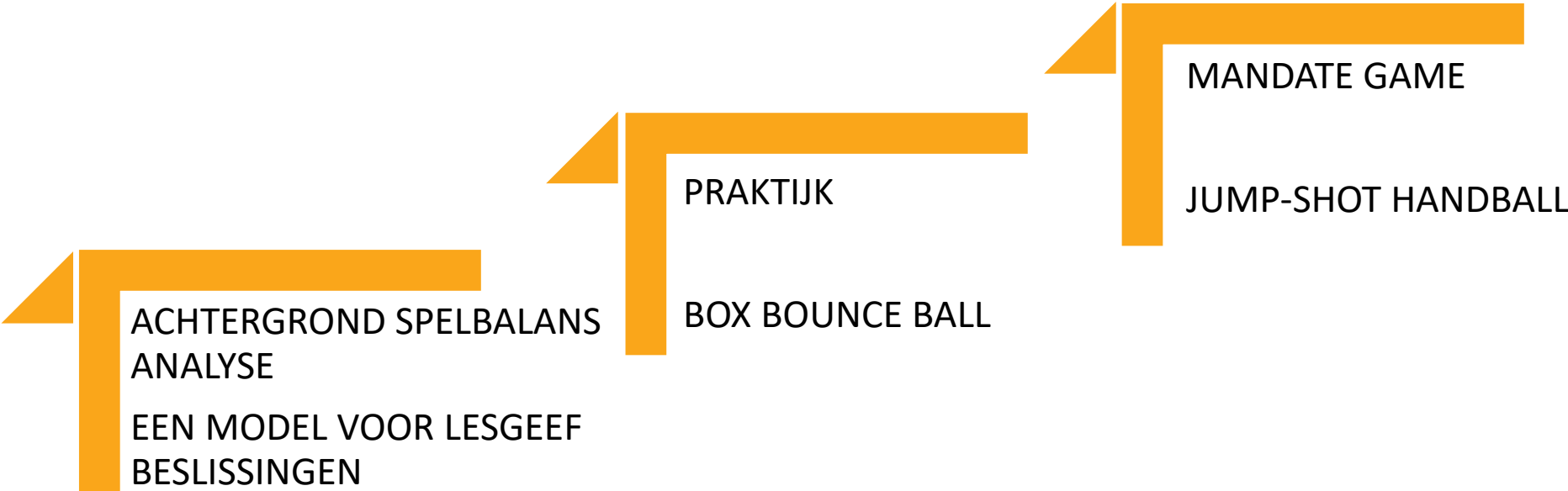


**SPELBALANS ANALYSE EN
GAMEPLAY TYPES
AANGEPASTE HANDBAL
SPELVORMEN**

Wytse Walinga & Jeroen Koekoek

GBA

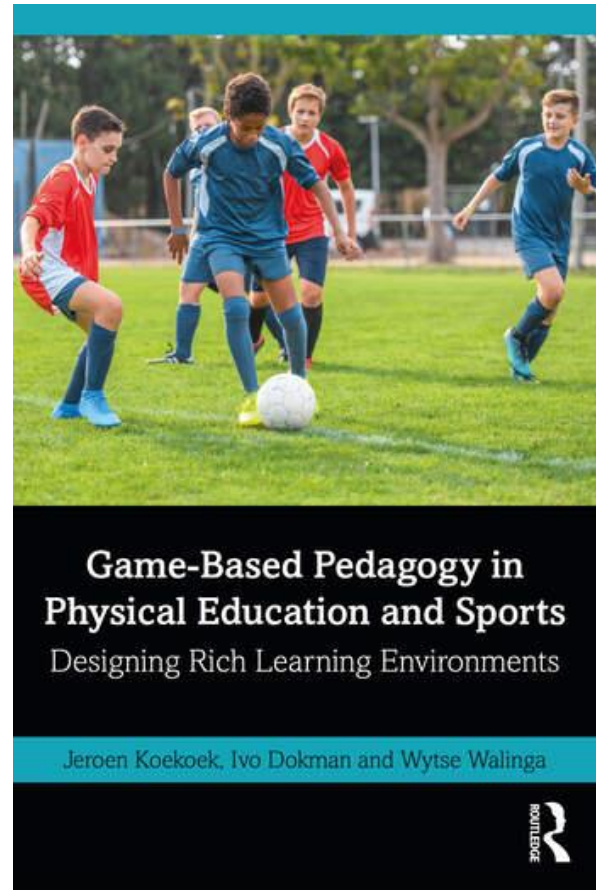
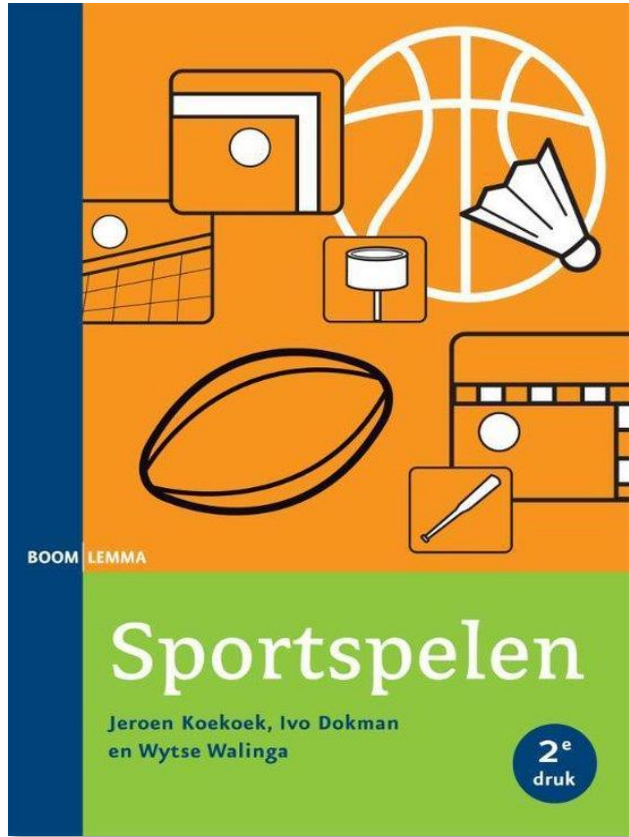
Content



ACHTERGROND SPELBALANS
ANALYSE
EEN MODEL VOOR LESGEEF
BESLISSINGEN

PRAKTIJK
BOX BOUNCE BALL

MANDATE GAME
JUMP-SHOT HANDBALL



Koekoek, J., Dokman, I., & Walinga, W. (2023). *Game-based pedagogy in physical education and sports: designing rich learning environments*. Routledge.

THEORY

GAME BASED APPROACH THEORY

GAME BALANCE ANALYSIS

DIGITAL SUPPORT

PRACTICAL CHAPTERS

SOFTBALL

CRICKET

Striking and fielding games

HANDBALL

BASKETBALL

FOOTBALL/SOCCER

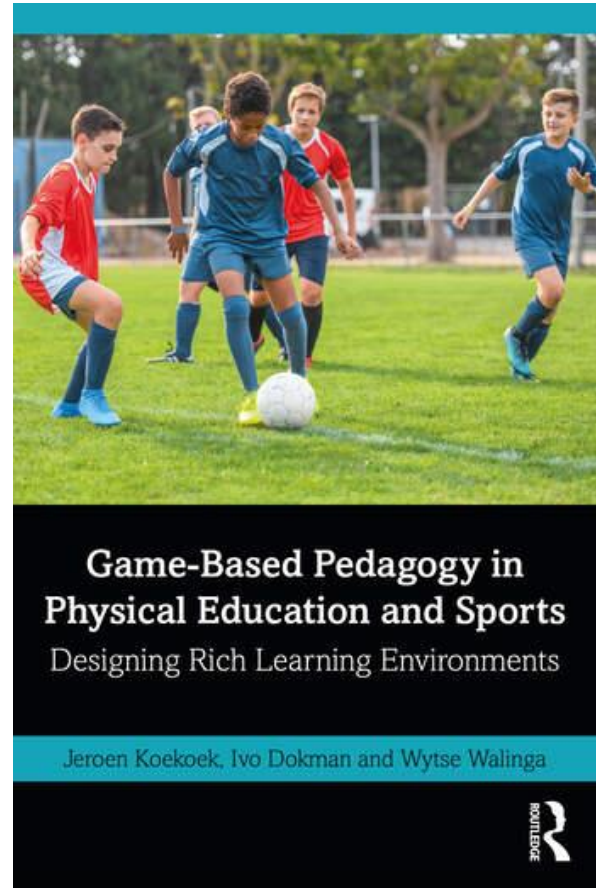
RUGBY

Invasion games

BADMINTON

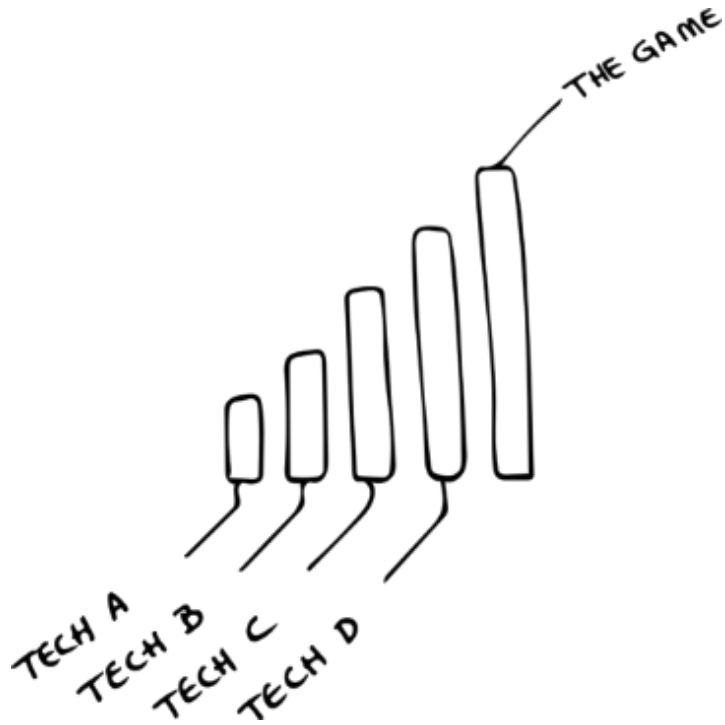
VOLLEYBALL

Net and Wall games



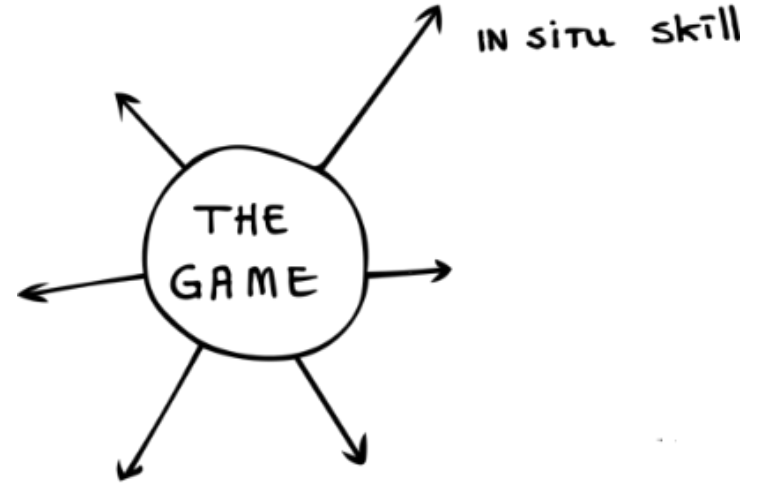
Koekoek, J., Dokman, I., & Walinga, W. (2023). *Game-based pedagogy in physical education and sports: designing rich learning environments*. Routledge.

Game-based approach



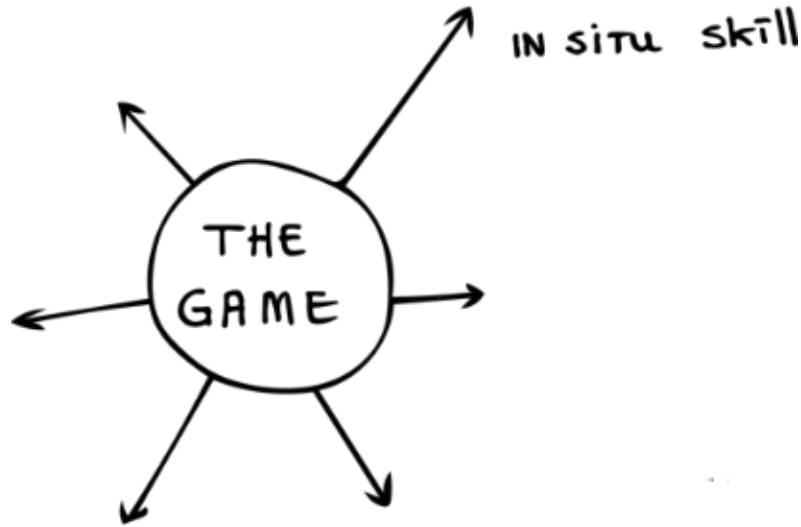
Traditional approach

vs

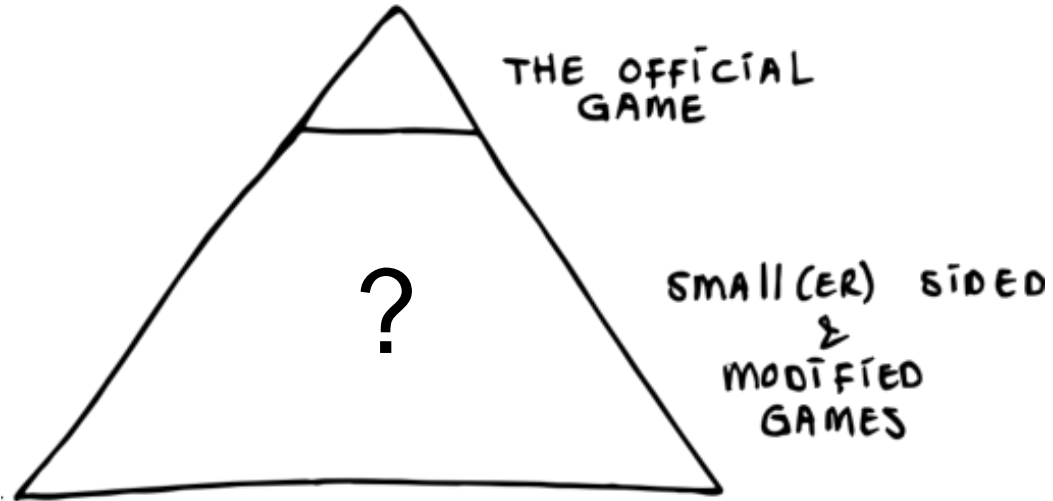


Game-based approach

Game based: spelontwerp, creëer een rijke leeromgeving



- Small sided (high involvement)
- Modified
 - representation
 - exaggaration
 - sampling
 - tactical complexity



Op de opleiding:

Wat is een goed spel?

En tijdens het spel:

Wanneer en waarop kan je lesgeven

Game Balance Analysis: Global to detail



Available in appstore (iPad)

**Lesgeven op basis van wat het
tegengesteld belang laat zien**

Game principles:

Invasion games:

Balance between passing to score and preventing

Net & wall

Balance between placing and preventing

Striking & fielding

Balance between staying in or putting out

Game Balance Analysis:



- 1. Brengt de leerrijkheid in kaart**
- 2. Structureert lesgeef beslissingen**
Ontwerp of gedrag



PRAKTIJK OBSERVATIE

BOX BOUNCE BALL

GAME BALANCE ANALYSIS APP

1. SPEEL-OBSERVEER

2. BESPREKING

3. SPEEL-OBSERVEER

4. BESPREKING

5. SPEEL-OBSERVEER

Box bounce ball

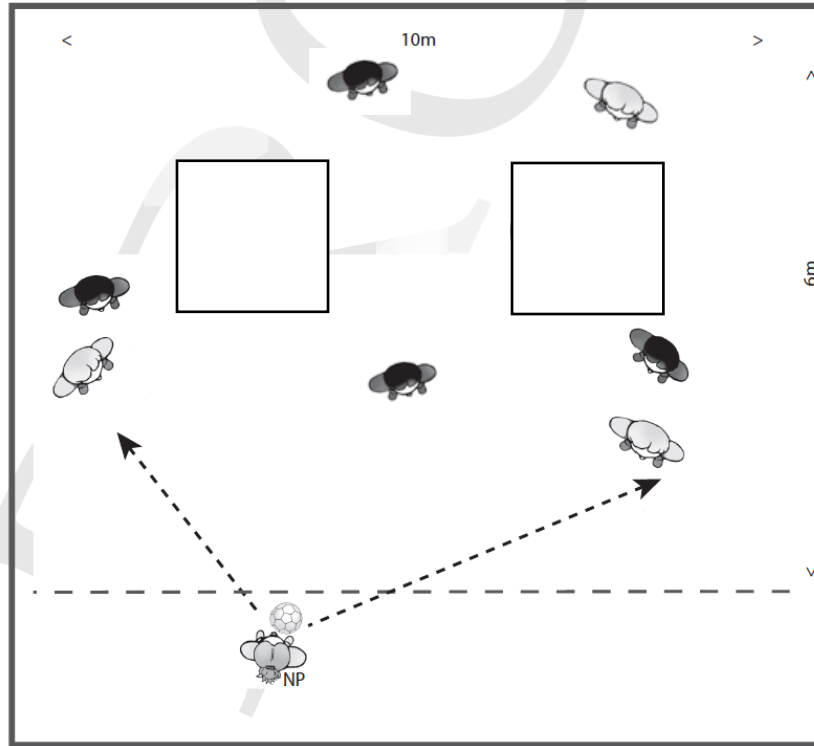


FIGURE 7.1



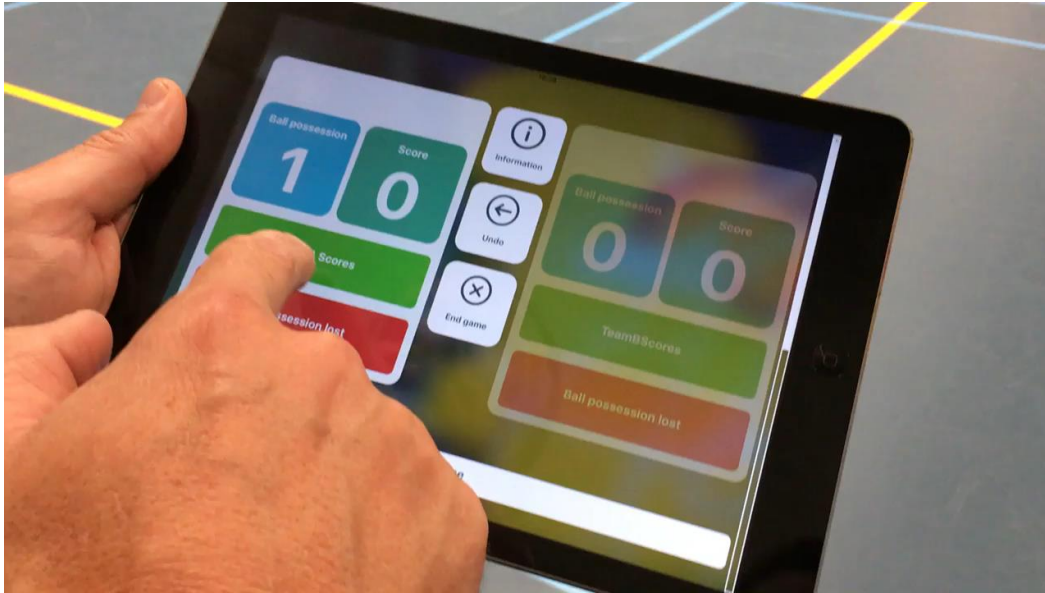


Game balance analysis: doelspelen

Globaal naar gedetailleerd:

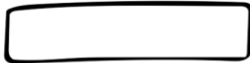
**Een team heeft de bal. Wat kan er
gebeuren?**

Game balance analysis app

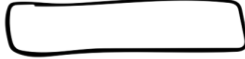
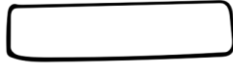




Gameplay types:



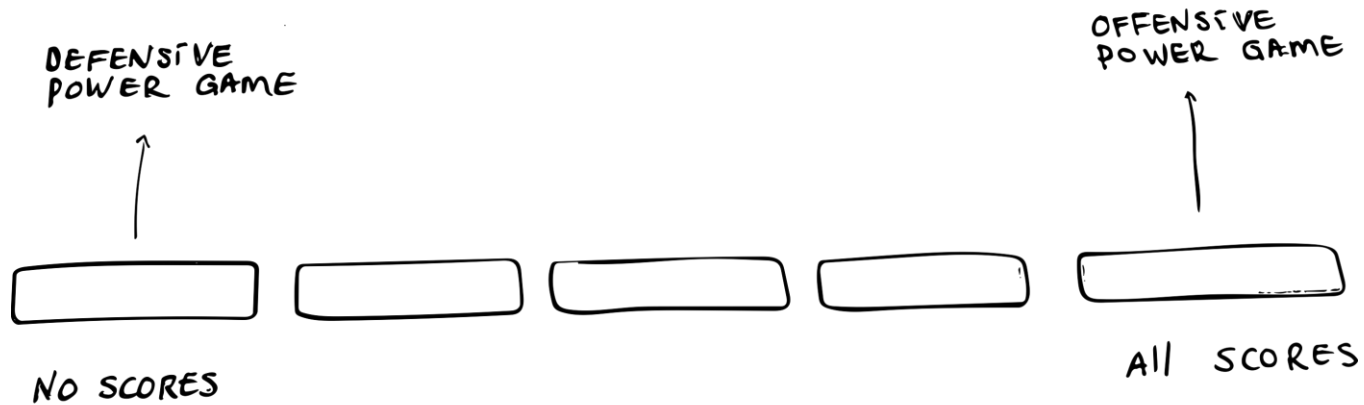
NO SCORES



ALL SCORES

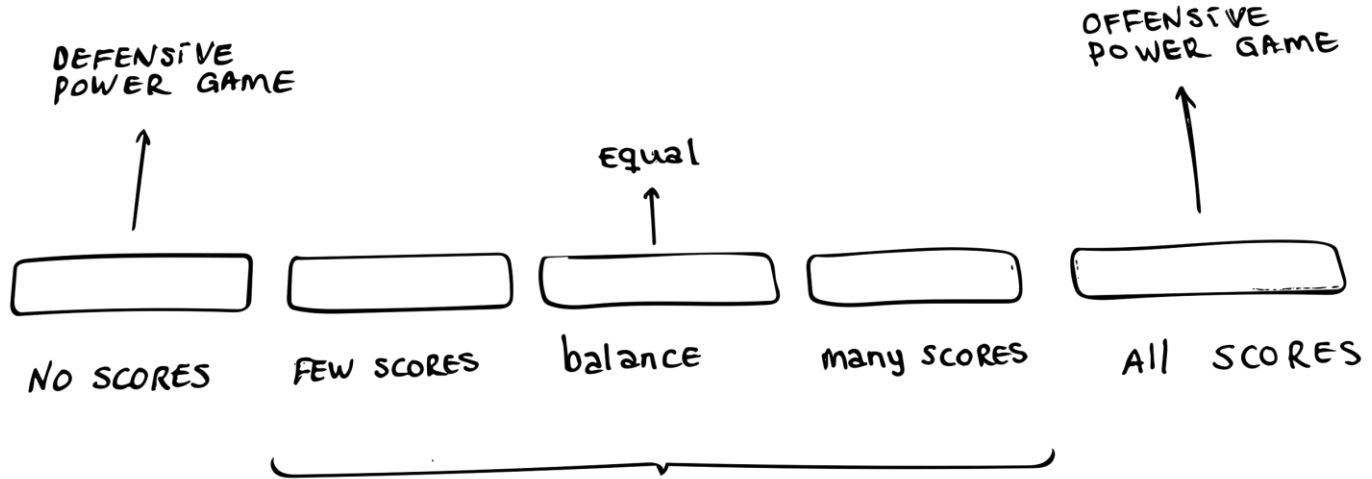


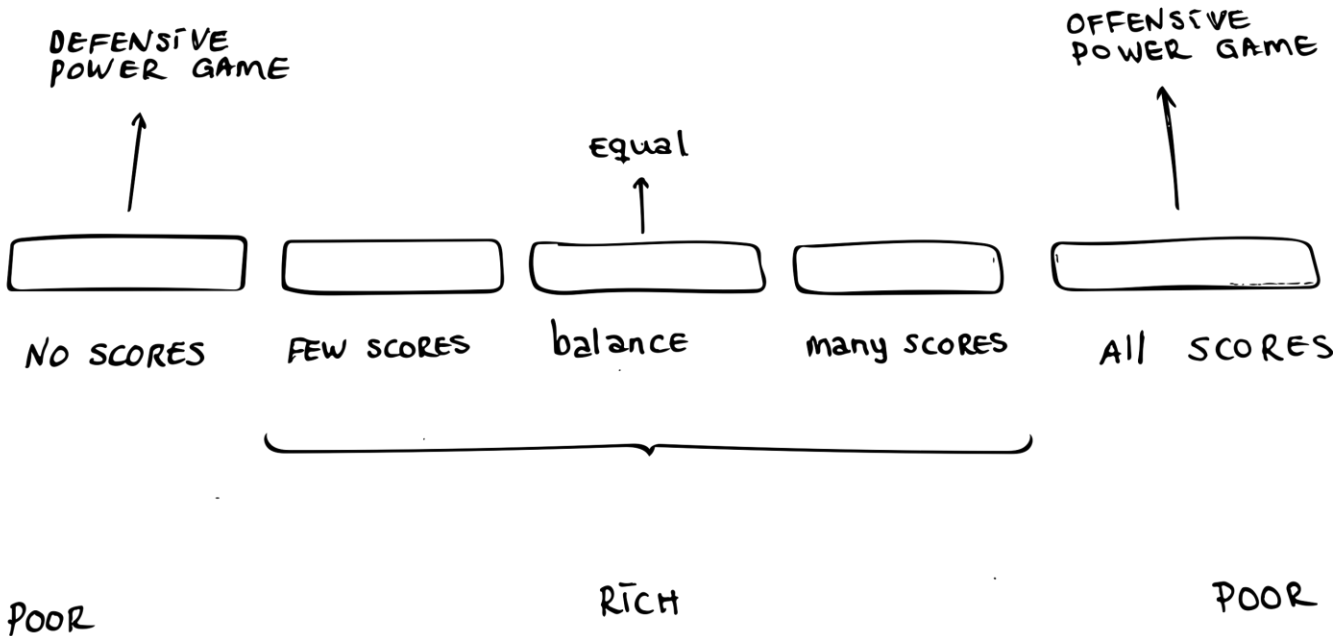
Gameplay types:





Gameplay types:







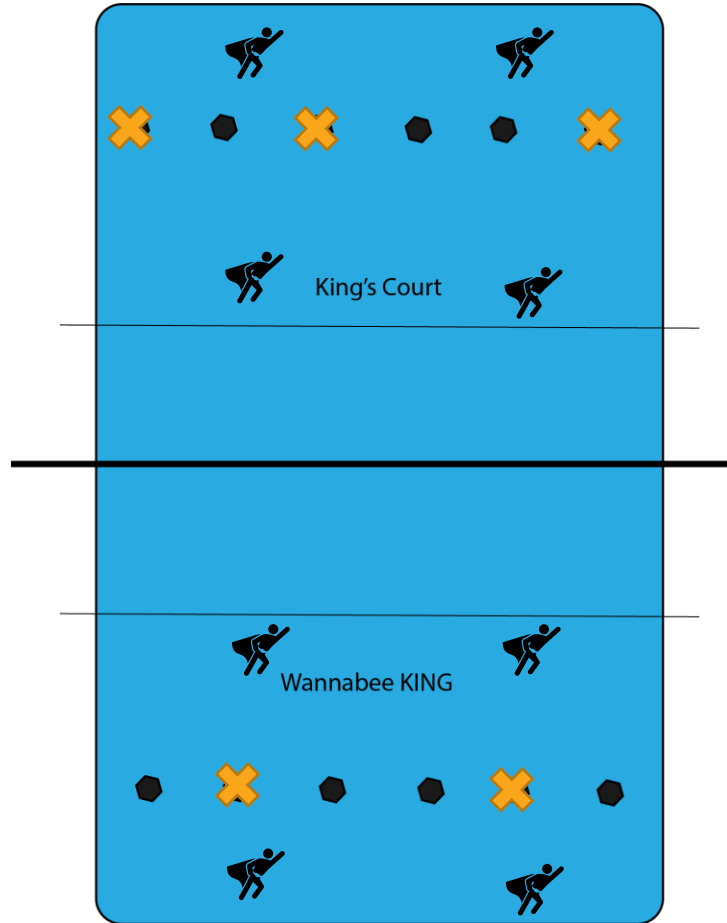
Demonstration

JUMPshot Handball

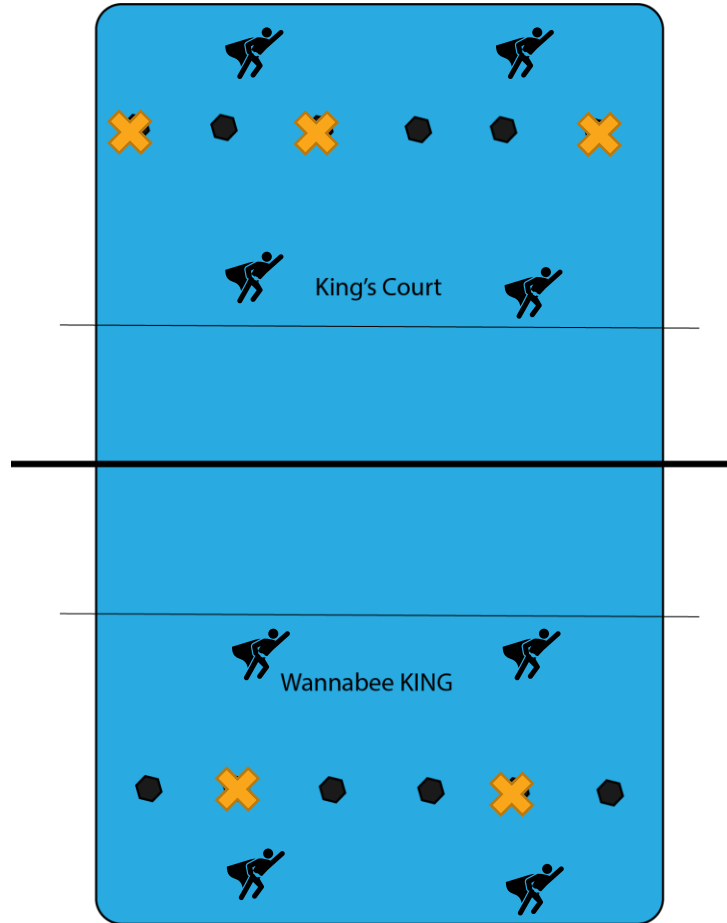




JUMPSHOT HANDBALL



JUMPSHOT HANDBALL



Teaching and playing *Box bounce ball*

1. observe

2. design

3. teach



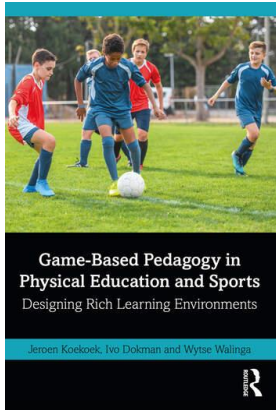
An orange L-shaped graphic consisting of a vertical bar on the left and a horizontal bar on top, forming a corner shape.

WRAP UP

FUTURE TEACHING
CHALLENGES

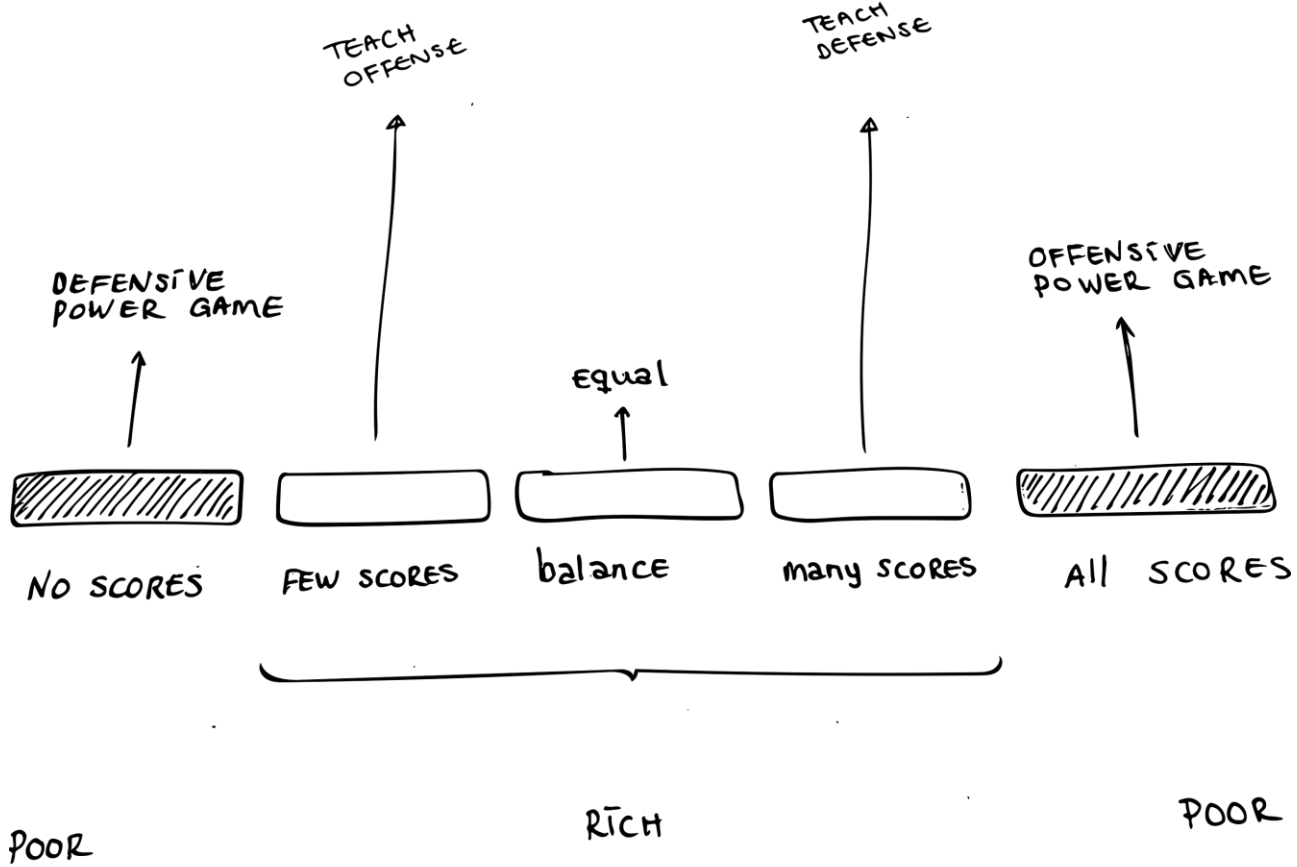
What is a good small-sided game?

TGfU: High game involvement



Game balance (attack/defense)





Game Centered Approach
Small Sided Games

Game Balance Analysis

- 1) quantity
- 2) quality

10 attempts succes ratio

Build	vs	Create	vs	Score
vs		vs		vs

Design Rich Learning Environment

context manipulations

- Field sizes
- Amount of players
- Rules & Equipment
- Goal sizes

Teach Strategy and skills

Learner's game understanding

- Timing
- Speed
- Direction & Positions
- Techniques



Videocatch is available in appstore

Scaffolding handball

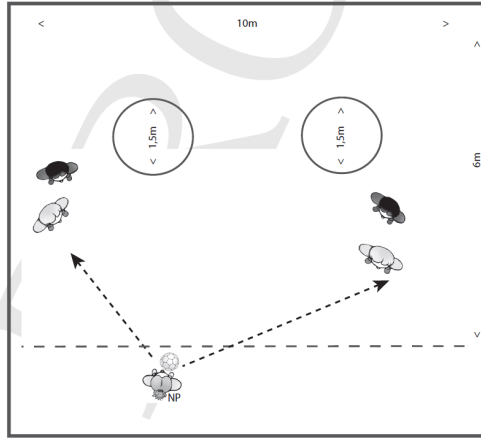


FIGURE 7.1 Set-up for Circle Handball 3v2.

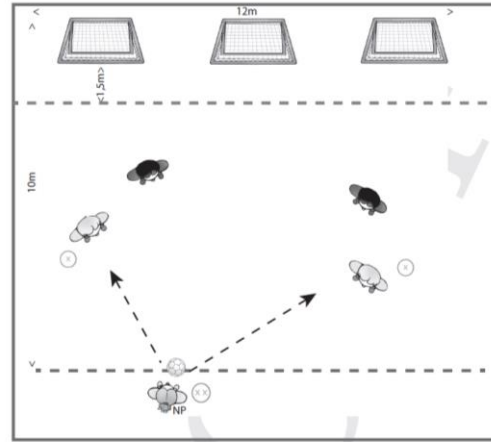


FIGURE 7.10 Set-up of Tchoukball 3v2.

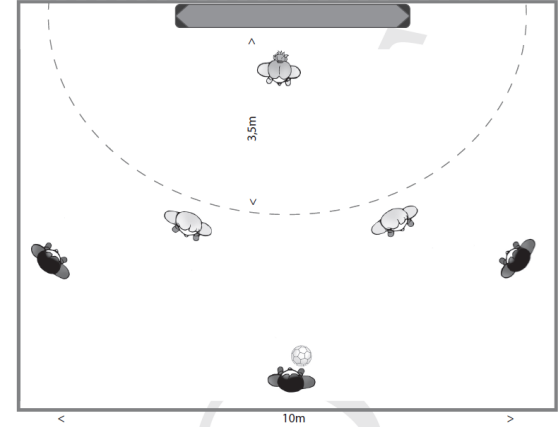


FIGURE 7.18 Set-up small sided Handball 3v3.

If you want to reference game balance analysis and gameplay types:

Walinga, W., & Koekoek, J. (2023). Game Balance Analysis: A Pedagogical Approach for Designing Rich Learning Environments. In Pill et al., (eds) *Teaching Games and Sport for Understanding*. Routledge.
DOI: 10.4324/9781003298298-18

Koekoek, J., Dokman, I., & Walinga, W. (2022). *Game-based pedagogy in physical education and sports: designing rich learning environments*. Taylor & Francis.

**THANK YOU FOR YOUR
ATTENTION!**

Questions?

Contact:

gw.walinga@windesheim.nl

