Games and Sports Application

In this unit students will develop knowledge, understanding and skills that promote confidence and success in a range of games and sports. Students will investigate elements of movement in selected activities and aspects of team dynamics as they develop competence and positive attitudes towards participation.

CHARACTERISTICS

In this unit the games and sports that will be covered include target games, striking games and net games.

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2. Fill in and complete the Characteristics of Games using the words below and give at least 2 sporting examples for each one.

Individually, intercept, individuals, body, net, separate, two

CHARACTERISTICS OF GAMES/SPORT									
PlayersExamples:	the implements of play.								
The players may occupy playing areas that may be divided by a Examples:									
The game may be playe Examples:	d with all of one team versus from another team.								

The cannot be used to block an opponent's movement Examples:						
The game is played or in pairs. Examples:						
The game is played with more than players on each side. Examples:						

RULES AND EQUIPMENT

All games and sports have a designated playing area and specified equipment that is used. Using research answer the following questions on a sport/game of your choice.

- 1. Draw a fully labelled A4 sized replica of the playing area. In the playing area include all lines, features, nets, dimensions, heights etc.
- 2. Outline the specifics regarding equipment that may be used for a game/sport of your age, group and ability. Include diagrams and drawings.

All games and sports are governed by written rules that are upheld by an official. Using research answer the following questions.

- 3. Outline the scoring system and how it is used in the game.
- 4. Explain how the game is won/ how it concludes
- 5. Can the game be tied or drawn? If so, give details of how this occurs.

6. V	Vhat is th	e name g	given to th	e official	in this ga	me?		