/.

Additional Readings:

Additional readings will be on-line on through the course website.

Course Outline:

Purpose, content and requirements of the course
The Sport Education Model (Sidentop et al)
Pedagogical Approach to Sport Education
Pre Season Play
Regular Season Play
Tournament Play
The Tactical Model (Mitchell, Oslin, & Griffin)
Tactical framework
Levels of tactical complexity
Types of Games
Designing games learning experiences in:
Tag & Invasion Games
Skills, strategies, & tactics
Net & Wall Games
Skills, strategies, & tactics
Fielding Games
Skills, strategies, & tactics
Target Games
Skills, strategies, & tactics
Games assessment
Research
Practice

Instructional Strategies/Learning Opportunities:

Students will have the opportunity to view lectures, read text and supplemental materials, view video examples, evaluate their own games teaching, and interact with peers and the teacher on-line on issues related to teaching games skills to children and adolescents.

Course Expectations:

It is helpful to have access to a K-12 physical education class in order to teach at least one class a week. Some students will not be able to do this. Discuss with the instructor others options. The course is designed for current K-12 teachers so it is hoped that numerous lessons will be available for the purpose of reflecting on the concepts being covered.

Complete all reading assignments and view video clips in order to participate in on-line discussions.

Complete and post on-line all word processed class assignments in a timely manner.

Grading/Evaluation:

Your course grade will be calculated using the following:

Teaching Strategies and eCollege Discussion Procedures:

Students will view Powerpoint presentations, submit 12 step critiques of research articles, read textbooks and assigned material found in the course library, submit quizzes, video clips of lessons, lesson plans and reflections, and take part in discussion board sessions with other students in the class.

Each week the student will be required to post comments to the current topic and will further be required to respond by posting reactions to other student's comments. Points will be awarded to all postings based upon the thoroughness of the reactions/responses and the use of documentation to support the student's position.

Grading/ Evaluation

Final letter grades will be based on the number of points earned on all course work during the semester:
(Points You Earn divided by the Total Possible Points = Final Grade)

12 Step Critiques: (20 points)
Each student will write a 12 step critique based on two articles, one on the Tactical Games Model, and one on Sport Education.

Reflections on Tactical Games and Sport Education lessons: (100 points)
Each student will select instructional activities from the textbooks to teach their students. You must teach the lesson to at least one class, but it is recommended that you teach the same lesson to several classes. You will identify the lesson activity and write a reflection on your lesson. This will include what went well and what you would change to make the lesson more successful.

Lesson Plans: *(*100 points*)*
Each student will submit a basic lesson plan for each class (10 in total) taught throughout the semester, using the template from the course library

Video clips of lessons: (100 points)
Each student will submit 1-2 minute video clips of lessons to show examples of how they taught games concepts to their students.

Discussion Board: (80 points)
Students are expected to participate in on-line discussion about topics relevant to the course. Questions will be posed for discussion by the class.

Exams: *(100 points, 50 for mid-term, 50 for final)*
Students will complete both a mid-term and final exam based on the teaching models.

Final Reflection: (30 points)

Total Possible Points **650**

Your final grade will be calculated by dividing the points you earn by the total possible points for the course. Letter grades are assigned according to the following scale.

Grading Scale:

A	90 - 100
B	80 – 89.9
C	70 – 79.9
D	60 – 69.9
F	59.9 and below

TECHNOLOGY REQUIREMENTS

- To fully participate in online courses, you will need to use a current, Flash enabled browser. For PC users, the suggested browser is Internet Explorer 9.0 or 10. For Mac users, the most current update of Firefox is suggested.
- You will need regular access to a computer with a broadband Internet connection. The minimum computer requirements are:
    - 512 MB of RAM, 1 GB or more preferred
    - Broadband connection required courses are heavily video intensive
    - Video display capable of high-color 16-bit display 1024 x 768 or higher resolution
- You must have a:
    - sound card, which is usually integrated into your desktop or laptop computer
    - speakers or headphones.
- Depending on your course, you might also need a:
    - webcam
    - microphone

  For courses where interactive tools are used, like VoiceThread or Class Live Pro, headphones are suggested for use with recording and playback. We recommend a webcam with an integrated microphone, such as the Microsoft LifeCam Cinema. All devices should be installed and configured before class begins.
- Both versions of Java (32 bit and 64 bit) must be installed and up to date on your machine. Java can be downloaded at: http://www.java.com/en/download/manual.jsp
- Current anti-virus software must be installed and kept up to date.
- You will need some additional free software for enhanced web browsing. Ensure that you download the free versions of the following software:
    - Adobe Reader
    - Adobe Flash Player
- At a minimum, you must have Microsoft Office 2013, 2010, 2007 or Open Office. Microsoft Office is the standard office productivity software utilized by faculty, students, and staff. Microsoft Word is the standard word processing software, Microsoft Excel is the standard spreadsheet software, and Microsoft PowerPoint is the standard presentation software. Copying and pasting, along with attaching/uploading documents for assignment submission, will also be required. If you do not have Microsoft Office, you can check with the bookstore to see if they have any student copies.

- For additional information about system requirements, please see: https://secure.ecollege.com/tamuc/index.learn?action=technical

ACCESS AND NAVIGATION

Pearson LearningStudio Access and Log in Information

This course will be facilitated using Pearson LearningStudio, the learning management system used by Texas A&M University Commerce. To get started with the course, go to: http://www.tamuc.edu/myleo.aspx.

You will need your CWID and password to log in to the course. If you do not know your CWID or have forgotten your password, contact Technology Services at 903.468.6000 or helpdesk@tamuc.edu.
It is strongly recommended that you perform a "Browser Test" prior to the start of your course. To launch a browser test, login to Pearson LearningStudio, click on the 'myCourses' tab, and then select the "Browser Test" link under Support Services.

Pearson LearningStudio Student Technical Support

Texas A&M University Commerce provides students technical support in the use of Pearson LearningStudio.

Technical assistance is available 24 hours a day/ 7 days a week.

If at any time you experience technical problems (e.g., you can't log in to the course, you can't see certain material, etc.) please contact the Pearson LearningStudio Help Desk, available 24 hours a day, seven days a week.

The student help desk may be reached by the following means 24 hours a day, seven days a week.

- **Chat Support:** Click on *'Live Support'* on the tool bar within your course to chat with an Pearson LearningStudio Representative.

- **Phone:** 1-866-656-5511 (Toll Free) to speak with Pearson LearningStudio Technical Support Representative.

- **Email:** helpdesk@online.tamuc.org to initiate a support request with Pearson LearningStudio Technical Support Representative.

Accessing Help from within Your Course: Click on the *'Tech Support'* icon on the upper left side of the screen inside the course. You will then be able to get assistance via online chat, email or by phone by calling the Help Desk number noted below.

Note: Personal computer problems do not excuse the requirement to complete all course work in a timely and satisfactory manner. Each student needs to have a backup method to deal with these

inevitable problems. These methods might include the availability of a backup PC at home or work, the temporary use of a computer at a friend's home, the local library, office service companies, an Internet cafe, or a bookstore, such as Barnes & Noble, etc.

Policy for Reporting Problems with Pearson LearningStudio

Should students encounter Pearson LearningStudio based problems while submitting assignments/discussions/comments/exams, the following procedure **MUST** be followed?

1. Students must report the problem to the help desk. You may reach the helpdesk at
2. helpdesk@online.tamuc.org or 1-866-656-5511
3. Students **MUST** file their problem with the helpdesk and obtain a helpdesk ticket number
4. Once a helpdesk ticket number is in your possession, students should email me to advise me of the problem and to provide me with the helpdesk ticket number
5. At that time, I will call the helpdesk to confirm your problem and follow up with you

PLEASE NOTE: Your personal computer/access problems are not a legitimate excuse for filing a ticket with the Pearson help desk. You are strongly encouraged to check for compatibility of your browser **BEFORE** the course begins and to take the Pearson LearningStudio tutorial offered for students who may require some extra assistance in navigating the Pearson LearningStudio platform. **ONLY** Pearson LearningStudio based problems are legitimate.

Internet Access
An Internet connection is necessary to participate in discussions and assignments, access readings, transfer course work, and receive feedback from your professor. View the requirements as outlined in Technology Requirements above for more information.

myLeo Support
Your myLeo email address is required to send and receive all student correspondence. Please email helpdesk@tamuc.edu or call us at 903-468-6000 with any questions about setting up your myLeo email account. You may also access information at https://leo.tamuc.edu.

Learner Support
Go to the following link One Stop Shop- created to serve you by attempting to provide as many resources as possible in one location.
Go to the following link Academic Success Center- focused on providing academic resources to help you achieve academic success.

COMMUNICATION AND SUPPORT

Interaction with Instructor Statement

As this is an online course, the preferred mode of communication with the professor is email. Responses will generally occur within 24 hours unless on the weekend. Virtual Office hours are listed above.

COURSE AND UNIVERSITY PROCEDURES/POLICIES

Course Policies

1. Students are expected to submit materials on time.
2. Any student missing an exam or assignment without prior arrangement will receive a score of zero.
3. E-college will be used extensively in this web-enhanced class. Get familiar with it immediately.
4. You MUST check your e-mail regularly in case I need to communicate with you. I will not e-mail you junk, and I request that you do the same for me. (leo account)
5. DUE DATES: The due dates listed for assignments are the LAST chance to submit them. Please turn in your work early. I DO NOT accept late assignments.
6. If you have a question or concern, TALK to me. I am here to help. If you need to reach me and I am not in my office, e-mail me. Please do not contact me at home or send me any forwarded e-mails (jokes, stories, etc). Thanks!

University Specific Procedures

ADA Statement

Students with Disabilities
The Americans with Disabilities Act (ADA) is a federal anti-discrimination statute that provides comprehensive civil rights protection for persons with disabilities. Among other things, this legislation requires that all students with disabilities be guaranteed a learning environment that provides for reasonable accommodation of their disabilities. If you have a disability requiring an accommodation, please contact:

Office of Student Disability Resources and Services
Texas A&M University-Commerce
Gee Library- Room 132
Phone (903) 886-5150 or (903) 886-5835
Fax (903) 468-8148
StudentDisabilityServices@tamuc.edu

Student Conduct

All students enrolled at the University shall follow the tenets of common decency and acceptable behavior conducive to a positive learning environment. (See *Code of Student Conduct from Student Guide Handbook).*

Graduate students are expected to apply basic rules of grammar and spelling to written work, including during the use of the Discussion Board and e-mail correspondence. If a student's work in this class indicates that remediation is needed in these skills, students will be informed of these opportunities and be expected to take advantage of them.

POLICY ON ACADEMIC DISHONESTY

The issue of academic dishonesty—which includes plagiarism, cheating, and other forms of misconduct—serves as a significant problem in higher education. While some forms of cheating do no more than compromise an individual student's integrity, other forms of cheating, most notably plagiarism, constitute a violation of federal law.

Examples of academic dishonesty and plagiarism include:

1. Submitting work taken directly from a book, journal, or other written sources without proper citation.
2. Submitting work directly taken from another student without authorized collaboration.
3. Submitting work as the requirement for more than one course.
4. Submitting uncited work from internet sources (i.e., book reviews, website information).
5. The use of crib sheets or unauthorized reproduction of course examinations, or otherwise consulting class notes or study sheets without instructor consent during an exam.

Plagiarism Software Policy

"Your professor may elect to use a plagiarism detection service in this course, in which case you will be required to submit your paper to such a service as part of your assignment."

For this course, each student is expected to submit work that constitutes his/her own effort, research, preparation, and production. Academic dishonesty will be dealt with in accordance with the guidelines and policies as outlined in the University Catalog, and will result in action ranging from reprimand from the instructor, to receiving a grade of 'F' in the course, to formal action taken by the university, which could result in being expelled from the school. These actions will be taken upon both to the perpetrator(s) of the offense as well as to any individual who assists another student in violating this policy.

Please note: Intent to deceive does not have to be present to be considered academic dishonesty. Please consult the course instructor if you are unsure of proper citation or assignment guidelines.

STUDENTS WITH DISABILITIES

The Americans with Disabilities Act, requires that reasonable accommodations be provided for students with physical, sensory, cognitive systems, learning and psychiatric disabilities. Please inform the instructor during the first week of class to discuss any such accommodations for this course.

NON CONTRACT NOTE

"Note: The syllabus is not a binding legal contract. It may be modified by the instructor when the student is given reasonable notice of the modification. "

HHPK 523, TEACHING GAMES K-12 CONTENT Schedule is posted in eCollege