Key Stage 3

Game Development

Introduction

To develop the skills needed for a full 11-a-side game, it is important that the players have as much time on the ball as possible. To encourage this, use the tips below to ensure all players have maximum opportunities to develop the skills needed for the game and also to ensure that the game is inclusive.

Inclusion and Accessibility

While we would like all pupils to be included in Physical Education along with the others in their class, this is not always possible when it comes to playing the full version of the sport.

If a pupil has physical disabilities that mean they cannot safely take part in the game along with the other pupils in their class, then this pupil should be given the opportunity to take part in other physical activity. For example, a class could be split into groups, with some pupils practising the drills and others playing the game. The smaller group could practise the skills needed for the sport, or for the disabled version of the sport, alongside the rest of the class. These smaller groups would work in rotation, giving everyone an opportunity to play the sport and practise their skills.

Alternatively, some pupils may prefer to do a physical activity that they are particularly interested in, for example practising the drills needed for a sport they play outside of school.

Tips

- Divide the group into teams of only five players so that the players will have more touches of the ball and more space in the area.
- Use an area of appropriate size for the football pitch, depending on the group's ability.
- Mark out the box for the goalkeepers and make clear that only the goalkeepers can use their hands.
- Encourage the keepers to change so that everyone has a turn in nets.
- When the game starts, ensure that the players are passing and calling each other by name.
- Limit the number of touches certain players can have before passing.
- If appropriate, make a rule that a certain player must receive the ball before their team can score.
- Ensure the time set for each half is suitable for the age and ability of the players.

General

- Use a flat, hard playing surface.
- Ensure the adult to player ratio is appropriate so that every player has a chance to be involved.
- Divide players with difficulties evenly between teams.
- Remind players that there is a mixture of abilities on the court and it is important not to run into each other.
- Allow wheelchair users and those with difficulties and impairments more time.
- Make sure that tackling is restricted to appropriate players and make a rule that others can only hold onto the ball for a certain length of time.
- Ensure inclusion by introducing the rule that every player must touch the ball before the team can score.

Physical Disability

- Reduce the size of the pitch for players with mobility difficulties.
- Widen the nets, if necessary.
- If several wheelchair users are playing, they may need to use a bigger ball.
- If only one wheelchair user is playing and a standard football is in use, allow this player to use their hands or a hockey style stick to control the ball.

Hard of Hearing or Deaf

- Demonstrate the game using a sign language familiar to the player.
- Use a visual sign to show that game time has started or stopped, e.g. a flag or "time out" sign.

Sight Impaired or Blind

- For players with minor visual impairments use a brightly coloured ball that contrasts with the playing surface.
- Ensure that team bibs clearly contrast with each other.
- Make sure that cones and equipment marking the boundaries of the playing area are brightly coloured and clearly contrast with the playing surface itself.
- Use an audible ball (ball that makes a sound) with players who have a serious visual impairment.
- Allow an adult or 'seeing' player to guide them around the pitch using directions or a hand on their shoulder.

Useful Links

Irish Football Association
irishfa.com/taking-part/disability-football

Football Association of Ireland
fai.ie/domestic/football-for-all/football-for-all-programme