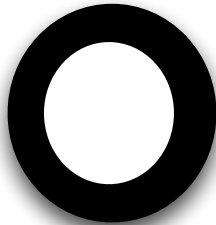



GAMES FOR LEARNING (GFL) OVERVIEW

- Static exercises (non competitive) can be demotivating and players get bored easily.
- Introducing a competitive element to most training keeps interest high
- The competitive element helps players to improve playing under competition pressure.
- Much of the learning is unconscious, as players adapt to win
- Builds the competitiveness of players
- Coaches have the ability to give feedback to players as they are playing the games.
- It's essential that coaches encourage and reward good performances at these games.
- It's essential that the coaching feedback is honest and direct.
- Games have infinite possibilities to be adapted, adjust to players ability.
- Coach tries to create the right atmosphere so that players have a positive approach to these games. The players should want to play them to win.
- At the same time it must be rewarding for all players - so ensure no-one is always losing, or feels they are not improving.

GFL - # 1

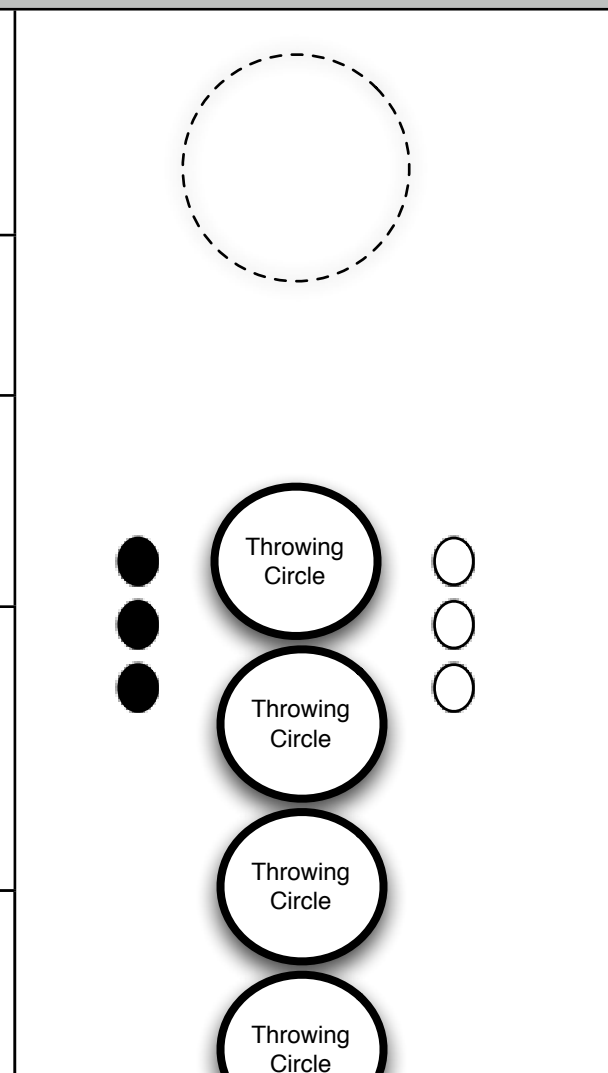
Setup:	Car tyre as target. Each player or team have 6 boules.	
Situation:	With a shooting action, throw into the car tyre. Toss coin to decide who starts, winner also choses length for the 1st end.	
Game:	Play alternately, counting success. After 6 boules played each, count success. Winner takes the <i>differential</i> as their points. Winner starts next end, chooses length.	
Scoring:	Play to 7 points, unless instructed otherwise.	
Consider:	Object is to improve shooting under pressure	

GFL - # 2

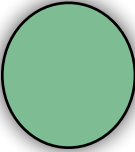
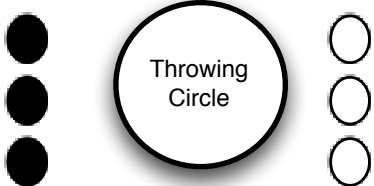
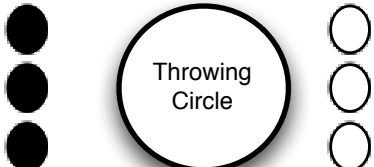
Setup:	TWO IDENTICAL TERRAINS/STATION. In each draw a target zone around a coch. Adjust to terrain difficulty and player skill level. Draw 4 throwing circles, each 6m, 7m, 8m, 9m from front of zone	
Situation:	Two players, 3 balls each. Object is to succeed by moving from the 6m to completing the 9m in less boules than the opponent.	
Game:	Pointing. At 6m, players use their 3 boules played alternately. Finish in the target zone. Played boule is removed from the terrain before next boule played.	
Scoring:	If 2 out of 3 boules succeed, you have completed the task. On the next 3 boules you move to the next circle back. WINNER is first to complete at 9m. IF tied, return to 6m, sudden death.	
Consider:	Aim is to improve pointing consistency in games. Fun and pressure of competing. Don't rush, take time to play like a real game.	

GFL - # 4

Setup:	TWO IDENTICAL STATIONS/TERRAINS. Each has a target zone marked about 1 metre in diameter. 4 throwing circles, each at 6m, 7m, 8m, 9m from the front edge of the target zone.
Situation:	Two players, 3 balls each. Toss a coin to see who goes first.
Game:	Start at 6 metres. Player 1 must with his/her 3 boules point once into the zone, then shoot to remove it. Player 2 then plays their 3 boules.
Scoring:	You SUCCEED if you point and shoot our within 3 boules. If you succeed, move to the next length. If you FAIL, repeat at the same distance next end. WINNER, is the first to complete at 9 metres, or back to 6, sudden death.
Consider:	Excellent practice for intermediate players. Advanced players can agree that shooting ball must land inside the target zone. Ideal practice for millieur.



GFL - # 5

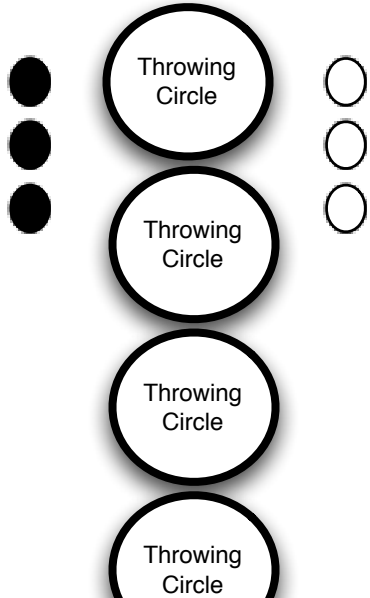
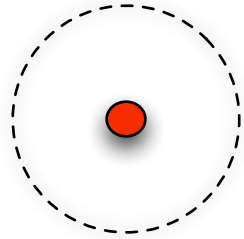
Setup:	<p>Canvas circle approx 20cm diameter as a target. Possibly a board or block of wood about 30cm in front of it.</p> <p>Two throwing circles, legal playing distances, about 1.5 to 2 metres apart.</p>	
Situation:	<p>With a shooting action, throw so your ball lands on the circle.</p> <p>Toss to see who plays first.</p>	
Game:	<p>Start at the shorter throwing circle. Play 1 boule each player alternately. Count score for each success. After 3 boules played, next 3 boules from longer circle. Repeat.</p>	
Scoring:	<p>First player to reach 21 points.</p>	
Consider:	<p>Adjust circle size for player skill. Or play to less points if less skilled (shouldn't throw more than 30 boules).</p> <p>Learn to shoot with control.</p> <p>Learn to shoot under game pressure.</p>	

GFL - # 6

Setup:	Two terrains side by side, or one wide terrain. Throwing circles, cochonnet and two donnee (landing) zones are marked.	<p>The diagram illustrates the setup for GFL #6. It shows two vertical rectangular terrains side-by-side. On the left terrain, there is a red dot (cochonnet) near the top and a large yellow oval (donnee) near the bottom. A white circle with a black outline (throwing circle) is positioned below the donnee, with a grey arrow pointing upwards towards it. On the right terrain, there is a white circle with a black outline (throwing circle) near the top, with a grey arrow pointing downwards towards it. A smaller yellow oval (donnee) is positioned near the bottom of the right terrain, with a red dot (cochonnet) near the bottom right corner.</p>
Situation:	As set up.	
Game:	<p>Play a normal game of singles, first end on one terrain, next end on adjacent terrain.</p> <p><i>Except :</i></p> <ol style="list-style-type: none"> 1. Players can only point. No shooting. 2. All boules played must land in the donnee zone. If not they are removed, and any affected boules returned. 	
Scoring:	First player to reach 13 points.	
Consider:	Adjust donnee size and position for player skill. The two ends should demand a completely different shot.	

GFL - # 7 The Point - Shoot Game

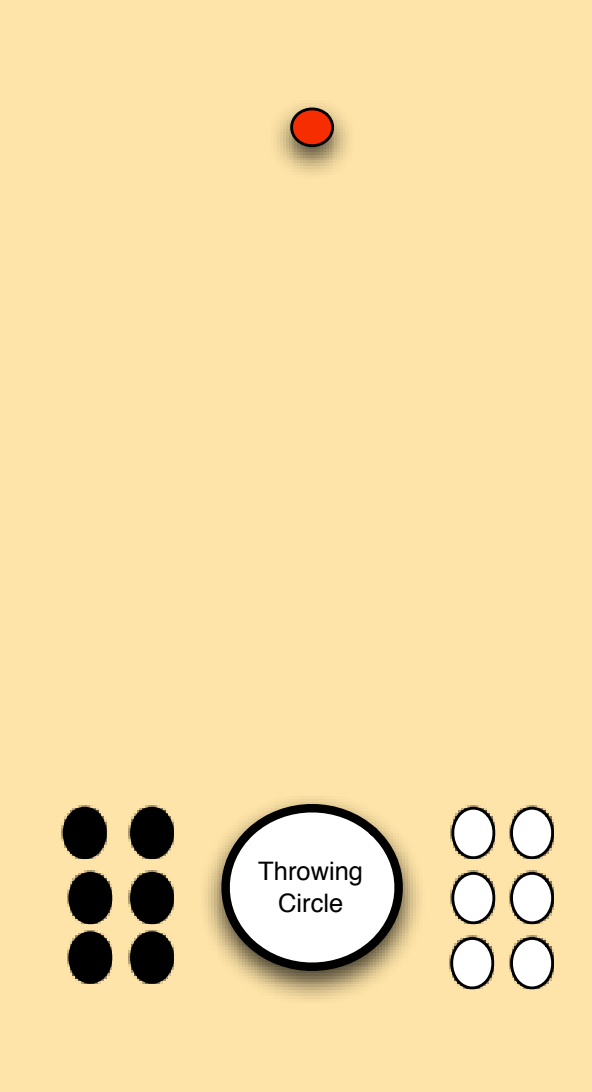
Setup:	<p>Coch inside a 1 metre diameter Target circle.</p> <p>Throwing circles at 6m 7m 8m 9m from front of target circle</p>
Situation:	Two players, 3 boules each.
Game:	<ol style="list-style-type: none"> 1. Player 1, from 6 metres, points 1 boule into the circle. Achieve = 1 pt, Fail = 0. If fail, put boule into circle. 2. Player 2, from 6 metres, 1 shot to remove the boule from the circle. Achieve = 1 pt, Fail = 0 3. Remove any boules on the terrain. Repeat until each played their 3 boules. 4. Move to 7 metres, play as above except Player 2 points, Player 1 shoots. 5. Repeat from 6m to 9m, return back from 9m to 6m. 6. Keep score carefully as you go.
Scoring:	Each player gets a score out of 24.
Consider:	<p>An excellent game for players of all skill. Advanced variations at coaches discretion.</p> <p>The scoresheet on the reverse can be used.</p>



THE POINT - SHOOT GAME - SCORECARD

	PLAYER 1		PLAYER 2	
	Point	Shoot	Point	Shoot
6m				
7m				
8m				
9m				
9m				
8m				
7m				
6m				
SUB-T	/12	/12	/12	/12
TOTAL	/24		/24	

GFL - # 8 The 4/2 Shots Game

Setup:	Normal Terrain. Length of ends initially limited to < 8 metres.	
Situation:	Either as Teams - 6 boules per team. Toss to decide who plays first and throws the cochonnet.	
Game:	<ol style="list-style-type: none"> 1. Played as a normal game, except for each end played: 2. The TEAM WITH THE COCH must shoot with 4 of their boules and point with 2. 3. The TEAM NOT WITH THE COCH must point 4 of their boules and must shoot with 2. 	
Scoring:	Play to 13 points.	
Consider:	<p>Builds confidence in ability to shoot and point <u>as a team</u>. Builds volume of shooting.</p> <p>SINGLES variation as above except it's 2 shots and 1 point for the player with coch, 1 shot and 2 points for non-coch player.</p>	

GFL - # 9 The Coch Last Game

Setup:	Normal Terrain. However the coach marks across the terrain two horizontal lines, about 1 metre apart, anywhere within the legal 6 to 10 metre playing distance.	
Situation:	Either Doubles or Triples Teams - 6 boules per team. Toss to decide who plays first and throws the cochonnet.	
Game:	<ol style="list-style-type: none"> 1. The coch will be played last - only after all 12 boules played. Thrown by the team who won toss or the previous end. 2. Any boules that are <u>pointed</u> must finish in the target zone or they are removed. Shot or shooting boules stay. 3. When the coch is thrown it must stay on the playing terrain and it must be 6m to 10m length. 4. Team only gets <u>1 Throw</u> of the coch. If it is an invalid throw the opponents throw the coch. 5. Collect the number of points holding after a valid coch throw. 	
Scoring:	Play to 13 points.	
Consider:	Strategy, decision making, leadership and teamwork	

GFL - # 10 - Speed Shooting

Setup:	<ul style="list-style-type: none"> - two parralel terrains, a safe distance appart - 1 metre circle, each with a target ball - throwing circle 7 metres from the front of the circle 	
Situation:	Two teams, either Doubles or Triples, so 6 balls per team.	
Game:	<ul style="list-style-type: none"> - aim is to shoot the target ball out of the circle 10 times in the shortest possible time. - all players must shoot their balls before the first player starts again. - teams organise themselves without coach instruction - to return the target ball when shot, get into position to shoot quickly, recover thrown balls. - coach loudly scores the game as it progress, giving an update after every ball shot. 	
Scoring:	The first team to hit 10 balls wins	
Consider:	<p>How do the players react to the added stress? Coach makes it fun, but stressful. Do players choose to run, playing quickly, or more deliberate? Shooting rate rises or falls from normal? Why?</p>	