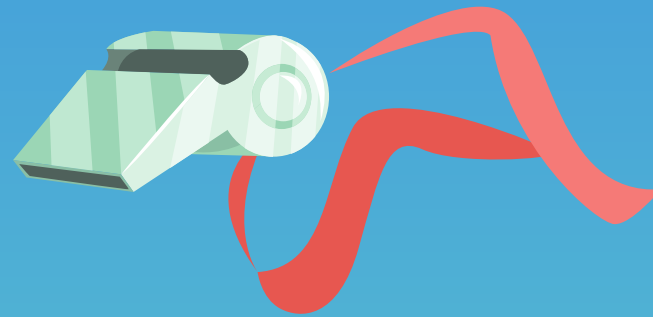


# The Cajun Cup



Created By:

Raleigh Landry  
Maddie Girouard

Peter Kaiser  
Mandi Veltim

Mallory McAnally  
K-Lynn McKey

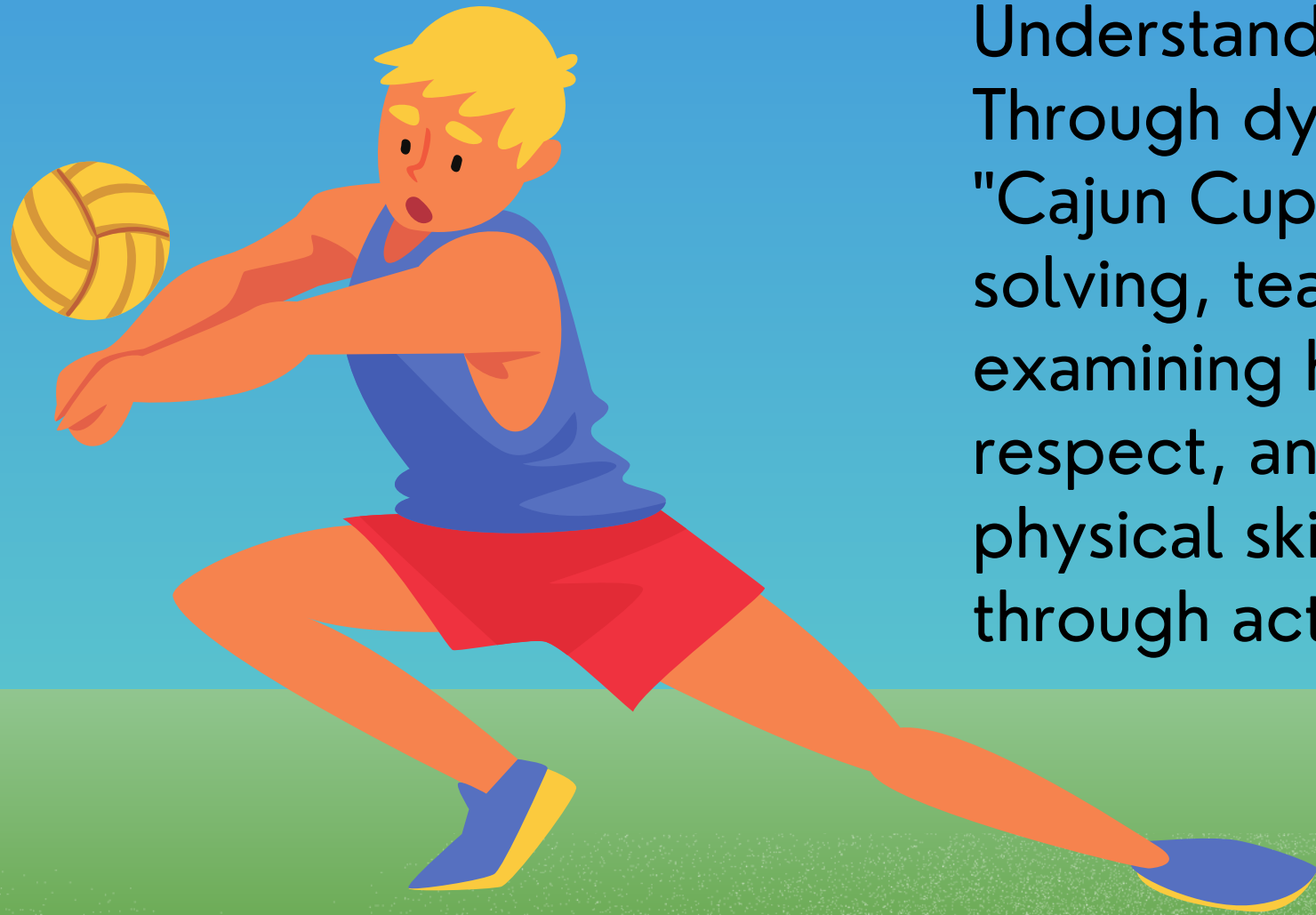
Maggie Mitchell  
Tyler Edwards





# Introduction to The Cajun Cup

- This session explores a hybrid approach to physical education by combining the Teaching Games for Understanding (TGfU) and Cultural Studies models. Through dynamic, mixed-sport invasion games like "Cajun Cup," students engage in tactical problem-solving, teamwork, and strategy while critically examining how sport reflects values such as inclusion, respect, and identity. The goal is to promote both physical skill development and cognitive awareness through active, student-centered play.







# Teaching Games for Understanding

## What is Teaching Games for Understanding?

- Teaching Games for Understanding (TGfU) is an educational model that focuses on teaching students strategies of games rather than emphasizing skills

## Play-Teach-Play

- Lessons start with unstructured play, allowing students to explore
- A structured lesson will follow this; new information will be introduced
- The lesson will end with another play period

## Why is it important for our students?

- It promotes critical thinking and allows our students to understand the game as a whole rather than just the skills



# Cultural Studies



## What is Cultural Studies?

- This model helps reflect and address the culture and the interests of the students in the diversity of the school. This model adds critical analysis of physical activity and play in their lives.

## What is the goal of this model?

- The goal is to make an effort to reflect the needs and interests of all students from a range of backgrounds and interests.

## Why is this model importance for our students?

- This model connects physical education to real life experiences. It helps make meaningful connections to home and social life. It promotes inclusivity and equity. This model helps engage disengaged students and helps them advocate for themselves.



# History

**For thousands of years, people have played games not just for fun, but for exercise, social connection, and cultural expression.**

- Handball dates back to ancient times and was codified in Ireland in the 19<sup>th</sup> century.
- Soccer or football, one of the oldest sports, developed into the modern version we know in England in the mid-1800's.
- Basketball, invented when Dr. James Naismith wanted a new indoor activity for students during the winter.
- Ultimate Frisbee, the newest of the four, originated from similar ball formats, replacing the ball with a flying disc.





# History

## Immigration and The Spread of Sports

- As people moved around the world, they brought their traditions and sports with them
- Immigrants adapted the games they brought to local cultures, creating new styles of play and making the games richer and more diverse

## Modifying Games to be Inclusive

- **Handball:** smaller teams, softer balls, simplified rules
- **Soccer:** walking soccer and blind soccer
- **Basketball:** smaller balls, lower hoops, half-court games, wheelchair basketball
- **Ultimate Frisbee:** most inclusive with mixed-gender divisions





# Cajun Up

- Rock Paper Scissors to determine throw off (losing side throws to the winning side)
- Only pivoting when holding the ball
- Staying arms-length away while playing defense
- Two feet must be in the end zone fully to score a point
- After scoring, the scoring team returns to the endzone area to throw off to the other team.
- If the ball touches the floor or swatted while in the air, it becomes a turnover





# Questions

- What strategies did you use to get open during gameplay?
- What strategies did you use to make a successful pass?
- What other sports or games have you played at home or in your community that have similar tactics or skills to this game?

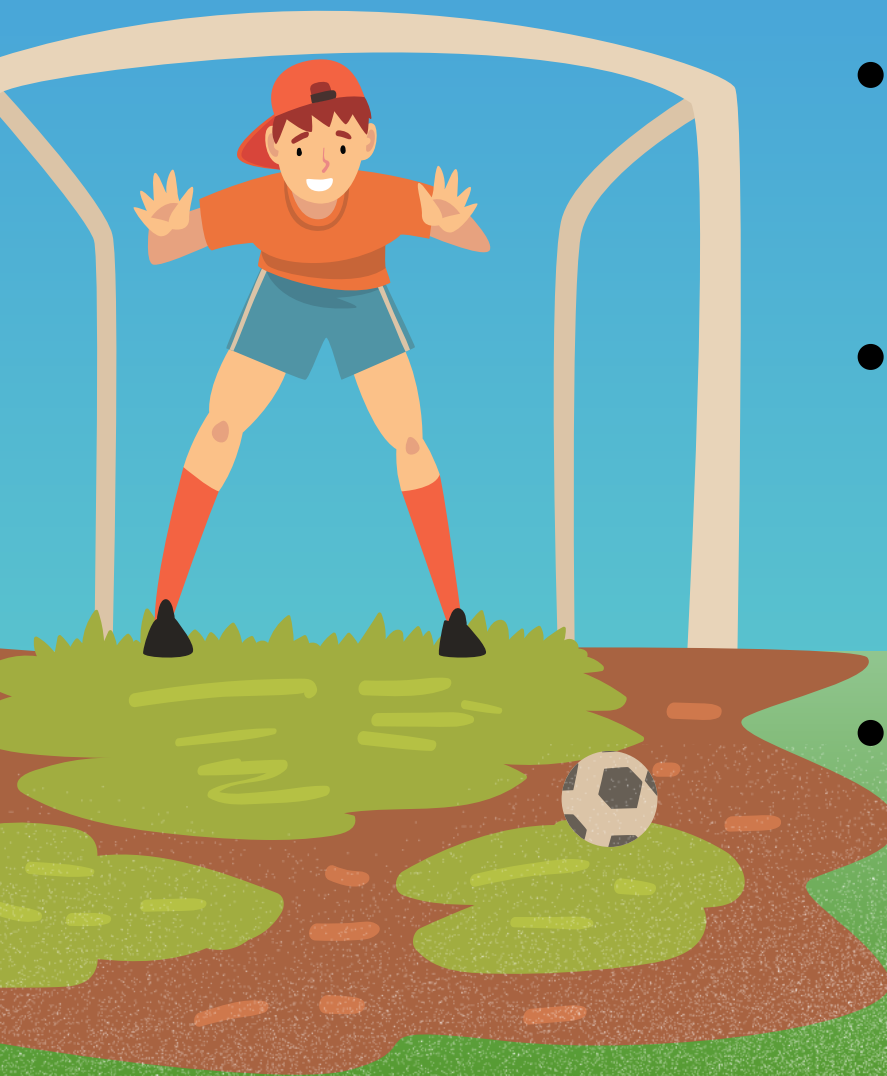




# Teach (Skill Practice)

## What are the skills needed to play?

- Today, we will focus on the flicking up of the ball. Students will separate into groups.
- **Round 1:** Practice of flicking the ball up from a stationary position. Groups will count how many times they can catch the flicked ball. Catches will count as 1 point.
- **Round 2:** Practice flicking the ball up from a moving position. Students will receive a passed ball and flick it up to their partner. Groups will count how many times they can catch the flicked balls. Catches will count as 2 points.





# Questions

- What strategies did you use to make the ball go up in the air?
- Was it easier to make the ball go up in the air from a stationary or moving ball? Why?
- What are the ways you practiced good teamwork in this activity? Please explain.





# Cajun Cup (Play)

## Rules:

- To score the ball must be caught with 2 feet in the endzone.
- When the ball hits the ground, the game transitions to soccer.
- To get the ball back in the air it must be kicked up and caught, but you cannot pop it up to yourself.
- If the ball goes out of bounds, it's a turnover and the ball is brought to where it went out or front of the endzone.
- The endzones are in play but to score the ball must be caught in the endzone.



Peter





# Questions

- What skills did we utilize today and where do you use them in other sports?
- What tactics/strategies did we utilize today and where do you use them in other sports?
- Now you know all about team sports. Which one would YOU like to try that you have not played before?





# A New Progression

There are now various ways to score:

**1 point:** Traditional style

**2 points:** If you kick the ball into the goal

**3 points:** If you catch the ball while standing on the poly spot

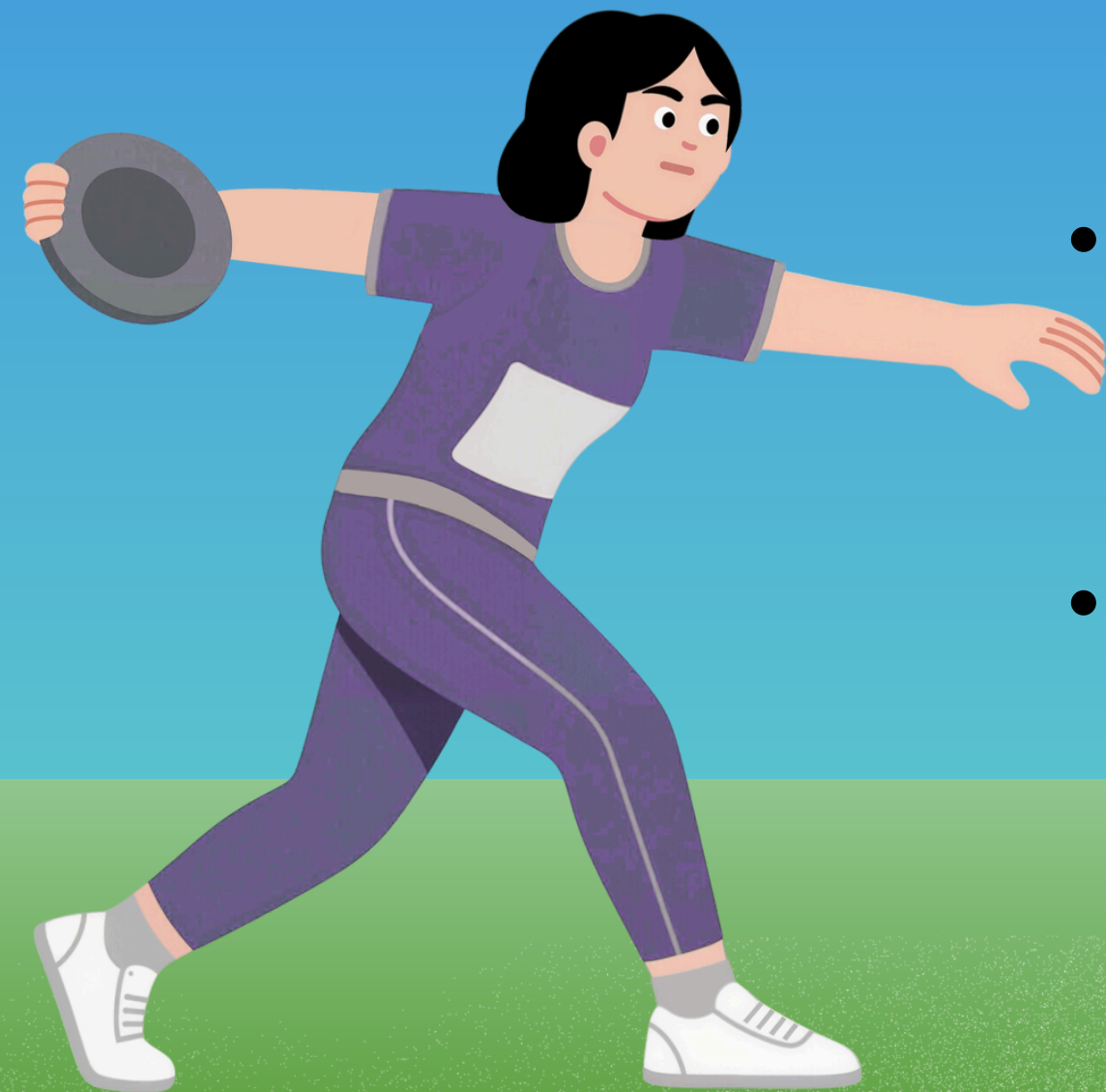
**4 points:** If you catch a kick on the poly spot





# Make Your Own Rule

- Each team needs to discuss a new rule for your field.
- Once both teams explain their rules to the field, we will all play another three-minute round.
- UL Lafayette educators will help referee each game.





# Questions

- Did you implement any new strategies since there were additional ways to score?
- Did the new rules benefit a certain type of player or strategy more than others? Why or why not?
- How can you create variations of games or sports like this in your own communities?





# The Cajun Cup Cultural Reflection Sheet

1. What did you notice about teamwork, strategy, or communication during the game?
2. How is culture expressed or celebrated in different sports?
3. What did you learn by mixing both of these games?
4. How can you incorporate this game into your community, school, and personal lives?





# Cultural Studies Benefits

- Explores influences and how we play and view sport
- Focuses on cultural/social meaning and also physical skills
- Encourages negotiation on play and styles
- Demonstrates globalization
- Encourages discussion on access of sports
- Develops critical awareness and appreciation of sports





# Thank you!



**K-Lynn McKey**

Your paragraph text



**Tyler Edwards**

edwardstyler624@gmail.com  
c00480215@louisiana.edu



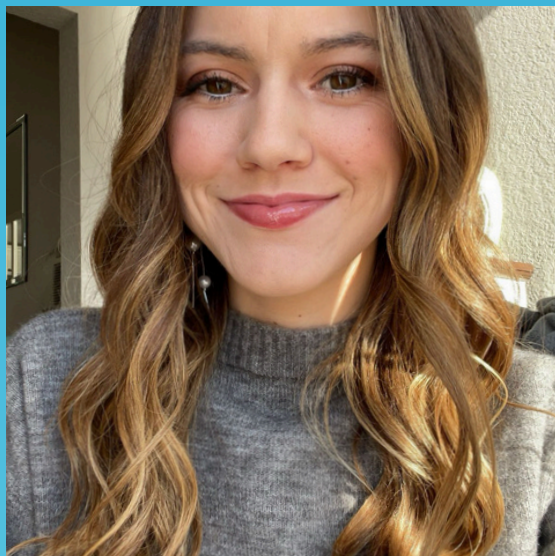
**Maggie Mitchell**

c00510308@louisiana.edu



**Mandi Veltin**

Your paragraph text



**Maddie Girouard**

c00490344@louisiana.edu



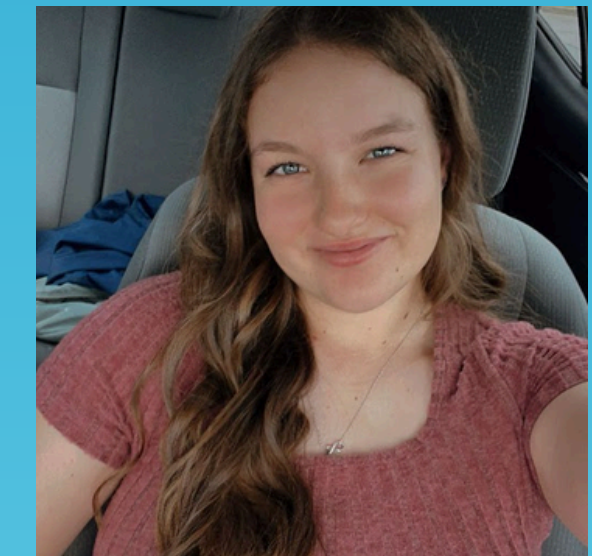
**Mallory McAnally**

c00510013@louisiana.edu



**Peter Kaiser**

c00474187@louisiana.edu



**Raleigh Landry**

c00485184@louisiana.edu



