

# Delivery approaches

To support learning in Sport Structures tutor, assessor and verifier training

#### Behaviourist

- Learning by doing
- Praise & punishment

- Modelling
- Demonstrations
- Skill based practice (various contexts)
- Clear learning objectives

#### Information Processing Theory

- Stimulating activities to gain attention
- Recap on learningto transmit key information
  - Guide learners
- Hands-on learning tasks
  - Feedback to support learners
  - Time to respond to information

#### Constructivist

- Problem-solving
- Guided learning

- Peer tutoring
- Co-construction of knowledge
  - Group work
- Sharing & negotiating learning
- Experential learning
- Reflective practice



## **Information processing**

- The processing of information
- Initiated by a stimuli
- Processed through attention & perception
- Developed through sensory, short-term & long-term memory ca



# **Behaviourist**

- Presentation of positive and negative reinforcement (stimuli)
- Schedules of reinforcement (pre, concurrent, post)
- Seeks to shape behaviour (player behaviour)
- Predictable
- High volume of instruction, praise, and reward
- Coach centred



## Constructivist

- Reflective participation leads to the development of knowledge and understanding
- Interactions with others
- Interpretative process multiple realities
- Avoids traditional modes of instruction, prefers team-based discussions through questioning
- Promotes autonomy, does not need to control
- Player first

