Teaching Games for Understanding (TGfU)

The TGfU original model first introduced by Bunker and Thorpe (1982). The model is fundamental to understanding what 'teaching for understanding' is about.

1. GAME FORM.
   Students are introduced to a variety of game forms whilst building up to the full form of the game.

2. GAME APPRECIATION.
   Students are taught to understand the rules of the game.

3. TACTICAL AWARENESS.
   Students need to develop an understanding of the necessary tactics to be used in the game, particularly

4. DECISION MAKING.
   Decision making is a fundamental skill in playing games, particularly with the dynamic nature of some games and their constantly changing environment.

5. SKILL EXECUTION.
   In TGfU, skill execution relates to the actual production of the required movement within the context of the learner and their ability and within the game.

6. PERFORMANCE.
   This is the observed outcome; it is independent of the learner. It is a measure of the appropriateness of response, as well as the efficiency of technique.

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