

news



Teaching Games for
Understanding

TGfU SIG Newsletter

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Welcome and a Happy New Year to all our community!

This is the January 2022 newsletter of the TGfU Special Interest Group (SIG) keeping you connected with the developments in our field.

TGfU SIG Executive:

Linda Griffin
Jeroen Koekoek
David Gutierrez
Alan Ovens
Ellen Gambles
Jesse Rhoades
Roberto Sanchez Gomez
Shane Pill

Next Conference

7th International TGfU Conference
University of Worcester, UK
5th-7th July 2022

Latest SIG Developments

Current Initiatives: We are in the process of reviewing our strategic plan and will be providing our community with updates shortly. Additionally, we are developing some awards and recognitions in honor of Joy Butler and Len Almond - a committee is currently drafting ideas.

Welcome Pack: Ellen Gambles has designed a welcome pack which will be provided to all new members of the TGfU SIG community. It entails key information regarding our organization including conference information, membership information, key contacts etc. This pack will be launched January 2022.

Get in touch:

www.tgfu.info
tgfu.info@gmail.com
@TGfUInfo

TGfU Leadership Fellows Program

In Summer 2021, the TGfU SIG launched the pilot program 'TGfU Leadership Fellows'. The goal was to add two individuals to the Executive Board to gain more voice and global representation. The Fellows would attend Executive Committee meetings and may have to complete a task to help progress our work. The Executive Board hoped that this would engage more individuals to serve as officers in the future and develop our field and community. If this program continues to be successful, we hope to add additional members in the near future.

In June 2021, we welcomed Dr Shane Pill (Flinders University, Adelaide) as our first Leadership Fellow.

We would like to introduce our second Leadership Fellow, Dr Naoki Suzuki (Tokyo Gakugei University).



Dr Shane Pill (above)

Dr Naoki Suzuki (below)



40th Anniversary Celebration

We are excited to announce that 2022 is the 40th anniversary of the publication of the Teaching Games for Understanding (TGfU) model by David Bunker and Rod Thorpe in 1982. To celebrate this milestone and the field of games-based approaches, the TGfU SIG will be hosting a variety of events and initiatives throughout the year.

Our 40th Anniversary calendar below showcases some of the events we will be hosting. Please note that some event dates are still to be confirmed and new events to be added, so please check out our 40th Anniversary Featured page and Twitter for the latest developments.

We hope our community can get involved and make this a momentous occasion.

JANUARY

Guest blogger: Eva Guijarro

Special Blog: Mauldon & Redfern (1969)

Event: Len Almond interview with Alan Ovens

FEBRUARY

Guest blogger: Jennie Petersen

Special Blog: Wade's (1967) AND Worthington's (1974)

Event: TBC- Interview with Rod Thorpe & David Bunker

MARCH

Guest blogger: Ross Ensor

Special Blog: Launder (1999) Play Practice

Event: Assessing in GBAs Webinar Series (date tbc)

APRIL

Guest blogger: Alexander Gil Arias

Special Blog: Horst Wein Developing game intelligence

Event: Game-Based Approaches Globally Symposium (8th)

MAY

Guest blogger: Stefan Konig et al.

Special Blog: Griffin, Mitchell, & Oslin (1997) Tactical Games Model

Event: Anniversary Video Project deadline for applications (1st)

JUNE

Guest blogger: Francesco Sgro

Special Blog: Deleplace (1966) AND Mahlo (1969)

JULY

Event: 5th-7th Worcester Conference

Special Blog: Bunker, Thorpe and Almond (1982, 83, 84, 86, 89) TGfU

Event: Completion of Video Project

AUGUST

Guest blogger: David Cooper and Barrie Gordon

Special Blog: Limited visibility models/approaches

SEPTEMBER

Guest blogger: Aspasia Dania

Special Blog: Shane Pill (2007) Play with Purpose

Event: Questioning in GBAs Webinar with Aspasia Dania (date TBC)

OCTOBER

Guest blogger: TBC

Special Blog: Gréhaigine (1997) Teaching and Learning Team Sports and Games

Event: Equity in GBAs Webinar Series (date TBC)

NOVEMBER

Guest blogger: TBC

Special Blog: Rossi, Fry, McNeil and Tan (2007) Games Concept Approach

Event: Global Lesson Study (date TBC)

DECEMBER

Guest blogger: TGfU SIG Exec

Special Blog: Games Sense

Event: Celebration of GBA articles

Guest Blogs and Special Blogs

Throughout 2022, we will be continuing our successful monthly guest blogs written by members of our community. We are keener than ever to showcase the amazing games-based approaches research and practice happening around the world. If you are interested in sharing your work, please contact Ellen at tgfu.info@gmail.com for more information.

We will also be hosting a special blog every month on each of the different games-based approaches/models. These will provide clear details about the approach/model including developments since their formation. If you are interested in contributing to these, please contact Ellen.

40th Anniversary Video Project

Our first major project is the 40th Anniversary Video Project. We would like to create a video with individuals around the world from our TGfU community celebrating the anniversary. This will be a collection of video clips, pictures and text carefully crafted together to produce a complete larger video sequence. This video will be displayed on our website, social media and we hope to be able to showcase it at our 7th International TGfU Conference at the University of Worcester in July.

We would really love to see short video clips and photos of as many of our supporters as possible.

Examples of what you could do:

1. **Wishing TGfU a happy anniversary**
2. **Extended Video (discussing TGfU and your practice/research)**
3. **Practical Examples**
4. **Email Tribute**

These are just a few starting suggestions of how you might like to join in but please don't feel limited by them. If you have any concerns or would like further clarification, please just drop us an email at the address below.

Key Requirements:

For your contributions to be included we need them to be standardized in the following formats

- **Picture files** should be **PNG or JPEG**
- **Video files** should be **MP4 or WMV**
- All files shared need to include **Participating group(s), Affiliation, Country** (*these will be included in the credits at the end of the video*) and **Contact Information**
 - E.g., Professor Linda Griffin (University of Massachusetts Amherst, USA), PETE Students (University of Sunderland, UK), Year 3 pupils (Thornton Elementary School, USA), Sunderland Spartans (University of Sunderland, UK)
- Please ensure you have **copyright permission** and **permission from participants to photograph/film**

IMPORTANT – to allow time for video editing the deadline for entries is **1st May 2022**.

For full details visit <http://www.tgfu.info/40th-anniversary.html>

If you have any issues or questions regarding the key requirements or ideas for photos/videos, please contact Ellen at tgfu.info@gmail.com to discuss.

7th International TGfU Conference

The TGfU Conference 2022 will be a world-leading, international, inclusive event for all academics, teachers and sports coaches interested in games-based approaches.

The event will integrate practitioners and academics in cutting-edge discussion surrounding the challenges of implementing games-based approaches in a broad range of settings. Specifically, this event will impact the advancement of games-based approaches through a particular focus on inclusive sport, scientifically informed approaches, technologically advanced practice, teacher/coach education and cross-cultural domains.

The overarching academic themes for the event will be:

- Inclusivity
- Integration
- Implementation

There has been an unavoidable worldwide increase in the prominence of policy, rhetoric and research concerning inclusive sport, especially since the London 2012 Paralympic Games. Therefore, TGfU 2022 will be a timely event to review and also drive developments surrounding this agenda. We consider inclusive sport to represent the full spectrum of practice from issues surrounding, for example, disability, technology, gender, culture and religion. TGfU 2022 will facilitate the cross pollination of the games-based and inclusive sport agendas and so be of genuine interest and usefulness for almost all teachers and coaches. By focusing on daily themes of inclusive sport, integration and implementation, this event will be a significant staging post in the onward development of games-based practice and be of considerable appeal for all teachers, coaches and academics.



7th International Teaching Games for Understanding (TGfU) Conference 5th – 7th July 2022



An unmissable, world-leading, inclusive event for all academics, teachers and sports coaches interested in TGfU and all games-based approaches featuring three core themes:
Inclusion – Integration – Implementation
www.worc.ac.uk/tgfu2022 tgfu@worc.ac.uk Twitter: @tgfu2022
 Next Call for Abstracts: Launching October 2021
 Check out the University of Worcester on Instagram!



University of Worcester



Registration is now open

Very Early Bid Registration Closes: **Friday 7th January 2022**

Early Bird Registration Closes: **Friday 11th February 2022**

Presenting Authors Registration Closes: **Friday 25th March 2022**

Registration Closes: **Monday 6th June 2022**

	Very Early Bird	Early Bird	Standard
Full Delegate	£395	£425	£525
Student Full Delegate	£200	£215	£265

For the online booking form: <https://webengine-01.worc.ac.uk/tgfu/>

Please contact [TGfU@worc.ac.uk](mailto:tgfu@worc.ac.uk) if you have any queries in the meantime.

Ongoing Projects

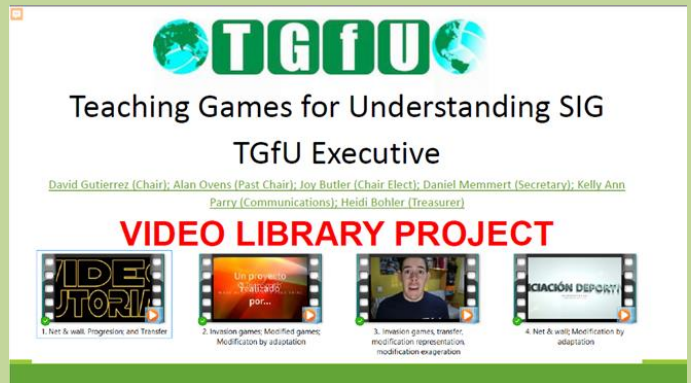
TGfU Video Project

The TGfU SIG are working on expanding the TGfU model, aiming to reach as many professionals as possible with the highest pedagogical quality content. Within this goal we have started a project called TGfU Video Tutorial Library. We believe that in the age of YouTube and self-learning, video tutorials as small audio-visual didactic "pills" can have a great impact and diffusion.

There are already an incredible number of examples online, with varying degrees of quality and some without any kind of assessment, categorization or filter. Therefore, we propose creating a video tutorial library with quality videos, sorted and classified by experts.

We are looking for contributions from Teacher training programmes and practitioners.

For more information: <http://www.tgfu.info/video-project-proposal.html>



TGfU Website Research Publication

The TGfU Sig are inviting you to contribute to our **academic review of TGfU articles** published on our website. Our aim is to increase our visibility and promote games-based approaches to the wider community. We are looking for individuals who are willing to contribute to our TGfU Articles section by writing a review of a current (or past) TGfU article summarizing the research and highlighting the contribution the research has made to the body of TGfU literature.

What's in it for you? You will be a published author on the review which will be published on our site and promoted throughout social media platforms. Your article will be peer reviewed by the TGfU SIG executive who will provide you with suitable feedback if required.

Review requirements:

- Approximately half to full A4 page review on the chosen article.
- Aims of the research summarized
- Contribution to the TGfU literature highlighted.
- Your contact information/social media handles so people could contact you if they wanted further information.

For more information: <http://www.tgfu.info/articles.html>

For an example: <http://www.tgfu.info/a-comparison-of-the-effectiveness-of-two-approaches-to-teaching-games.html>

Social Media



The TGfU Sig have a monthly blog introduced in May 2019. Each month we have a guest blogger who writes a post: this can be about their research, any projects they are currently working on or any particular area of interest they may have in this field.

- **November 2021 blog** was by Naoki Suzuki about “Game Contribution Assessment Instrument (GCAI)”.
- **December 2021 blog** was by Guy Ginciene, Camila Amato, Eduardo Rodrigues Oliveira and Thiago José Leonardi about “An experience with the game-based approach in teaching sports to children in an extension project at a Brazilian university”.
- **January 2022 blog** was by Eva Guijarro about “How can Teaching Games for Understanding and Sport Education be combined? Practical tips for Primary School”.

To read these interesting contributions, check out <http://www.tgfu.info/blog>

With our 40th anniversary we are keener than ever to have new bloggers so if you are interested, please contact us via email or twitter!



With our aims of trying to increase our visibility and promotion of games-based approaches, the TGfU Sig has been wanting to engage with our community. We have become more active on our Twitter account, so please follow us and send us any interesting games-based approaches tweets.

Follow us: @TGfUInfo



You can add us as a friend:

<https://www.facebook.com/tgfu.teachinggamesforunderstanding>

Looking for more games-based approaches information on social media?

Check out: Nuevos modelos de enseñanza en Educación Física e iniciación deportiva (New approaches in Physical Education and sport pedagogy)

<https://www.facebook.com/nuevosmodeloseduccionfisica/>