Information about the subject

Degree: Bachelor of Sciences of Physical Activity and Sport

Faculty: Faculty of Physical Activity and Sport Sciences

Code: 280216 **Name:** Team Sports

Credits: 6,00 **ECTS Year:** 2 **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 the internal logic of various team sports through the analysis of their formal and functional structures.
R2	Prioritize and practically describe the elements that constitute different team sports structures (coordination, cognition, conditioning, socio-affective, and emotional-volitional) based on age, levels, and contexts.
R3	Design and apply tasks, sessions, and programs to develop the specific capacities and skills inherent to team sports, using appropriate teaching-learning methodologies for different ages, levels, and contexts.
R4	Identify and analyze the acquisition level of technical-tactical performance factors in team sports across different ages, levels, and contexts.
R5	Utilize new technologies to optimize teaching-learning processes and performance assessment in team sports.

Assessment system for the acquisition of competencies and grading system

Assessed learning outcomes	Granted percentage	Assessment method
R1, R2, R3, R4, R5	40,00%	Written and/or practical tests.
R1, R2, R3, R4, R5	35,00%	Individual or Group Work / Project.
R3, R4, R5	10,00%	Exercises and Practices in the Classroom.
R1, R2, R3, R4, R5	15,00%	Oral tests or presentation.

Observations

- This course is NOT susceptible to requesting a single evaluation according to article 10.3 of the GENERAL RULES FOR EVALUATION AND GRADING OF OFFICIAL COURSES AND UCV's OWN DEGREES.
- The student may 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 required by this document (80% of practical sessions).
- It is necessary to obtain a 50% in the following evaluation instruments to pass the course: Individual or Group Work/ProjectWritten and/or practical testsOral tests or exposition
- 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

This evaluation instrument is divided into two parts:
1. Group work (25%): realization and delivery of a work on the technical - tactical analysis of a match, of an assigned collective sport.Division of the value of the work: written document (12.50%) and technical-tactical analysis (12.50%), carried out by using a scouting software, for example, Longomach, etc.
2. Session planning (10%): realization and delivery of a teaching-learning session of an assigned team sport.

Written and/or practical tests

The exam consists of a single final test on the dates of the official convocation and consists of three parts:
Type test: 3-4 answer options. The standard penalty system will be 1 wrong subtract 50%-33.3% respectively.Short questions: they do not subtract if they are wrongly answered.Development questions: they must be completely well answered in order to obtain a score from them.

Exercises and practices in the classroom

Participation in the dynamics of the course through open tasks/questionnaires on the platform, on different topics of the course.

Only will be evaluated the evidences or works of those students who attend the session in which they are raised.

Oral tests or exposition

This evaluation instrument is divided into two parts:
Oral presentation of the rules of the game, technical and tactical aspects, etc. of the assigned group sport (10%).Exposition of the group work on the technical-tactical analysis of a match of the assigned collective sport (5%).
The detailed explanation (procedure of the tasks) as well as the evaluation instruments (cards or rubrics) of each section will be published in the platform of each group at the student's disposal.

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	R2, R3, R4	17,50	0,70
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. M3, M4, M6, M7	R3, R4, R5	36,50	1,46
EVALUATION: Set of oral and/or written tests used in the evaluation of the student, including the oral presentation of the final degree project. M6, M7	R1, R2, R3, R4, R5	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	R4, R5	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, R3, R4, R5	30,00	1,20
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. M6	R1, R2, R3, R4, R5	60,00	2,40
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	Definitions and taxonomy of team sports
BLOCK 2	Structural analysis of collective sports
BLOCK 3	Didactics of the teaching-training of collective sports
BLOCK 4	Technical fundamentals of collective sports
BLOCK 5	Tactical fundamentals of collective sports
BLOCK 6	Strategic fundamentals of collective sports

Temporary organization of learning:

Block of content	Number of sessions	Hours
BLOCK 1	1,00	2,00
BLOCK 2	2,00	4,00
BLOCK 3	7,00	14,00
BLOCK 4	7,00	14,00
BLOCK 5	7,00	14,00
BLOCK 6	6,00	12,00

References

BASIC REFERENCES:

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