

Theme 2

Adapting the scoring to develop different sport skills

Skills Stations

Basketball England introduced a scoring system for a skills-based challenge that involved all players at their U13 Regional Tournaments. These skills stations took place between the warm up and the start of the game. Players had to undertake skills-based tasks, including dribbling, passing and shooting, against the clock. Each player scored points for the quality of the execution (e.g. closest to the target) and the time taken for the team to complete the tasks. The team that were the most successful in the skills challenge were crowned 'Skills Challenge Champions' and received a prize.

What are the benefits?

The skills challenges allowed the players to practice and refine their skills in a short competitive environment that was not part of the main game and in a format that offered a measure of success based on skill, rather than simply points won in the game.

How was this used in the School Games Pilot?

A basketball festival was organised for primary schools in a local area and aimed to award effort and skill. Each school was given an individual scorecard that was filled out by the teacher throughout the event, as they took part in various basketball activities. Schools were set a target score.

The event was split in half with the first half focused on skills and the second on game play. There were four different basketball drills which were delivered by the Sports Leaders. These were: tackling, dribbling, shooting and passing. Schools joined together and rotated around. Sports Leaders delivered the drills and marked the young people out of ten for effort on their activity. The aim with these activities was to coach the correct techniques and give the participants the chance to practice the basic basketball skills to allow them to achieve success in the matches.

Each team then played five matches and tried to accumulate as many points in each one with the teacher putting the scores for the games on their scorecard. During the game play, one court was used for a skills session, which included: how many baskets could be scored in two minutes; how many times you could dribble through a course and how many times you could pass the ball successfully through the whole team. Again, these points were added to the scorecards.

All points were combined and there was a presentation. Each participant received a certificate. Every school managed to get over the 20-point threshold, but rather than a trophy, each school got their own basketball, so they could continue to play at their school.