

Classification of skills

“Matching”



UNTAMED
EDUCATION

“Matching”

Task Instructions

1. Cut out the matching cards below.
2. Turn over each card so the writing is face down and mix them up.
3. Place the cards in two columns.
4. With a partner take it in turns to turn over two cards.
5. If you both agree the keyword matches the description then the person who turned them over gets to keep the cards. They also receive another turn.
6. Always make sure you return the cards back to their original place, face down.
7. The winner is the person with the most cards after all have been collected.

Variations/Extensions

1. Students make their own keyword and description cards. They could even draw a picture that represents the keyword.
2. Play individually or cooperatively as a group and see who finishes first.

The Learning

1. The brain loves to be challenged and stimulated. Combining keywords & descriptions with a puzzle or competition increases our chances of remembering the information.

“Matching”

GOAL SETTING

**CONTROLS ANXIETY,
INCREASES
MOTIVATION AND
CONFIDENCE**

PERFORMANCE GOALS

**USED TO IMPROVE A
SKILL OR TECHNIQUE**

SKILL

**IS THE LEARNED
ABILITY TO BRING ABOUT
A
PRE-DETERMINED RESULT**

COMPLEX SKILL

**NEEDS TO BE
BROKEN DOWN INTO
SMALL CHUNKS OF
INFORMATION AND PUT
BACK TOGETHER AGAIN.**

SELF-PACED SKILLS

**THE PERFORMER
DECIDES WHEN TO
START THIS SKILL**

OUTCOME GOALS

**THE GOAL FOCUSES
ON THE RESULT**

“Matching”

BASIC SKILL

**A SIMPLE MOVEMENT
REQUIRES LITTLE
CONCENTRATION**

**EXTERNALLY-PACED
SKILL**

**SKILLS STARTED IN
RESPONSE TO AN
EXTERNAL FACTOR**

FINE SKILLS

**REQUIRES SMALL
MUSCLE MOVEMENTS
AND HIGH ACCURACY**

GROSS SKILLS

**USES LARGE
MUSCLE MOVEMENTS
AND DOES NOT
REQUIRE ACCURACY**

CLOSED SKILL

**FIXED AND
CONTROLLED
ENVIRONMENT**

OPEN SKILL

**ENVIRONMENT
CONSTANTLY
CHANGING**