

26306 - Motor games

Syllabus Information

Academic Year: 2019/20

Subject: 26306 - Motor games

Faculty / School: 229 - Facultad de Ciencias de la Salud y del Deporte

Degree: 295 - Degree in Physical Activity and Sports Science

ECTS: 6.0

Year: 1

Semester: First semester

Subject Type: Compulsory

Module: ---

1.General information

1.1.Aims of the course

1.2.Context and importance of this course in the degree

1.3.Recommendations to take this course

2.Learning goals

2.1.Competences

2.2.Learning goals

2.3.Importance of learning goals

3.Assessment (1st and 2nd call)

3.1.Assessment tasks (description of tasks, marking system and assessment criteria)

4.Methodology, learning tasks, syllabus and resources

4.1.Methodological overview

4.2.Learning tasks

4.3.Syllabus

The course will address the following topics:

SECTION I. INTRODUCTION TO THE RECREATIONAL APPROACH

- Topic 1. CONCEPT, NATURE AND GAME CHARACTERISTICS
- Topic 2. GAME AS A CULTURAL PHENOMENON: Game, sport, leisure and society

SECTION II. REFERENCE AND THEORETICAL APPROACH OF THE GAME

- Topic 3. THEORETICAL APPROACH OF THE GAME
- Topic 4. THE DEVELOPMENTAL HUMAN STAGES OF GAME

SECTION III. MOTOR GAME

- Topic 5. GAME AND MOTOR SKILLS
- Topic 6. CONCEPT AND CRITERIA USED TO CLASSIFY GAMES

- Topic 7. STRUCTURAL AND FUNCTIONAL ANALYSIS OF GAMES
- Topic 8. CHARACTERISTICS OF MOTOR GAMES

SECTION IV. GAME DEVELOPMENT RESOURCES

- Topic 9. RESOURCES TO MANAGE AND ORGANIZE GAMES: Motor-game design and game-file organization
- Topic 10. TEACHING APPLICATIONS OF MOTOR GAME. MOTOR GAME AND LEARNING
- Topic 11. MATERIALS FOR THE GAME. ALTERNATIVE BUILDING MATERIALS
- Topic 12. PLAY AREA

4.4.Course planning and calendar

Further information concerning the timetable, classroom, office hours, assessment dates and other details regarding this course will be provided on the first day of class or please refer to the Faculty of Health and Sports Sciences website.

4.5.Bibliography and recommended resources