

## REFeree PRACTICE SESSION

- note contrived situation, everyone is willing to play
- plan for teamwork (high/low visibility)
- plan presentation and practice it
- play games as a team
- make illusion apparent
- value is watching others refereeing as well as doing your own
- exercise in referee consciousness
- processing critique: hear from referees first, group second, trainer last
- \*- two person teams optimum, three maximum
- \*- share-a-game before
- \*- circulate during their planning, ask questions
- \*- have attention on the invitation
- \*- ask teams to think of their game in terms of what it follows and what should be the next game (kind of game)
- \*- suggest no breaking after every game

## Strategies

- ▣- start structured, process one/one/one. Then process two then three
- ▣- do a play session without focus on qualities, then generate the qualities
- ▣- four groups, teams of two. Trainers float, set up processing. Have referees start the lead questions.
- ▣- set up processing model first with large group game and trainers lead processing, then split into sub groups
- ▣- get across idea that you "get game going until you can step out of the referee role"

## THEORY

- Flow chart
- play is the flow experience par excellence
- flow is the state of being or experience that is intrinsically valuable
- games provide access, New Games provide better access to flow than old games
- you can distinguish states of enjoyment, peak experiences - boredom and anxiety. change as the tool
- experience in everyday life
- relate to challenge and ability
- challenge and safety
- no need to use the word "flow"
- play pepper stress prior to discussion
- well played game: playing to your limits and helping each other play to limits

