EFFECTS OF LEARNING GAME THROUGH UNDERSTANDING APPROACH ON THE LEARNING OF TACTICAL SKILLS AND THE IMPROVEMENT OF PERFORMANCE IN TEAM SPORTS

Luc Nadeau, Denis Martel, Joëlle Couture-Légaré, Ian Poulin-Beaulieu



Département d'éducation physique Pavillon de l'éducation physique et des sports Université Laval Québec, Canada SIRC 2019 Ottawa



ASCERTAINMENT

- Most activities or exercises proposed by coaches to the athletes are not coherent with the description of tactical concept in team sports...
 - Coaches used mainly flow drills or technical exercises (without decision making) despite the fact that team sports are tactical sports
 - Tactical skills must be learned against real opponents and in collaboration with teammates (Gagnon, 1982, 1989; Gréhaigne & Nadeau, 2014). However coaches seem to use more controlled game situation, often without opponents
 - Very few exercises let the players choose the proper action in regard of the game Situation (Gréhaigne, Billard & Laroche, 1999; Nadeau et al., 2014)
 - Few tactical exercises during practice sessions proposed a game like situation (offensive and defensive problem at the same time) (Caty & Gréhaigne, 2008; Smith, 1981)
 - Intensity of those tactical exercises doesn't reflect the stake of a real game situation
 - Very few coaches let players discuss of the solutions to play better or give them more responsibility over the team game plan

ASCERTAINMENT

- Results of those findings:
 - Less motivated athletes, mostly at the initiative level
 - Athletes ending up their career sooner than expected
 - Coach dependant athletes
 - Performance clapping of some athletes or teams
- More appropriate methods exist
 - Effective student centered approaches in physical education (Allison & Thorpe, 1997; Griffin & Butler, 2005; Gréhaigne, Caty & Godbout, 2010)
 - Same type of approaches used in Europe at competitive levels
 - Willingness of some coaches and specialists to question current methods used in Canada

STUDY MAIN OBJECTIVES:

- 1) DESCRIBE THE TYPE OF EXERCISES USED BY CANADIAN COACHES AT COMPETITIVE LEVELS
 - 2) ANALYZE THE LEARNING PROCESS AND THE PERFORMANCE DEVELOPMENT OF ATHLETES THROUGH A LGtU MODEL IN A COMPETITIVE TEAM SPORT.

Technical model (based on gesture repetition)

Efficiency of player's development of tactical skills and performance in team sport

Learning game through understanding (LGtU)

Learning and performance development in team sport

PHASE 1: METHOD

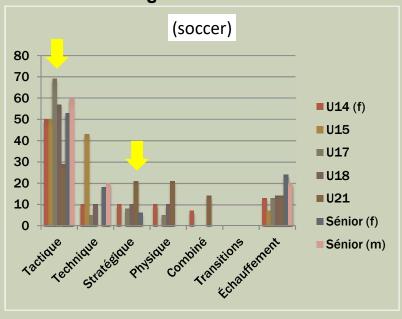
- Soccer
 - 8 teams
 - = ΔΔΔ
 - U14 to Senior
 - Men and Women
 - 34 training sessions
 - 2 cameras
 - GoPro worn by the coach
 - Audio and video
 - Ipad or digital camera from outside of the field
 - Categorisation by two research assistants with a validated procedure

- Hockey
 - 7 teams
 - CC to AA
 - Pee-Wee to Midget
 - Club and school teams
 - 29 training sessions
 - 2 cameras
 - GoPro worn by the coach
 - Audio and video
 - Ipad or digital camera from the stand
 - Categorisation by two research assistants with a validated procedure

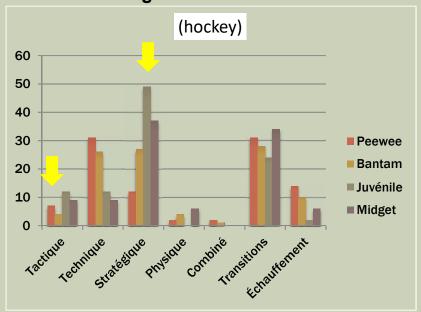
TYPE OF EXERCISES USED BY COACHES

(PHASE 1 OF THE PROJECT)

N=34 training sessions = 166 exercises



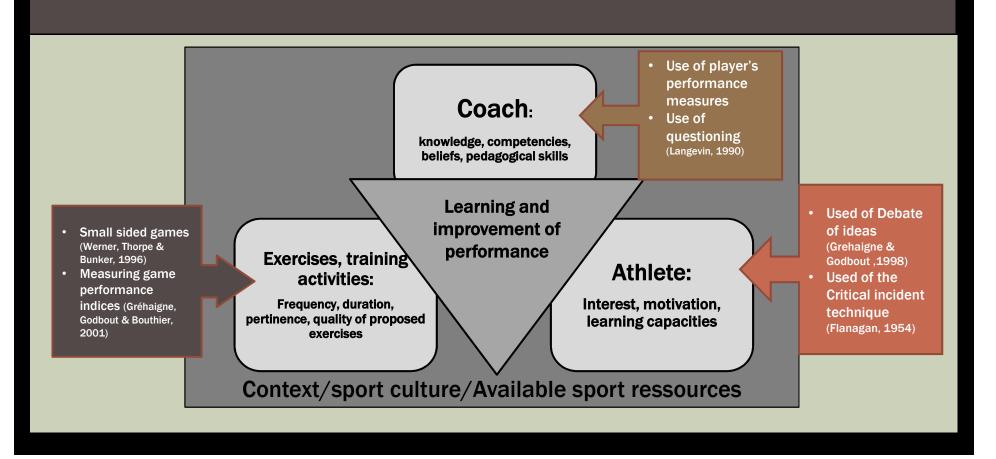
N=29 training sessions = 255 exercises



PHASE 2:METHOD

- One Ice hockey coach and two soccer coach were teach to the use a
 LGtU approach throughout the 2015-2016 season
- Five trainings / supervisions of coaches were made every 3-4 weeks.
 Practice sessions were filmed and analyzed every second week
- Coaches were asked to use specific tools to enhance the reflexive thinking of their athletes
- Cases analysis of each coach experience are still in progress

PHASE 2: KEY ELEMENTS OF LEARNING OR DEVELOPING SPORT SKILLS AND PERFORMANCE AND TOOLS USED IN A LGtU APPROACH



MERCI BEAUCOUP

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