



Information about the subject

Degree: Bachelor of Sciences of Physical Activity and Sport

Faculty: Faculty of Physical Activity and Sport Sciences

Code: 280104 **Name:** Native Sports and Games

Credits: 6,00 **ECTS** **Year:** 1 **Semester:** 2

Module: 2) Obligatory Formation module.

Subject Matter: Sports Fundamentals. **Type:** Compulsory

Field of knowledge: Ciencias de la Salud

Department: -

Type of learning: Classroom-based learning

Languages in which it is taught:

Lecturer/-s:

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Module organization

2) Obligatory Formation module.

Subject Matter	ECTS	Subject	ECTS	Year/semester
Manifestations of human motor skills.	18,00	Body Language	6,00	1/1
		Perceptual Motor Skills	6,00	1/2
		Physical Activity in Nature	6,00	2/2
Sports Fundamentals.	42,00	Adapted Sport and Inclusive Physical Activity	6,00	2/2
		Adversary Sports	6,00	2/1
		Individual Sports	6,00	2/1
		Motor Learning and Development	6,00	1/1
		Native Sports and Games	6,00	1/2
		Team Sports	6,00	2/2
		Training Theory and Practice in PA	6,00	2/2



Learning outcomes

At the end of the course, the student must be able to prove that he/she has acquired the following learning outcomes:

- R1 Describe and identify the internal and external logic of different Valencian autochthonous games and the sports specialties of the "Pilota Valenciana" through the analysis of its functional structure and its sociocultural elements.
- R2 Describe and develop at a practical level the structures of traditional, popular games and "Pilota Valenciana" specialties, attending to the teaching-learning process at different ages and contexts, adapting it to the diversity.
- R3 Design and implement tasks and sessions for the development of different capacities and abilities, typical of traditional-popular games and sports, with special attention to the specialties of Valencian piloting, in different ages and contexts, attending to diversity.
- R4 Investigate and interpret the closest environment in relation to traditional-popular games and sports, with special attention to the sports specialties of the "Pilota Valenciana".



Competencies

Depending on the learning outcomes, the competencies to which the subject contributes are (please score from 1 to 4, being 4 the highest score):

GENERAL	Weighting			
	1	2	3	4
CG2 Know how to apply information and communication technologies (ICT).		x		
CG3 Develop skills to solve problems through decision making.			x	
CG4 Convey any related information properly both in writing and orally.				x
CG5 Plan and organize any activity efficiently.				x
CG6 Develop interpersonal relationship skills and teamwork, both in international and national contexts and in interdisciplinary as well as non-interdisciplinary teams.		x		
CG7 Be able to carry out critical reasoning using the knowledge acquired.			x	
CG8 Recognize multiculturalism and diversity.		x		
CG9 Know and act within the ethical principles necessary for proper professional practice.			x	
CG13 Be able to apply theoretical knowledge in practice.				x
CG14 Use the internet properly as a means of communication and as a source of information.		x		
CG15 Transmit the knowledge acquired both to people specialized in the matter and to people not specialized in The subject in question.			x	
CG16 Understand the proposals of other specialists and communicate with them, both in their language and in a second language foreign.		x		
CG17 Know other cultures and customs and be able to adapt your activity to them.		x		
CG18 Be able to self-evaluate.			x	



CG19 Develop habits of excellence and quality in professional practice. X

SPECIFIC	Weighting			
	1	2	3	4
CE 1.1 Understand, develop and know how to apply the procedures, strategies, activities, resources, techniques and methods involved in the teaching-learning process efficiently, developing the entire course of action in all sectors of intervention professional of physical activity and sports (formal and informal physical-sports education; physical and sports training; exercise physical for health; direction of physical activity and sport).				X
CE 1.3 Communicate and interact appropriately and efficiently , in physical and sporting activity, in diverse intervention contexts, demonstrating teaching skills in a conscious, natural and continuous way.			X	
CE 4.1 Fluently develop procedures and protocols to solve unstructured, unpredictable and growing problems complexity, articulating and displaying a domain of the elements, methods, processes, activities, resources and techniques that make up basic motor skills, physical activities, sports skills, play, expressive body activities and dance, and activities in nature in an appropriate, efficient, systematic, varied and methodologically integrated way for all the population and with emphasis on populations of a special nature such as: older people (seniors), schoolchildren, people with disabilities and people with pathologies, health problems or similar (diagnosed and / or prescribed by a doctor), attending to gender and diversity and in any sector of professional intervention of physical activity and sport (teaching formal and informal physical-sports; physical and sports training; physical exercise for health; direction of physical activity and sport).			X	



Assessment system for the acquisition of competencies and grading system

Assessed learning outcomes	Granted percentage	Assessment method
R1, R2, R3, R4	40,00%	Carrying out a project.
R1, R2, R3	20,00%	Written / oral and / or practical tests.
R1, R2, R3, R4	20,00%	Active participation.
R1, R2, R3, R4	20,00%	Oral presentation of individual and / or group works.

Observations

- The student will be able to keep the evaluation instruments passed during the 3 years following the first enrollment.
- It is necessary to obtain 50% in all the instruments to pass the subject. If this criterion is not met, the student will be graded with a maximum of 4.5 in said call.
- Attendance to the practical sessions indicated in the schedule is mandatory. In case of not attending 80%, the student will not be evaluated during that academic year in accordance with article 8 of the UCV exam regulations (it will appear as a Not Presented).

Learning activities

The following methodologies will be used so that the students can achieve the learning outcomes of the subject:

- M2 Group dynamics and activities.
- M3 Practical lesson.
- M4 Presentation of content by the teacher.
- M5 Laboratory practices.



- M7 Small group discussion.
- M8 Resolution of problems and cases.
- M9 Attendance at practices.





IN-CLASS LEARNING ACTIVITIES

	LEARNING OUTCOMES	HOURS	ECTS
THEORETICAL CLASS: Presentation of contents by the teacher. Competency analysis. Demonstration of capabilities, skills and knowledge in the classroom. M2, M4, M7	R1	16,00	0,64
PRACTICAL CLASS / SEMINAR: Group dynamics and activities. Resolution of problems and cases. Practical laboratories. Data search, computer room, library, etc. Meaningful construction of knowledge through interaction and student activity. M2, M3, M7, M8	R2, R3	34,00	1,36
TUTORING: Supervision of learning, evolution. Small group discussion. Resolution of problems and cases. Presentation of results before the teacher. Presentation of diagrams and indexes of the proposed works. M7	R1, R2, R3, R4	6,00	0,24
EVALUATION: Set of oral and / or written tests used in the evaluation of the student, including the oral presentation of the final degree project. M2, M8	R1, R2, R3, R4	4,00	0,16
TOTAL		60,00	2,40



LEARNING ACTIVITIES OF AUTONOMOUS WORK

	LEARNING OUTCOMES	HOURS	ECTS
GROUP WORK: Problem solving. Preparation of exercises, memoirs, to expose or deliver in classes and / or in tutoring. M2, M8	R1, R2, R3, R4	40,00	1,60
SELF-EMPLOYED WORK: Study, individual preparation of exercises, works, memories, to expose or deliver in classes and / or in tutoring. Platform activities or other virtual spaces. M8	R1, R2, R3, R4	50,00	2,00
TOTAL		90,00	3,60



Description of the contents

Description of the necessary contents to acquire the learning outcomes.

Theoretical contents:

Content block	Contents
1 Traditional Games and Sports. Social and cultural aspects	Traditional Games and Sports. Social and cultural aspects
2 Traditional Valencian Games and Sports. Characteristic elements.	Traditional Valencian Games and Sports. Characteristic elements.
3 La pilota Valenciana. Generic elements	La pilota Valenciana. Generic elements
4 La pilota Valenciana: Social and cultural aspects	La pilota Valenciana: Social and cultural aspects
5 La pilota Valenciana. Modalities	La pilota Valenciana. Modalities
6 La Pilota Valenciana. Facilities	La Pilota Valenciana. Facilities
7 La pilota Valenciana. Technical and tactical foundations	La pilota Valenciana. Technical and tactical foundations
8 Popular sports in education, the teaching-learning process and its values	Popular sports in education, the teaching-learning process and its values



Temporary organization of learning:

Block of content	Number of sessions	Hours
1 Traditional Games and Sports. Social and cultural aspects	3,00	6,00
2 Traditional Valencian Games and Sports. Characteristic elements.	3,00	6,00
3 La pilota Valenciana. Generic elements	4,00	8,00
4 La pilota Valenciana: Social and cultural aspects	4,00	8,00
5 La pilota Valenciana. Modalities	7,00	14,00
6 La Pilota Valenciana. Facilities	3,00	6,00
7 La pilota Valenciana. Technical and tactical foundations	3,00	6,00
8 Popular sports in education, the teaching-learning process and its values	3,00	6,00



References

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