



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: Health Sciences

Department: Physical-Sports Disciplines and Activities

Type of learning: Classroom-based learning

Languages in which it is taught: Spanish

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 specialties of Valencian pilota (a traditional ball game), analyzing their functional structure and sociocultural elements.
- R2 Develop and practically describe the structures of traditional, popular games, and Valencian pilota, considering the teaching-learning process across different ages and contexts, with attention to diversity.
- R3 Design and implement tasks and sessions to develop various capacities and skills specific to traditional-popular games, with a special focus on Valencian pilota, considering diversity in different ages and contexts.
- R4 Investigate and Interpret the Local Environment in Relation to Traditional-Popular Games and Sports: Pay special attention to the specialties of Valencian pilota (a traditional ball game).

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):

Weighting				
1	2	3	4	



Assessment system for the acquisition of competencies and grading system

Assessed learning outcomes	Granted percentage	Assessment method
R1, R2, R3	20,00%	Written and/or practical tests.
R1, R2, R3, R4	40,00%	Individual or Group Work / Project.
R1, R2, R3, R4	20,00%	Exercises and Practices in the Classroom.
R1, R2, R3, R4	20,00%	Oral tests or presentation.

Observations

- The student will be able to keep the evaluation instruments passed during the 3 years following the first registration as long as he/she has obtained the minimum percentage of attendance established in this document (80% of practical sessions and 70% of the total number of sessions).
- It is necessary to obtain a 50% in the following evaluation instruments to pass the course:
Individual or Group Work/Project
Written and/or practical tests
Oral tests or exposition
- According to article 4.2. of the Guidelines for Evaluation at UCV, the limit of absences that may be due to eventualities (medical consultation, bureaucratic procedures...) that do not have to be justified, is 30%.
- Attendance to all practical sessions indicated in the schedule is compulsory. Additionally for this subject, in case of not attending 80% of these, the student will fail the two calls of the course, having to recover them in the following enrollment.
- In case of not complying with any of these criteria, the student will be graded with a maximum of 4.5.

SPECIFICATIONS OF THE EVALUATION INSTRUMENTS

Individual/group work/project

Individual and/or group work: from 1 to 5 components (depending on the number of students). The projects will be:

Project 1 "Design sessions" (10%)
Project 2 "Departures" (20%)
Project 3 "Elaborate work of free choice" (10%).
It will be necessary to obtain at least 50% in each of the projects for this section to be considered approved.

Written and/or practical tests

The exam consists of a single final test on the dates of the official call and may consist of one of these sections or include several of them:



Multiple-choice exam: 4 answer options. The standard penalty system will be 1 wrong subtract 33.3%. Short questions. Development questions. Practical questions

Exercises and practices in the classroom

Participate and perform actively and with excellence in the tasks of classroom practices, practical classes and autonomous work, in addition to uploading within the stipulated deadlines to the platform.

Oral tests or exposition

Oral exposition of Project 1 indicated in the "Individual/group work/project" section. The project will be:

Project 1 "Exhibition of practical sessions".

The detailed explanation (procedure of the tasks) as well as the evaluation instruments (cards or rubrics) of each section will be published on the platform of each group at the student's disposal.

Learning activities

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

- M1 Attendance at practices.
- M2 Resolution of problems and cases.
- M3 Discussion in small groups.
- M4 Practical laboratories.
- M5 Presentation of content by the teacher.
- M6 Practical lesson.
- M7 Group dynamics and activities.



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, M5, M7	R1	16,00	0,64
PRACTICAL CLASS / SEMINAR: Group dynamics and activities. Resolution of problems and cases. Practical laboratories. Data search, computer classroom, library, etc. Meaningful construction of knowledge through student interaction and activity. M2, M3, M6, M7	R2, R3	34,00	1,36
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, M7	R1, R2, R3, R4	4,00	0,16
TUTORING: Supervision of learning, evolution. Discussion in small groups. Resolution of problems and cases. Presentation of results before the teacher. Presentation of diagrams and indexes of the proposed works. M3	R1, R2, R3, R4	6,00	0,24
TOTAL		60,00	2,40



LEARNING ACTIVITIES OF AUTONOMOUS WORK

	LEARNING OUTCOMES	HOURS	ECTS
GROUP WORK: Problem solving. Preparation of exercises, memoirs, to present or deliver in classes and/or in tutoring. M2, M7	R1, R2, R3, R4	40,00	1,60
SELF-EMPLOYED WORK: Study, Individual preparation of exercises, assignments, reports, to present or deliver in classes and/or in tutoring. Activities in platform or other virtual spaces. M2	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
BLOCK 1	Traditional Games and Sports. Social and cultural aspects
BLOCK 2	Valencian traditional games and sports. Characteristic elements
BLOCK 3	Valencian pilota. Generic elements
BLOCK 4	Valencian pilota. Social and cultural aspects
BLOCK 5	Valencian Pilota. Modalities
BLOCK 6	Valencian Pilota. Facilities
BLOCK 7	Valencian Pilota. Technical and tactical fundamentals
BLOCK 8	Popular sports in education. Teaching and learning process and its values



Temporary organization of learning:

Block of content	Number of sessions	Hours
BLOCK 1	3,00	6,00
BLOCK 2	3,00	6,00
BLOCK 3	4,00	8,00
BLOCK 4	4,00	8,00
BLOCK 5	7,00	14,00
BLOCK 6	3,00	6,00
BLOCK 7	3,00	6,00
BLOCK 8	3,00	6,00



References

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ADDITIONAL:



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