

DISCLAIMER: The course outline below serves as a general informational guide for students. Course content and assessment modes may vary for different lecturers. Actual course outlines will be made known to students on GeNIEus by the individual lecturers. **DO NOT** purchase textbooks based on the information contained in this document.

IPE3117 FLOORBALL

COURSE DESCRIPTION

This course is designed to provide student teachers with the opportunity to develop their techniques, skills and game performance in floorball and acquire lesson ideas, content development/progressions and teaching strategies for the teaching of floorball in primary schools.

Student teachers will be introduced to developmentally appropriate teaching styles/strategies/approaches/models that develop their pupils into confident and active participants of the game. These approaches include Teaching Games for Understanding (TGFU), Play Practice, Games Concept Approach (GCA) and Sport Education Model (SEP).

Relevant Sports Science knowledge behind effective techniques, skills, tactics and their development in the game, various game-specific assessment tools of skills and game performance as well as the use of information technology (IT) will also be introduced.

COURSE OBJECTIVES

At the completion of this course, student teachers will be able to:

1. Develop competency in floorball to effectively demonstrate and teach the various techniques, tactics, strategies and skills involved.
2. Understand and apply developmentally appropriate teaching styles/strategies/approaches/models to develop their pupils into confident and active participants of the game.
3. Design developmentally appropriate lesson ideas, content and progressions, and plans that maximize opportunities for pupils to participate and acquire game knowledge and skills.
4. Understand and apply sports science knowledge in the teaching of techniques and skills and the development of game performance in their pupils.
5. Employ appropriate formative and summative assessment tools.
6. Infuse information technology (IT) effectively into their lessons to engage their pupils in learning the game.

COURSE CONTENT

1. Lead-up game and activities to introduce floorball to primary pupils
2. Attacking and defensive concepts in floorball (territorial invasion game)
3. Attacking and defensive techniques and skills in Floorball
4. Teaching and learning ideas and activities – sequencing, progression
5. Assessing skills and game play in floorball

COURSE ASSESSMENT

	Component weightage	Due Dates
Practical	60 %	dd-mm-yr
Assignment	30 %	dd-mm-yr
Professional Qualities	10 %	

COURSE REFERENCES

Required/Recommended Text(s)

1. The floorball book. Downloaded from <http://www.floorball.org/materials.asp>
2. Floorball youth start-up kit. Downloaded from <http://www.floorball.org/materials.asp>
3. Floorball points master. Downloaded from <http://www.floorball.org/materials.asp>
4. Floorball – rules of the game edition 2014. Downloaded from <http://www.floorball.org/materials.asp>