

## 26306 - Motor games

### Syllabus Information

**Academic Year:** 2020/21

**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

Given the possibility of teaching online according to the social and health situation derived from the COVID-19, it is recommended to have a laptop-type computer support with a webcam that enables online monitoring of the subject, with virtual classes with the GOOGLE MEET tool.

## 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

The methodology followed in this course is oriented towards the achievement of the learning objectives. It is based on active participation, case studies, teamwork etc.

### 4.2.Learning tasks

This is a 6 ECTS course organized as follows:

?**Theory session.** The teacher presents theoretical contents illustrated with relevant examples.

?**Practice sessions.** They can include discussion and presentation of case studies, practical work outside the classroom.

?**Seminars.**

?**Autonomous work.** Students do tasks such as study, readings, preparation of practice sessions and seminars, and summative assignments.

?**Tutorials** Office hours can be used to solved doubts and for follow-up of students' learning progress.

?**Assessment tasks.** Exercises, case studies, literature review, oral interviews, oral presentation and reports, portafolios, and a final written examination.

Given the exceptional situation for this 2020/21 academic year due to the appearance of COVID-19, there is the possibility of modifying methodological resources according to a new alarm situation, with a new social confinement of the population and therefore a new academic situation that derives in the suspension of the face-to-face classes. Given the possible appearance of this situation, both theoretical and practical sessions will be conducted with live video calls using GOOGLE MEET. All this communicated through corporate mail through the MOODLE platform.

### 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

The bibliography can be consulted in the Spanish version.