



Dave Senecal Physical Education Presentation Topics and Descriptions

The following are some titles and descriptions of some of the presentations that Dave Senecal has done in the past.

Technology in Physical Education Grades K-12 (lecture and movement)

Technology has accounted for many changes in education. These changes range from the method instruction is delivered to the attitudes on how learning occurs to the amount of collaboration and knowledge sharing between teachers. Teaching and learning with technology has had a significant positive effect on student outcomes when compared with traditional instruction. This session will explore ways you can implement technology into your physical education classroom.

Small Group Tactical Games

This session will explore games that place an emphasis on tactics: the strategy and skills needed to participate in game like situations. Many of these games are considered lead up games to the actual sport. Some of the games incorporate a combination of skills that give the learner several opportunities to practice the skills in game like situations.

Large Group Tactical Games

Most of these games will work on the cardiovascular aspects as well as the manipulative skills because students will tend to push themselves harder to win the game or perform better than the other team. Competition is not a bad thing; however, the proper etiquette needs to be conveyed before the games begin. Large group games can be great places for students to hide and not do anything. So in many cases I try to develop different non-threatening positions within the game so each student feels like they are a part of something bigger than themselves. Like small group tactical games, this session will explore games that place an emphasis on tactics: the strategy and skills needed to participate in game like situations. Many of these games are considered lead up games to the actual sport. Some of the games incorporate a combination of skills that give the learner several opportunities to practice the skills in game like situations.

Small Group Skill Development Games

These small group games will enable the learner to progress toward proficiency in a particular skill(s). Participants will learn a variety of skills while moving and skill repetition is at a high frequency during these game like situations. These

games will increase the dexterity and technique required to perform during other sport related experiences.

Large Group Skill Development Games

These games engage all the students because there is less of a chance to hide. The students tend to have a higher sense of game awareness mostly because they want to see what is going on...or should I say "they don't want to miss anything". For obvious reasons these games require more equipment so that students have more opportunities to be involved. Also these games might require a large space like a gym, field, or large room at least 40ft x 40ft and safe for play. These large group games will enable the learner to progress toward proficiency in a particular skill(s). Participants will learn a variety of skills while moving and skill repetition is at a high frequency during these game like situations. These games will increase the dexterity and technique required to perform during other sport related experiences.

Innovative Dance

Rhythms and dance are great activities that enable every student to be successful. This session will introduce a variety of activities that give the less skilled an opportunity to work at their own pace but allow the higher skilled to excel in the area of rhythm and dance. This workshop will also focus on new innovative ways to bring rhythm and dance to your program. Hopefully it will bring excitement to you and your students and get you moving to music.

Speed and agility

Speed and agility training drills are designed to work all your leg and core muscles, as well as the tendons in your body. It is important to train at a level that is equal to your game intensity to help increase your performance and to minimize injury. Cone drills build leg strength and explosion on their one, but it is your intensity and rep scheme that will change the work load.

Teacher Keys Effectiveness System and Student Learning Objective

This session will focus on the Teacher Keys Effectiveness System in Physical Education. I will introduce activities and a few organization tactics that may help the TKES process. I will focus most of the session on the TKES standards (4) Differentiated Instruction, (5) Assessment Strategies and (6) Assessment uses. We will also visit ways to administer the Student Learning Objectives in the Physical Education classroom. The primary purpose of SLOs is to improve student performance at the classroom level. An equally important purpose of SLOs is to provide evidence of each teacher's instructional impact on student learning. The SLO process requires teachers to use assessments to measure student growth using two data points (a pre-to a post-assessment).

Tag Games (K-8)

Tag Games are great, fast-paced chasing and fleeing activities that get students moving. Traditionally, tag games meant anyone who got tagged was out. However, the best tag games give participants a way to get back into the game, or provide them with an alternative role until the game is over. Tag Games are an excellent lead up games to many units because they allow the students to work be creative as an individual and strategize as a team.

Circus Arts

This session will focus on innovative ways to increase self-esteem and is a tremendous benefit to the whole middle school student. Once a student plans, practices, and performs a sequence of their own they realize they have what it takes to succeed in other areas of their life. Students will gain confidence in skill development and confidence. This will help to instill a stronger sense of self-worth based on their mastery of skills and concepts of physical activity. Students will become more confident, assertive, independent, and self-controlled.

Beat Sheets (Dance)

Beat Sheets can be an extremely powerful tool to increase the enjoyment of dance at your school. Students will use patterns of claps and stomps to perform a rhythm. These Sheets are designed so that the students read them like a book, top to bottom and left to right. BEAT SHEETS give the students a chance to be LOUD and OBNOXIOUS as well as work at their own pace in a small group. They also give children that are “rhythmically challenged” a chance to feel a sense of accomplishment. Since the BEAT SHEETS are placed in groups of 4 or 8 they also help with music literacy. Lastly, BEAT SHEETS incorporate using the right or left side of the body. This encourages the students to use Cross-lateral movements.

Spikeball (Roundnet)

If volleyball and foursquare had a baby... it would be called SPIKEBALL! Spikeball is a team sport played by two teams of two players. Opposing teams line up across from each other with the Spikeball net in the center. The ball is put in play with a service—a hit by the server from behind the service boundary into the net to an opposing player. Once the ball is served players can move anywhere they want. The object of the game is to hit the ball into the net so that the opposing team cannot return it. A team is allowed up to three touches to return the ball. The rally continues until the ball is not returned properly.

Lacrosse

This session will cover the basic skills needed to play lacrosse. These basic ball skills include scooping, passing, catching, cradling and shooting. The game of lacrosse requires certain skills that will help a player handle a lacrosse ball effectively, ultimately providing the opportunity for a shot or goal. Practicing

and mastering these basic skills will make for a more rewarding playing experience.

Striking / Fielding Games

Typically players on the batting/kicking team strike an object and attempt to run between two points before the fielding team can recuperate the object. However not everyone plays baseball or softball and our local sandlots are becoming extinct. Also the prerequisite manipulative skills required to play these games are not learned at an early age. This makes fielding games very difficult for a large physical education class. This session will show you fun ways to bring fielding games into your PE program.

Adventure Race

Teams of 4-6 will decipher clues and find the historic landmark that matches each clue. Each team will be required to use crayon and paper to scribe each clue on their paper. Each team must stay together during their entire journey. The race will start and end at the convention center. If a team misplaces the crayon they must find other means to scribe. (bark, dirt, blood, etc.) If a team misplaces the paper they must start over. The first team to decipher all clues correctly and bring the correct scribe paper back to headquarters in the least amount of time wins. Mega-Time penalties will be enforced for incorrect answers. NOTE: This is a race and racers must be ready to run, climb, squat, or do what is necessary to find the clues. Please dress appropriately (costumes get extra points) and ALL traffic laws must be followed.