



Information about the subject

Degree: Bachelor of in Sciences of Physical Activity and Sport

Faculty: Faculty of Physical Activity and Sport Sciences

Code: 280208 **Name:** Local Games and Sports

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

Module: 2) Knowledge of Basic Discipline module.

Subject Matter: Applied basis o sports **Type:** Compulsory

Field of knowledge: SPORT TRAINING

Department: Sports Training

Type of learning: Classroom-based learning

Languages in which it is taught: Spanish

Lecturer/-s:

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Module organization

2) Knowledge of Basic Discipline module.

Subject Matter	ECTS	Subject	ECTS	Year/semester
Science and Human Movement.	6,00	Learning and Motor Development	6,00	1/2
Manifestations of the human motor	12,00	Body Language	6,00	1/2
		Perceptual-Motor Skills	6,00	2/1
Applied basis o sports	36,00	Adapted Sport and Physical Activity with Specific Educational Needs	6,00	3/1
		Adversary Sports	6,00	3/2
		Collective Sports	6,00	2/2
		Individual Sports	6,00	2/1
		Local Games and Sports	6,00	2/2
		Sport in the Natural Environment	6,00	3/2
		Biological and Mechanics Basis of Human Movement	18,00	Biomechanics of Physical Activity
Kinesiology	6,00			2/1
Physiology of Exercise	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 Describing, interpreting and analyze games and sports, its evolution and characteristics.
- R2 Describing the characteristics of the five big modes accurately of "Pilota Valenciana": "Raspall, Frontón, Galotxa, Llargues and Escala y Corda", from the conceptual to the procedimental point of view
- R3 Planning, proposing and to organize programs and activities of traditional games and "Pilota Valenciana", in terms of the characteristics of the context.
- R4 Investigating and interpreting the closer environment in relation to traditional and popular games, especially the "Pilota Valenciana".
- R5 Assuming with responsibility the decisions that they get during of the subject of study, especially in terms of criteria of evaluation, performing with autonomy and solidarity with the companions.



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 Ability to apply information technology and communication (ICT)		X		
CG3 Develop skills to solve problems through decision-making			X	
CG4 Transmit any information regarding the contents of body expression both in writing and orally			X	
CG5 Plan and organize any activity efficiently				X
CG6 Develop interpersonal skills and teamwork, both international and domestic contexts and in interdisciplinary teams and non-interdisciplinary		X		
CG7 Be capable of critical reasoning using the knowledge gained			X	
CG8 Being able to recognise multicultural and diverse environment		X		
CG10 Develop skills to adapt to new situations and autonomous learning			X	
CG13 Being able to apply theoretical knowledge in practice				X
CG14 Use Internet well as communication and as a source of information			X	
CG15 Conveying the acquired knowledge both to specialists in the subject and to people who are not experts on it				X
CG16 Understanding other specialists proposals and communicating with them both in the student's own language and in a foreign language		X		
CG17 Learn about other cultures and customs and be able to adapt its activities to them		X		
CG18 Being able to assess themselves	X			



CG19 Developing habits aiming at obtaining excellence and quality at work x

SPECIFIC	Weighting			
	1	2	3	4
CE1 Knowing and understanding the contents within the scope of Physical Activity and Sports Science		x		
CE9 Know and understand the different manifestations of expressive human movement			x	
CE10 Design, plan and evaluate content of body language to improve motor skills				x
CE18 Select and know how to use the most appropriate teaching materials and resources for each type of activity				x
CE19 Learn to apply the techniques of information and communication within the body expression		x		



Assessment system for the acquisition of competencies and grading system

Assessed learning outcomes	Granted percentage	Assessment method
R1, R3, R4, R5	40,00%	Completion of a project.
R1, R2, R3, R5	20,00%	Exam or practical questionnaires.
R1, R2, R3, R5	20,00%	Active participation.
R1, R3, R4, R5	20,00%	Oral exhibition of individual and / or group works.

Observations

CRITERIA FOR GRANTING A GRADE OF A WITH HONORS:

Those students who have shown excellence in the acquisition of skills by both established and have achieved top marks in the group, enter into the possibility of obtaining the honors, being the following mandatory criteria:

- The grade obtained must exceed or be equal to a nine out of ten
- It is stipulated that a maximum of 5% of Distinction of all students enrolled in the corresponding subject will, unless the number of students enrolled is less than twenty one granting honors.
- Under the above criteria Distinction will be awarded to the best average scores of the group. In case of a tie for Tuition grant will be considered the note by the objective test and if necessary also the participation in practices.
- In case of equal numbers of the final grade, the teacher will take into account the interest, willingness and involvement of students in the course.

To pass the subject in 1st enrolment call will be essential:The results obtained by the student will be graded according to the following numerical scale of 0 to 10, with 2 decimal expression, which may be added the corresponding qualitative rating:

- 4,9: Fail
- 5,0 - 6,9: Approved
- 7,0 - 8,9: Notable
- 9,0 - 10: Outstanding

The minimum score of each item of assessment to make half the final grade for the course will be 5 points. The final average to pass the course will be 5 points. In the event that a penalty, one of the party is suspended, regardless of the average of all remaining parts being approved on 5, the student will be awarded a maximum grade of 4.5 points.



To pass the subject in 2nd enrolment:

- There will be a special group for students who are not first and second call and a teacher assigned to that group.
- In this group an established by the UCV of monitoring and mentoring sessions (6 sessions of 2 hours each) in which the work on the skills that students need to acquire the group to pass the course will reinforce number will be made.
- These sessions are included in the attached schedule in this guide.

To pass the subject in 3th enrolment and successive calls will be essential:

- The student becomes the department, not a particular teacher.
- The student should ask the teachers to teach the subject to learn the new evaluation criteria (they will qualify with 100% of the test department).
- Are not taken into account ratings of competence and studied / approved.
- May request tutoring the subject teacher.

Learning activities

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

- M1 Exhibition of contents by the teacher.
- M2 Dynamics and group activities.
- M3 Resolution of problems and cases.
- M4 Laboratory practices.
- M5 Discussion in small groups.
- M6 Practical lesson.
- M7 Internship assistance.



IN-CLASS LEARNING ACTIVITIES

	LEARNING OUTCOMES	HOURS	ECTS
<p>PRACTICAL /SEMINAR CLASS: Dynamics and group activities. Resolution of problems and cases. Laboratory practices. Data search in a computer room, library... Meaningful construction of knowledge through the interaction and activity of the student</p> <p>M2, M3, M5, M6</p>	R1, R2, R3, R4, R5	42,00	1,68
<p>TUTORY: Learning supervision, evolution. Discussion in small groups. Resolution of problems and cases. Presentation of results before the teacher. Presentation of schemes and indexes of the proposed works.</p> <p>M5</p>	R3, R5	2,00	0,08
<p>EVALUATION: Set of oral and / or written tests used in the evaluation of the student, including the oral presentation of the final project.</p> <p>M2, M3</p>	R1, R2, R5	4,00	0,16
<p>THEORETICAL CLASS: Presentation of content by the teacher. Competency analysis. Demonstration of skills, abilities and knowledge in the classroom.</p> <p>M1, M2, M5</p>	R1, R2	12,00	0,48
TOTAL		60,00	2,40



LEARNING ACTIVITIES OF AUTONOMOUS WORK

	LEARNING OUTCOMES	HOURS	ECTS
GROUP WORK: Problem solving. Preparation of exercises, works, memories, to exhibit or deliver in classes and / or in tutoring. M2, M3	R3, R5	40,00	1,60
AUTONOMOUS WORK: Study, Individual preparation of exercises, works, memories, to exhibit or deliver in classes and / or in tutoring. Platform activities or other virtual spaces. M3	R2, R4, R5	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
UD1.- INITIAL CONCEPTS	1.1. - Games and Sports. Characteristics and historic evolution 1.2. - The popular and native games. Practice and taxonomies 1.3. - Native and Popular Games, and Valencian Sports. Theory and practice.
UD2.- THE “PILOTA VALENCIANA” AND ESSENTIAL CONCEPTS	2.1. - History of the “pilota valenciana”. 2.1.1.- The origins of the “Pilota” games 2.1.2. - Historic evolution. 2.1.3. - The “pilota valenciana” today. 2.2. - Rules. 2.2.1. - Rules and traditions. 2.2.2.- The passing of the match. 2.2.3. - Authority. 2.2.4. - Score. 2.3. - The technique of Pilota's game. 2.3.1. - The different strikes. 2.3.2.- The kickoff and wounding 2.4. - The tactics of Pilota's game. 2.4.1. - Direct and indirect game. 2.4.2. - Game of invasion and divided court. 2.4.3. - Street, “trinquet”, the fronton court and the school's court. 2.5.- Pilota specific material 2.5.1.- La pilota de vaqueta, de badana, de drap i la de tec. 2.5.2. - The protective material. 2.5.3. - Clothes. 2.6. – The installations 2.6.1.- The street 2.6.2.- “El trinquet” 2.6.3.- Fronton court and the artificial streets 2.6.4.- Les galotxetes del Vinalopó, el rebotet de l'Olleria i el frare de Traiguera 2.6.5.- The new installations of the public centers
UD3. - THE “PILOTA VALENCIANA” AND OTHER CONCEPTS.	3.1.- Other concepts 3.1.1. - Crossings. Public of the game. 3.1.2. - “Els trinqueters, els marxadors i l'empresa”. 3.1.3.- The language to the ball 3.1.4.- The championship



UD4.- GAMES AND NATIVE SPORTS AND EDUCATION

4.1.- Games and native sports to the educational curriculums
4.2.- The teaching of "Pilota Valenciana" and other popular games
4.2.1. - Justifications of the presence of "Pilota" at the classrooms.
4.2.2.- "Pilota valenciana" and the cooperative learning
4.2.3. - Assessments and reflections according to the educational value of pilota.
4.2.4.- The "pilota valenciana" to the sports municipal schools

UD5.- THE "PILOTA VALENCIANA AND THE PROCEDURES

5.1.- The "pilota" and the body
5.1.1.- 'Fer-se la mà'
5.1.2. - The injuries to the "pilota valenciana".
5.1.3. - The warming up to the game of "pilota".
5.2.- The game
5.2.1. - Techniques
5.2.1.1. - The strikes.
5.2.1.2. - The kickoff and wounding.
5.2.2.- Tactics
5.2.2.1.- The games of invasion and divided court
5.2.2.2.- The indirect games
5.3. - The "pilota valenciana" in the didactic units.
5.3.1.- Pilota as educative practice
5.4.- Pilota Training
5.4.1. - The physical conditions to the "Pilota".
5.4.1.1. - Force.
5.4.1.2. - Velocity of reaction and speediness.
5.4.1.3. - Aerobic and anaerobic resistance.
5.4.1.4.- The flexibility

UD6.- THE "PILOTA VALENCIANA" AND THE OTHER POPULAR GAMES AND ATTITUDES

6.1. - The respect to the "Pilota" game like a primary element of the valencian culture.
6.2. - Understanding the importance of the paper of the Physical Education professionals in the conservation of games and sports.
6.3. - Reflecting agreement about the transmission of Pilota moral values: Fair play, honesty, nobleness, etc..
6.4. - The process of auto-management of the evaluation. Learning process responsibility.



Temporary organization of learning:

Block of content	Number of sessions	Hours
UD1.- INITIAL CONCEPTS	6,00	12,00
UD2.- THE “PILOTA VALENCIANA” AND ESSENTIAL CONCEPTS	6,00	12,00
UD3. - THE “PILOTA VALENCIANA” AND OTHER CONCEPTS.	3,00	6,00
UD4.- GAMES AND NATIVE SPORTS AND EDUCATION	4,00	8,00
UD5.- THE “PILOTA VALENCIANA AND THE PROCEDURES	7,00	14,00
UD6.- THE “PILOTA VALENCIANA” AND THE OTHER POPULAR GAMES AND ATTITUDES	4,00	8,00



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Conselleria de Educació, Investigació, Cultura y Deporte : Pilota Valenciana:
<http://www.ceice.gva.es/es/web/deporte/pilota-valenciana>

Federació de jocs i esports tradicionals de la Comunitat Valenciana : <http://www.fjetcv.es>



Federació de Pilota Valenciana: <http://www.fedpival.es/>

Pilota a l'escola: <http://www.pilotaescola.gva.es/>

Pilota Didàctica: <http://pilotadidactica.com/>

Pilota Viu: <http://www.pilotaviu.com/>

Fundació Pilota Valenciana: <http://www.funpival.com/>



Addendum to the Course Guide of the Subject

Due to the exceptional situation caused by the health crisis of the COVID-19 and taking into account the security measures related to the development of the educational activity in the Higher Education Institution teaching area, the following changes have been made in the guide of the subject to ensure that Students achieve their learning outcomes of the Subject.

Situation 1: Teaching without limited capacity (when the number of enrolled students is lower than the allowed capacity in classroom, according to the security measures taken).

In this case, no changes are made in the guide of the subject.

Situation 2: Teaching with limited capacity (when the number of enrolled students is higher than the allowed capacity in classroom, according to the security measures taken).

In this case, the following changes are made:

1. Educational Activities of Onsite Work:

All the foreseen activities to be developed in the classroom as indicated in this field of the guide of the subject will be made through a simultaneous teaching method combining onsite teaching in the classroom and synchronous online teaching. Students will be able to attend classes onsite or to attend them online through the telematic tools provided by the university (videoconferences). In any case, students who attend classes onsite and who attend them by videoconference will rotate periodically.

In the particular case of this subject, these videoconferences will be made through:

- Microsoft Teams
- Blackboard Collaborate Ultra
- Kaltura



Situation 3: Confinement due to a new State of Alarm.

In this case, the following changes are made:

1. Educational Activities of Onsite Work:

All the foreseen activities to be developed in the classroom as indicated in this field of the guide of the subject, as well as the group and personalized tutoring, will be done with the telematic tools provided by the University, through:

- Microsoft Teams
- Blackboard Collaborate Ultra
- Kaltura

Explanation about the practical sessions:

The practical sessions are adapted and carried out through the telematic tools provided by the university.



2. System for Assessing the Acquisition of the competences and Assessment System

ONSITE WORK

Regarding the Assessment Tools:

The Assessment Tools will not be modified. If onsite assessment is not possible, it will be done online through the UCVnet Campus.

The following changes will be made to adapt the subject's assessment to the online teaching.

Course guide		Adaptation	
Assessment tool	Allocated percentage	Description of the suggested changes	Platform to be used

The other Assessment Tools will not be modified with regards to what is indicated in the Course Guide.

Comments to the Assessment System:

The evaluation system is maintained but they will be adapted and carried out through the telematic tools provided by the university and under the criteria stipulated by it.