

26306 - Motor games

Syllabus Information

Academic year: 2024/25

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

This subject, which takes place in the first four-month period, is intended to be a starting point for the students' learning of many of the basic competencies of the graduate, such as the practical use of games and activities, the design and implementation of sessions, or the autonomous and critical search for information.

The analysis of physical activity and sport as an element of our culture cannot fail to pay attention with the depth and the rigor it deserves to the game as the most genuine manifestation of physical sports culture. It is a privileged tool for the professional to be trained.

The subject requires correctness in the format and writing of all tests and written documents having an impact on the grade

2. Learning results

In this subject, as in the rest of the subjects of the degree, all the general competences (instrumental, personal, interpersonal and systemic) that appear in the Report of the Degree will be covered

In order to pass this subject, the students shall demonstrate they has acquired the following results:

*To explain the particularities of the game as a cultural manifestation, its evolution and values, the ludic interests in function of the evolutionary moment as well as the ludic patrimony of a community.

*To elaborate, classify and manage with agility a file of games, with their particular values and characteristics.

*To design a game session within a given context, being able to modify practice conditions, observe problems and propose solutions within the same, applying adequate methodological resources.

*To present critical capacity when evaluating technical and scientific documentation related to the game.

3. Syllabus

Topic 1.-CONCEPT, NATURE AND CHARACTERISTICS OF THE GAME.

Theme 2.-GAME AS A CULTURAL PHENOMENON: Play, sport, leisure and society.

Theoretical models of the game.

Theme 4.-GAME IN THE EVOLUTIONARY STAGES OF DEVELOPMENT.

Theme 5.-GAME AND MOTRICITY.

Topic 6.-CONCEPT AND CRITERIA FOR ITS CLASSIFICATION.

STRUCTURAL AND FUNCTIONAL ANALYSIS OF THE MOTOR GAME.

PARTICULAR CHARACTERISTICS OF MOTOR GAMES.

RESOURCES FOR ORGANIZING AND MANAGING GAME ACTIVITIES.

DIDACTIC APPLICATIONS OF THE MOTOR GAME. PLAY AND LEARNING.

Topic 11.- MATERIALS. CONSTRUCTION OF ALTERNATIVE MATERIALS.

Topic 12.- THE PLAY SPACE

4. Academic activities

-Theoretical sessions by means of lectures.

-Practical sessions with motor games and dynamic analysis of the teaching intervention.

- Specific seminars with small groups attending the different parts of the program.
- Session design and implementation. Analysis of a specific game application situation.
- Elaboration of a game file. Ultimate defence of the material produced.
- Bibliographic search of articles and other documents related to motor games.

5. Assessment system

Continuous evaluation of the subject includes:

- WORK OF THE SUBJECT (30%). Designing a session and putting it into practice: this work intends that each group is able to design, organize, animate and evaluate a game session. The idea is to put into action all the elements that has seen throughout the term. Each group will start with a reference situation, which can be real or invented.
- Elaboration and defence of a GAMES FILE (25%): through the compilation of the games developed in the subject with a subsequent classification of the students themselves as well as the final defence of the work done.
- DOCUMENTATION WORK(15%). Through this work the students will carry out a bibliographic search on articles related to motor games. A critical evaluation of the readings will be made and will be presented, as agreed, within some of the activities contemplated in the subject.
- Theoretical-practical EXAM (30%), where the basic concepts developed in the subject will be evaluated, on the date officially approved by the center

In order to be eligible for continuous evaluation, a minimum of 80% of the practical classes must be attended. If this percentage is not reached , students have to pass to the global evaluation.

For students who take the global evaluation of the subject:

- Theoretical exam (50%) and practical case (50%). Both parts must be passed in order to qualify for the grade according to the percentage established. They will be held on the date officially approved by the center and officially published.

Fraud or total or partial plagiarism in any of the evaluation tests will result in the failure of the subject with the minimum grade, in addition to the disciplinary sanctions that the guarantee committee adopts for these cases. For more detailed information on plagiarism and its consequences please consult: <https://biblioteca.unizar.es/propiedad-intelectual/propiedad-intelectual-plagio>

6. Sustainable Development Goals

- 4 - Quality Education
- 5 - Gender Equality