

Year 2023/2024

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1162034 - Individual and group sports and games

## Information about the subject

Degree: Bachelor of Arts Degree in Primary School Education

Faculty: Faculty of Teacher Training and Education Sciences

Code: 1162034 Name: Individual and group sports and games

Credits: 6,00 ECTS Year: 4 Semester: 2

**Module:** Qualifying Mention in Physical Education

Subject Matter: Games and sports Type: Elective

Field of knowledge: Social and legal sciences

Department: -

Type of learning: Classroom-based learning / Online

Carlos Perez Campos (Responsible Lecturer)

Languages in which it is taught: Spanish

#### Lecturer/-s:

OEF1A16

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OEF1Z16	Mauro Alberola Albors (Responsible Lecturer)	mauro.alberola@ucv.es
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OMUEXTA	Mauro Alberola Albors (Responsible Lecturer)	mauro.alberola@ucv.es



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## **Module organization**

#### **Qualifying Mention in Physical Education**

Subject Matter	ECTS	Subject	ECTS	Year/semester
Specialization in 6,0 Physical Education		Development and assessment of capabilities, motor skills and body expression	6,00	3, 4/1
Biological and physiological bases of movement	6,00	Biological and physiological bases of movement and physical abilities	6,00	3, 4/2
The Didactics of Physical Education	6,00	Didactics and planning of physical education I	6,00	4/2
Games and sports	6,00	Individual and group sports and games	6,00	4/2
Physical activity and health	6,00	Treatment of physical activity, health and special educational needs	6,00	4/2

## 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 The students design programming units, individually or in groups, taking into account the quantitative component of movement expressed through basic physical abilities
- R2 The students present a theoretical-practical case demonstrating mastery of the theoretical-practical contents of the subject, as well as group management and dynamics



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## 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			ı
		1	2	3	4
CG1	Understand the curricular areas of Primary Education, the interdisciplinary relationship between them, the evaluation criteria, and the body of didactic knowledge around the respective teaching and learning procedures.			X	1
CG2	Design, plan, and evaluate teaching and learning processes, both individually and in collaboration with other teachers and professionals from the school.	1		X	
CG5	Promote a positive coexistence inside and outside of the classroom, resolve discipline issues, and contribute to peaceful resolution of conflicts. Encourage and value effort, perseverance, and personal discipline in students.				X
CG10	Reflect on classroom practices to innovate and improve teaching work. Acquire habits and skills for autonomous and coopoerative learning and promote it among students.				x
CG11	Know and apply information and communication technologies in the classrooms. Selectively discern audiovisual information that contributes to learning, civic education, and cultural enrichment.				x

EEF1 Understand and value the principles that contribute to cultural, personal and social education through Physical Education.  EEF2 Master the school curriculum of Physical Education.	,	Weig	hting	]
personal and social education through Physical Education.	1	2	3	4
EEF2 Master the school curriculum of Physical Education.				x
				X
EEF3 Acquire and know how to apply resources to promote lifelong participation in sporting activities in and out of school.				x



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EEF4	Develop and assess curriculum content through appropriate teaching resources and promote the corresponding competences in students.	x
EEF6	Know and analyse the role of sport and physical activity in contemporary society and recognise their influence in different social and cultural spheres.	x
EEF11	Knowing how to apply the fundamentals and techniques of sports initiation and physical activities in the natural environment.	x





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## Assessment system for the acquisition of competencies and grading system

Assessed learning outcomes	Granted percentage	Assessment method
R1, R2	10,00%	Solution of practical cases: Execution tests, real and/or simulated tasks.
R1, R2	40,00%	Oral presentation of group and individual works: Self-assessment systems (oral, written, individual, in groups). Oral tests (individual, in groups, presentation of topics or works).
R1, R2	10,00%	Monitoring of student work in non-face-to-face/distance sessions: Observation techniques, rubrics, checklists. Portfolios.
R1, R2	20,00%	Active participation in theoretical-practical sessions, seminars, and tutorials: Attitude scale (to gather opinions, values, social and managerial skills, interaction behaviors).
R1, R2	20,00%	Written tests: Objective tests with short and extended responses.

#### Observations

The evaluation includes several well differentiated instruments. Attendance and active participation, class assignments, reflections on articles related to the subject of the course, individual and group practical exposition of activities related to the subject and written test. The written test will be in the form of a multiple-choice exam.

The final grade will be the weighted average of each of the established tests. All the assignments and tests will have an established date of presentation and delivery.

The defenses of the assumptions, practical activities may be recorded in video format.

Criteria for the awarding of Honors, a grade of 9.5 or higher may be obtained. In case of two equal grades, the evaluation criteria will be taken into account in order of evaluation in their percentage.



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#### **CRITERIA FOR THE AWARDING OF HONOURS:**

As a sign of academic exceptionality, the Honour's Degree will be awarded to the student who, in addition to obtaining a maximum mark in the above criteria, is considered by the teacher to be worthy of such a distinction. And, in accordance with the general regulations which indicate that only one matriculation of honour can be awarded for every 20 students, not per fraction of 20, with the exception of the case of groups of less than 20 students in total, in which one matriculation can be awarded.

### Learning activities

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

M1	Participatory Master Class
M2	Case Study
M3	Project-based Learning
M5	Seminar Work
M7	Cooperative/Collaborative Work
M9	Group and Individual Tutoring
M10	Individual Tutoring



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IN-CLASS LEARNING						
IN-CLASS LEARNING ACTIVITIES						
	LEARNING OUTCOMES	HOURS	ECTS			
Theoretical Class M1, M2, M3, M5	R1, R2	20,00	0,80			
Practical Class M1, M2, M3, M5	R1, R2	35,00	1,40			
Tutoring M1, M2, M3, M5	R1, R2	2,00	0,08			
Evaluation M1, M2, M3, M5	R1, R2	3,00	0,12			
TOTAL		60,00	2,40			
LEARNING ACTIVITIES OF AUTONOMOUS WORK						
	LEARNING OUTCOMES	HOURS	ECTS			
Group work M1, M2, M3, M5	R1, R2	60,00	2,40			
Individual work M1, M2, M3, M5	R1, R2	30,00	1,20			
TOTAL		90,00	3,60			
ON-LINE LEARNING						
SYNCHRONOUS LEARNING ACTIVITIES						
	LEARNING OUTCOMES	HOURS	ECTS			
Individual tutoring (e-learning mode)	R1, R2	60,00	2,40			
TOTAL		60,00	2,40			



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#### **ASYNCHRONOUS LEARNING ACTIVITIES**

TOTAL		90,00	3,60	
Individual work	R1, R2	90,00	3,60	
	LEARNING OUTCOMES	HOURS	ECTS	



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## Description of the contents

Description of the necessary contents to acquire the learning outcomes.

#### Theoretical contents:

Content block	Contents
Topic 1. Conceptualization	1.1.Concept of game and sport.
ropio 1. Concoptadiization	1.2.The games and sports in the school curriculum.
Topic 2. The game in Primary Education	2.1. Origins of the game.
	2.2. Theories and classifications.
	2.3. The game at school age.
	2.4. Modified games.
	2.5. Pre-sports games.
	2.6. Popular and autochthonous games.
	2.7. Didactic and methodological guidelines.
Topic 3. Individual Sports in Primary	3.1. Historical background.
Education	3.2. Classification of individual sports.
	3.3. Structural analysis of individual sports
	3.4. Stages of initiation and training
	3.5. Didactic and methodological guidelines
	3.6. Development and planning of individual sports learning
Topic 4. Collective sports in Primary	4.1. Historical background.
Education	4.2. Classification of collective sports.
	4.3. Structural analysis of team sports.
	4.4. Stages of initiation and training.
	4.5. Didactic and methodological guidelines.
	4.6. Development and planning of collective sports learning.



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### Temporary organization of learning:

Block of content	Number of sessions	Hours
Topic 1. Conceptualization	2,00	4,00
Topic 2. The game in Primary Education	8,00	16,00
Topic 3. Individual Sports in Primary Education	10,00	20,00
Topic 4. Collective sports in Primary Education	10,00	20,00



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#### References

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#### 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.

<u>Situation 1: Teaching without limited capacity</u> (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.

<u>Situation 2: Teaching with limited capacity</u> (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:

Kaltura

#### 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.

n the pa	articular case of this subjec	t, these	videoconferen	ces will be mad	le through:
X	Microsoft Teams				



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#### 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:

χ Microsoft Teams	
Kaltura	
Explanation about the practical sessions:	



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

Assessment System	
ONSITE WORK	
Regarding the Assessment Tools:	

X	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:** 



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ONLINE W	ORK			
Regardir	ng the Assessment Too	ls:		
X	The Assessment Tools will be done online thro		odified. If onsite assessment Campus.	is not possible, it
	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:**