

PE 256: Exam 2

Exam #2 is **comprehensive** and therefore will include all material covered over the course of the semester.

Students are required to bring a “scan sheet” and a “blue book” to record their answers to the examination questions.

Content

The following Chapters and pages from the textbook were covered during the semester:

- pp 4-7 & 18-19
- pp 23 & 25-31
- pp 33-37
- pp 9-14
- pp 238-243
- pp 125-129
- Chapter 5
- pp 168-173
- pp 304-315

The following subjects were covered in class:

- Goal directed teaching
- Learning motor skills
 - ✓ Open & closed skills
 - ✓ Self-paced & externally-paced skills
 - ✓ Continuous, discrete & serial skills
 - ✓ Aspects of skillfulness
 - ✓ Stages of learning a motor skill
- Criteria for a learning experience
- Considerations for teaching a closed skill
- Learning objectives
- Task presentation
 - ✓ Gaining attention of the learners
 - ✓ Clarity of communication
 - ✓ Choosing a way to communicate (demonstrations)
 - ✓ Use of learning cues
 - ✓ Sequencing the content & organization of tasks
- Stages of games development
 1. Skills in isolation (sending, receiving and/or propelling actions)
 2. Skills in combination with others (focus on transitional movements)
 3. Offensive & defensive strategies (focus on strategy)
 4. Small-sided, modified or full games (continuous action; flow)

continued...

- Use of Feedback
 - ✓ Types: Corrective & evaluative
 - Specific v. general
 - Congruent v. incongruent
 - Positive v. negative
 - Individual, small group or class

Testing Procedure

Exam #2 is worth 10% of the final grade. The following types of questions will be used to assess the “cognitive performance” of the students.

- Multiple Choice
- Short Answer/Listing
- Application: Games stages, task presentation, use of feedback