



Information about the subject

Degree: Bachelor of Sciences of Physical Activity and Sport

Faculty: Faculty of Physical Activity and Sport Sciences

Code: 280212 **Name:** Adversary Sports

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

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 apply theoretical knowledge related to the origin, historical evolution, technical aspects, tactics, and regulations of adversarial sports.
- R2 Develop and implement methodological progressions for acquiring technique and tactics in adversarial sports.
- R3 Select, interpret, and explain relevant information about the theoretical-practical content of adversarial sports, both orally and in writing.
- R4 Demonstrate and apply theoretical-practical content for educational, recreational, and competitive purposes in adversarial sports.
- R5 Observe, detect, and correct technical-tactical issues in adversarial sports to assess skill acquisition in different contexts.

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, R4, R5	40,00%	Written and/or practical tests.
R2, R3, R4, R5	50,00%	Individual or Group Work / Project.
R2, R3, R4, R5	5,00%	Exercises and Practices in the Classroom.
R2, R3, R4	5,00%	Non-face-to-face autonomous work.

Observations

- This subject is NOT susceptible to requesting a single evaluation according to article 10.3 of the GENERAL RULES FOR EVALUATION AND GRADING OF OFFICIAL EDUCATION AND UCV's OWN DEGREES.
- The student may keep the evaluation instruments passed during the 3 years following the first enrollment.
- It is necessary to obtain a 50% in all the evaluation instruments to pass the course.
- Attendance to all the practical sessions indicated in the schedule is mandatory (including block 4). 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 again all the practices 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

Written and/or practical tests

The exam consists of a single final test on the dates of the official call and consists of two parts :
Type test: 30 questions with 3 answer options. The standard penalty system will be 1 wrong subtract 50%. Examination of practical application of knowledge.
Both parts must be passed in order to pass the exam in all the calls.

Individual/group work/project

This evaluation instrument will consist of two different projects :
Group project (20%): Poster. Delivery through the Moodle platform in the SONARA application.
The evaluation tool is the rubric that is posted on the platform. To pass this section it will be essential to obtain at least a 5. Individual project (30%): 5 observation practices where each of the



practices has two parts: The first part is the completion of the assignment, based on the observation practice. The second part is to answer a questionnaire on the practice itself. The standard penalty system will be 1 bad subtract 50%. To pass this section the sum of all the practices must be equal or higher than 5.

Exercises and Practices in the Classroom

Lecture with an expert in physical preparation in adversary sports to exchange, comment, expose and debate.

Attendance is mandatory.

A questionnaire will be completed at the end. The standard penalty system will be 1 bad subtract 50%.

Non-attendance autonomous work

They can submit one of these two assignments:

Reading and analysis of a scientific article and completion of the activity through the platform. Participation in a UCV research group task related to adversarial sports.

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 available to the student.



Use of Artificial Intelligence Tools in the CAFD Degree Program

Use of Artificial Intelligence tools in the CAFD degree program In the Bachelor's Degree in Physical Activity and Sports Sciences (CAFD), the use of Artificial Intelligence (AI) tools is permitted in a complementary and responsible manner, as long as it contributes to active learning, the development of critical thinking, and the improvement of students' professional skills. Under no circumstances should AI replace personal effort, direct practice, or independent reflection, which are fundamental pillars of this degree program.

Permitted Uses of AI:

- Obtaining alternative explanations of theoretical or methodological concepts.
- Generating outlines, concept maps, or summaries to support study.
- Simulating interviews, questionnaires, or training sessions as part of methodological or research practices.
- Receiving feedback on report writing, provided that the original content is the student's own.
- Supporting the search for bibliography or scientific references, always contrasting with reliable and real academic sources, and respecting the CAFD regulations for the presentation of university work.

Prohibited Uses of AI:

- Writing complete sections of academic papers, classroom exercises and practices, internship reports, journals, or portfolios, as well as the Final Degree Project.
- Formulating hypotheses, objectives, or conclusions for academic work.
- Replacing qualitative or quantitative data analysis with automated tools without human validation.
- Creating videos, presentations, or avatars with AI as a substitute for the student's oral or practical presentation.
- Obtaining automatic answers to tests, rubrics, or assessable activities through the use of AI.

Citation and Attribution Guidelines:

- Any use of AI tools must be explicitly acknowledged in the submitted document (e.g., in a footnote or appendix).
- The name of the tool, the purpose of use (e.g., grammatical review, organization of ideas, interview simulation), and where it was used in the work must be indicated.
- Responsible use of AI will be evaluated within the framework of originality, academic honesty, and digital competence.

Additional recommendations:

Students are encouraged to combine the use of AI with traditional methods (manual problem solving, practical session design, direct observation, etc.) to ensure the comprehensive development of their skills.



If there are any doubts about the permitted use of AI in a specific activity, students should consult the faculty responsible for the course.

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. M5	R1, R2, R4	20,00	0,80
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. M1, M4, M6, M7	R3, R5	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, M5	R1	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. M5	R1, R2	2,00	0,08
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. M6, M7	R2	25,00	1,00
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, M6	R5	65,00	2,60
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	Historical evolution of adversarial sports. The process of sports institutionalization of adversarial activities. Characterization and concept of adversarial sports. Criteria for the classification of adversarial sports.
BLOCK 2	The game action as a unit of analysis of the sport. Fundamentals of adversary sports: space, time, communication, rules and strategy. Factors that make up the functional structure of the sport. Fundamentals of physical condition for sport. Physical demands.
BLOCK 3	Basic techniques. Tactical and strategic fundamentals. Generalities and characteristics of the modalities. Learning exercises. Basic tactical situations. Tactical phases. Learning exercises. Practical sessions. Basic fundamentals. Specific preparation. Types of training. Learning exercises. Of the different grappling sports.
BLOCK 4	Realization of practical sessions. Basic fundamentals. Specific preparation. Types of training. Learning exercises. Of the different racquet, paddle or hand sports. Practical sessions. Basic fundamentals. Specific preparation. Types of training. Learning exercises. Of the different sports of hitting or touching with implement. Intervention programs, adapted. Adults, wheelchair, psychic and sensorial disability. Basic fundamentals.
BLOCK 5	The process of teaching / learning of the technique, tactics and strategy of the sport: physical education teaching, 3rd age, sport schools, special groups, etc.



Temporary organization of learning:

Block of content	Number of sessions	Hours
BLOCK 1	2,00	4,00
BLOCK 2	6,00	12,00
BLOCK 3	15,00	30,00
BLOCK 4	2,00	4,00
BLOCK 5	5,00	10,00



References

BASIC REFERENCES:

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COMPLEMENTARY REFERENCES:

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WEBS:

<http://www.arajudo.com/>
<http://www.esgrima.es/>
<http://es.atpworldtour.com/>
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