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## THE EFFECT OF TEACHING GAMES FOR UNDERSTANDING COACHING CONTEXT ON ELITE MALAYSIAN SCHOOL PLAYER'S IN GENERA HOCKEY SKILLS AND MINI GAME PLAY

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## **ABSTRACT**

The study investigated the effect of Teaching Games for Understanding coaching approach on elite Malaysian school hockey players as they have problem in term of speed and accuracy executing general hockey skills, and ball control, decision making, skill execution with players on the ball, as well as supporting player's role without ball in 5 versus 5 mini game situation,. The study was a quasi-experimental equivalent pretest-posttest groups design whereby sports school players and district level hockey players (14-17 years old) randomly assigned to experimental groups of TGfU,(n= 15), and control group known as SDT (skill drills and Technical), (n=15). The TGfU model was exposed to tactical coaching approach, while the control group of SDT underwent predominantly skill-based coaching in hockey. The effectiveness of these two models was measured by Henry-Freidel-Field hockey test, and Game observation Instrument. Univariate of ANOVA was used to analyze the data, followed with analysis of covariance (ANCOVA) if the pretest results yielded significant difference. The results indicated that there were significant difference between TGfU and traditional approach of SDT on players posttest score on speed(1,28) =15.05, p<0.05, and in ball control, 5 versus 5 game play F(1,28) =4.25, p<0.05.Conclusion: The findings revealed that TGfU is better model for upgrading player's speed of executing general hockey skill, ball control of game play and more research has to be done to validate these two models in Malaysia in term of coaching.

**KEYWORDS:** Teaching Games for Understanding, Game Play, Coaching

