

実践報告

ハンドボール型ゲーム導入の検討—小学生の技能レベル別ゲーム分析から—

A study on introduction of hand ball type game into class

— from the analysis of game by grade-schooler with different levels of skill —

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Abstract

The side man handball which is a transitional-melee-type game, and the side man non-handball which is melee-type games were performed, and it aimed at clarifying the effective grade of a side man handball.

For the schoolchildren 3 and 4 and 5 grader, the method carried out the personal skill test of run, throw, and catch, and divided each grade into the group of top rank, middle rank, and subgroup for every skill level. Two kinds of handballs were performed between each group. Game analysis with VTR and a questionnaire result compared and examined. The obtained result is as follows.

By side man game, although the third grader's top group was touching the characteristic, the subgroup was not touching the characteristic inside. Furthermore, the subgroup was not able to enjoy the game. Although the fourth grader's middle group was touching the characteristic, a top group has a low relation rate with a friend, and a subgroup is shown low and cannot say the completion rate of an attack with having touched the characteristic. However, the game was able to be enjoyed by all the groups.

All the groups of the fifth grader were touching the characteristic, and it was able to enjoy them. On the other hand, by nothing, the third grader's top group did not touch the characteristic, either, and the subgroup was not able to enjoy the game. No groups of the fourth grader were also touching the characteristic. The fifth grader was touching the characteristic only with the top group.

It was suggested from the above result that a grade effective in lesson introduction of a side man handball is since a fourth grader. Moreover, it was suggested that a side man non-handball is since a fifth grader.

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