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Dr. Ha Quang Tien
Professor, Center for National
Defense & Security Education –
Thai Nguyen University,
Vietnam

Corresponding Author:
Dr. Ha Quang Tien
Professor, Center for National
Defense & Security Education –
Thai Nguyen University,
Vietnam

Methods of compiling military sports games for pupils and students of Thai Nguyen University: Vietnam

Dr. Ha Quang Tien

Abstract

Using mainly the method of analyzing and synthesizing documents, the paper has generalized military sports games including the history of formation and development, characteristics, classification of games, methods of organizing and evaluating military sports games for pupils and students of schools of Thai Nguyen University - Vietnam. This is important data for educators to refer to and organize military sports games for pupils and students, contributing to training people to develop comprehensively.

Keywords: methods, pupils, students, military sports, games

Introduction

In the early days, along with the development of human society, games appeared naturally to satisfy the needs of social life. They have directly affected the physical, intellectual and personality development of people. Through the process of building and defending the country of the Vietnamese People, the experiences in working and fighting life have been perfected step by step and the game is no exception.

The history of building and defending the country of the Vietnamese People has undergone thousands of glorious years, defeating all foreign invaders to protect the country. The brave warriors have been trained by the generals in basic manipulations and sophisticated skills in combat so that they can be invincible. In those training activities, there is a contribution of military sports games that have many roots in folk games.

The development of sports games with military-technical elements put into practice is an additional form of training so that the Vietnamese soldiers have more and more skills in combat. Therefore, sports games put into the activities of the armed forces are very important.

Military sports games are very diverse and plentiful, which contributes to physical training, improving the spiritual life of soldiers. Military sports games are also creative, used in many combat situations, contributing to perfecting combat skills and increasing the strength of our army. Therefore, military sports games are used as an effective means of comprehensive military training.

In Vietnam, there are currently very few authors who research and compile Military Sports Games, especially at the Center for Defense and Security Education at Thai Nguyen University (Vietnam). Stemming from the above meanings, the authors of the Center for National Defense and Security Education at Thai Nguyen University have collected, composed and compiled this document to contribute to the improvement of school military training.

Methodology

The paper mainly used the method of analyzing and synthesizing relevant documents to complete the research objectives.

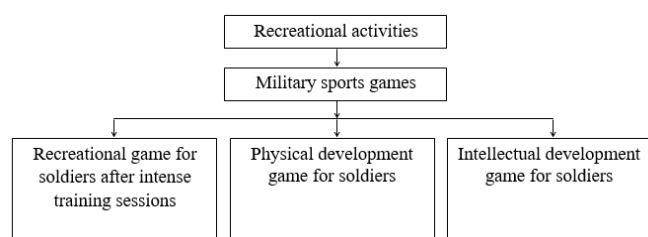
Results and Discussion

The origin of Military Sports Games

Since the beginning of human society, the struggle for survival in the face of natural and social circumstances, mankind had to be creative in labor and self-defense. Humans had to be constantly active to create many products for the community as well as fight against opposing forces to maintain and survive.

This stage proved that human existence directly depended on the preparation and development of physical qualities. Many ancient tribes knew how to use games as physical development exercises, as a special means to train warriors, skills in combat such as running, jumping, climbing, horse racing, throwing javelins, fighting mock battles... It is essentially the repetition of human labor operations, with the purpose for people to enter labor and fight for high results. Gradually the natural exercises were replaced by analytical exercises, this time was the birth of military sports games. Nowadays, the military-technical level is, however, getting higher and higher, military sports games must also be diversified and plentiful to meet the comprehensive training for the Vietnamese soldiers. On the other hand, physical strength and necessary skills and techniques in movement and combat are fully equipped.

Classification of military sports games



Because military sports games are very plentiful and diverse, which are used for many different purposes, especially to increase the physical strength and combat skills of the soldiers, so the clear classification is very complicated and difficult. Specifically, a game will develop not only a certain quality or skill, on the contrary, a motor quality or a skill is enhanced by many games. Here are some bases for classification:

- Based on basic movements.
- Based on the development of physical qualities.
- Based on the amount of exercise.
- Based on the organizational forms of the game.

Based on the above bases, in order to create favorable

Activities / Items	Labor	Folk games	Military sports games	Competitive sports exercises
Purposes, effects	- Produce wealth and material things. - Create extrinsic human values.	- Fun and entertainment. - Preserve identity and tradition.	- Fun and entertainment. - Education, nurturing.	- High achievement. - Transform people themselves.
Features	- Work on hobbies. - Labor with techniques and high-tech applications.	- Fun is the main. - The amount of exercise is not quantified.	- Practice combat skills. - The amount of exercise is not quantified.	- Forming skills and high techniques. - The amount of exercise is strictly quantified.
Results	- Apply technology to create high productivity. - Sustain life of people	Satisfying human spiritual needs is the main.	- Satisfy spiritual needs. - There is increasing movement and combat skills.	High sports achievements.

Military sport game control method
Basis for game selection

- Based on the purpose and effect: what is the purpose and effect of the game to solve in terms of developing physical qualities such as speed, strength, endurance, ingenuity and the formation of what moral qualities.
- Based on the conditions of facilities: yard, tools and other means if available to organize the game.

Compilation work

In order to control the game systematically and according to

conditions for commanders of military sports game control units, serving the purpose at each different training stage. We divide military sports games into groups as follows:

- The group of games develops motor qualities such as: speed, strength, endurance, dexterity and training in combat skills.
- Group of entertaining games, building reflexes, judgment ability.
- Group of games used in extracurricular activities.

Features of the military sports games

- Military sports games are highly ideological because most of the games have a clear purpose in the process of playing, the relationship between individuals and the responsibility of each individual to the collective is formed. From that, it has built creativity in activities, contributing to the character education of soldiers.
- Military sports games are proactive, self-conscious and positive because games are the needs of all subjects in society, including the military.
- Military sports games are emulative, when playing, everyone always overcomes difficulties, strives to bring the best of the individual's ability to bring victory to the individual and his unit. During the game, the soldiers show their emotions very clearly (happy when they win, sad when they lose).
- When playing, soldiers often use all their technical, tactical and physical abilities, so the amount of exercise in the game cannot be quantified. This is an important feature; therefore, so the commander of the unit when controlling the game must pay close attention to the health of the soldiers. The lengthening as well as shortening the distance as well as playing time, expanding or narrowing the playing range must be used flexibly.

Distinction of military sports games from other activities

We all know, from the point of view of Engels, that labor is the origin of human beings, so all future human activities are derived from labor. To better understand the military sports game, we have the following distinction:

the plan, the commander should compile a summary of the military sport game to put it into scientific use. The compilation is simple step by step as follows:

- Identify the game name.
- Purpose of the game: develop what motor qualities? What quality education?
- Prepare yard, equipment (yard area, lines, rings, tools).
- Organization and how to play: This is the most important part, the commander needs to specify the topographic layout, dividing the team clearly, articulately. Popularize gameplay from beginning to end, need to be concise, easy

to understand and complete.

- Rules of the game: Specify which cases break regulations and how to handle them. The game will be conducted in how many rounds as well as how to reward and punish the winner and the loser.

Control sequence

- The commander states the name of the game (with instructions, simulation, stimulating imagination and excitement for soldiers before playing).
- State the purposes and effects of the game.
- Prepare game equipment.
- Explain how to play (popularize the game): the commander must popularize the game continuously, as coherently as the outline prepared. The presentation must be concise, and it must be combined with modeling play movements if necessary. Therefore, the commander needs to pay attention to his standing position while controlling so that all soldiers can clearly hear and see him. Complicated games need to be deployed before popularization so that soldiers can quickly understand how to play.
- Organize the squad into teams: Depending on the simple or complex game to decide how to divide the team such as score, gender, height, health or divided by available units.
- Trial: before the official game, there should be a test time for the soldiers to master the game they are about to play.
- Conduct military sports game control: This is the most basic part, now the commander is both the controller and the referee and has to observe in all aspects such as playing spirit, attitude, ability to apply techniques and tactics, violation of the rules, health status of soldiers, external conditions, winning and losing results. As a result, the commander must stand in a position to observe the entire game to encourage and motivate the players to play more excitedly as well as promptly criticize inappropriate actions during the game. If the commander plays with the soldiers, it will have a positive effect on the game, at this time the commander must be an example of obeying the rules of the game, so that the game will be successful.
- Ending and summarizing the military sports game:

The right ending is when the soldiers feel satisfied but still excited, not showing any signs of depression. The end may be sooner or later depending on the player's health status, the ratio of wins, losses is too different or unknown. Then stabilize the formation to summarize the game.

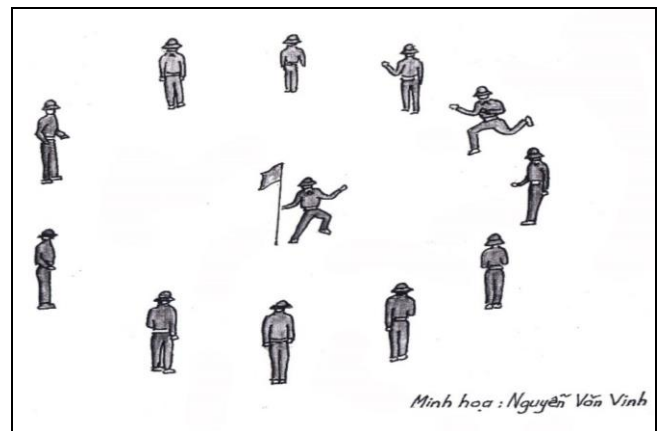
When summarizing, the leader must comment on the game, praise the team or individual for their efforts, creativity, tenacity, solidarity... at the same time, criticize soldiers or teams that play against the rules and have little responsibility for their units. Then announce the results of winning, losing and handling fair rewards and punishments. The commander must comply with the convention to have the effect of encouraging and educating the soldiers' consciousness in the following games.

A specific example of a game

- **Game name:** Protect the flag
- **Purpose:** Enhance instant reaction, explosive speed for players. Practice high concentration.
- **Preparation:** Large and flat yard, a flag with a handle of 02m.

* Organization and how to play

- Organization: The whole platoon stands in a circle, each separated by one arm. The commander assigns a soldier to the center of the circle, holding a flag upright in the middle of the yard. Then from any position, shout the number from the left or right from 1 to the end of the number of people on the circle.



- How to play: The commander calls out any of the numbered numbers (1, 2, 3, 8, 9 ...). The person whose number is called quickly leaves his position and runs up to hold the flag so that the flag has not fallen to the ground. At the same time, the flag bearer let go of the flag lightly (the flagpole must be in an upright position relative to the ground) and then run to the person being called and carry his number. The commander calls other numbers and everyone performs the same operations as the previous person did.

* Rules of the game

- If the flag bearer lets go of the flag and it falls, he will break the rules of the game.
- The person who runs out and fails to hold the flag after it has had time to stand on its own also breaks the rules of the game.
- The breakers of the law must hop or flip a frog around the formation.

Conclusions

Military sports games were developed from folk games, with a history associated with labor, production activities as well as human struggle and survival. Military sports games have a comprehensive educational and nurturing effect for people, especially the young generation - who builds and defends the country in the future.

Military sports games are a particular activity with distinct features and classifications. Therefore, when compiling and organizing games, educators must base on the purpose and effects of the game as well as the conditions of people and appropriate equipment and tools,... to achieve the initial purpose.

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