



Instructional Practice in PE

INTERACTIVE MODELLING

An effective way to influence the behaviour of students is by modelling the desired behaviour (Methe & Hintze, 2003). Physical education (PE) teacher's ability to organize and manage their classroom has a large effect on how students spend their time during class (Rasmussen et al., 2014; Rink, 2013; Rink et al., 1992).



1. Say what you model and why.

"Today we are going to learn how to safely tag someone when playing a game of tag. Watch how I tag so that I am being safe and respectful in this game."

2. Model the behaviour.

With help from another student, the teacher tags a child or other adult present (with consent before demonstration) gently on the shoulder with their hand.

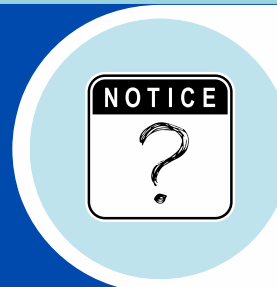


3. Ask students what they noticed.

"What did you notice about how I tagged?" Students respond with, "you tagged on the shoulder. You tagged gently." Teacher asks, "how do you know I tagged gently?" Student responds with, "the person tagged wasn't hurt and didn't get pushed to ground."

4. Invite student(s) to model.

"Who feels comfortable showing us how you can safely and respectfully tag another person?"



5. Ask students what they noticed.

"What did you notice as (student's name) tagged with their hand?"

NEXT ➔

Have all students play a game where students practice tagging one another.

Provide feedback to the students and feedforward any information to improve tagging for the next time.

Adapted from:

Responsive Classroom (2016).
Responsive Classroom for music, art, pe,
and other subject areas. Center for
Responsive Schools, Inc.