



IDENTIFYING DATA

Motor play

Subject	Motor play			
Code	P02G050V01105			
Study programme	(*)Grao en Ciencias da Actividade Física e do Deporte			
Descriptors	ECTS Credits	Choose	Year	Quadmester
	6	Mandatory	1st	1st
Teaching language				
Department				
Coordinator	Pazos Couto, Jose Maria			
Lecturers	Pazos Couto, Jose Maria			
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General description				

Competencies

Code	
A1	(*)Capacidade para deseñar, desenvolver e avaliar os procesos de ensino-aprendizaxe relativos á actividade física e ao deporte con atención ás características individuais e contextuais das persoas
A3	(*)Capacidade para aplicar os principios fisiolóxicos, biomecánicos, comportamentais e sociais, na proposta de tarefas nos procesos de ensino-aprendizaxe a través da actividade física e o deporte
A5	(*)Capacidade para planificar, desenvolver e avaliar a realización de programas de deporte e actividade física escolar
A6	(*)Capacidade para seleccionar e saber utilizar o material e equipamento deportivo adecuado para cada tipo de actividade nos procesos de ensino-aprendizaxe a través da actividade física e do deporte
A24	(*)Capacidade para deseñar, desenvolver e avaliar os procesos de ensino-aprendizaxe relativos á actividade físico-deportiva recreativa, con atención ás características individuais e contextuais das persoas
A25	(*)Capacidade para planificar, desenvolver e controlar a realización de actividades físico-deportivas recreativas
B1	(*)Conceptualización e identificación do obxecto de estudo das Ciencias da Actividade Física e do Deporte
B2	(*)Coñecemento e comprensión da literatura científica do ámbito da actividade física e o deporte
B9	(*)Coñecemento e comprensión dos fundamentos do exercicio físico, xogo motor, danza, expresión corporal e actividades na natureza
B11	(*)Coñecemento e comprensión dos principios éticos necesarios para o correcto exercicio profesional
B13	(*)Hábitos de excelencia e calidade no exercicio profesional
B14	(*)Utilización da información científica básica aplicada á actividade física e ao deporte nas súas diferentes manifestacións
B15	(*)Capacidade para deseñar, desenvolver e avaliar os procesos de ensino-aprendizaxe relativos á actividade física e do deporte, con atención ás características individuais e contextuais das persoas
B18	(*)Capacidade para aplicar os principios fisiolóxicos, biomecánicos, comportamentais e sociais, aos diferentes campos da actividade física e o deporte
B21	(*)Capacidade para planificar, desenvolver e controlar a realización de programas de actividades físico-deportivas
B23	(*)Capacidade para seleccionar e saber utilizar o material e equipamento deportivo adecuado para cada tipo de actividade
B24	(*)Actuación dentro dos principios éticos necesarios para o correcto exercicio profesional
B25	(*)Habilidade de liderado, capacidade de relación interpersoal e traballo en equipo
B26	(*)Adaptación a novas situacións, á resolución de problemas e á aprendizaxe autónoma

Learning aims

Expected results from this subject	Training and Learning Results
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Know apply the theoretical knowledges-@práctico of the game to different situations.	A1 A5 A24 A25	B1 B2 B9 B14
Know identify and select games in function of the didactic objectives of different types of sessions.	A1 A3 A5 A6	B15 B18 B21 B23 B26
Develop practical proposals of education-own learning of the subject, adapting the process to different communities.	A1 A5 A6	B15 B21 B23 B26
Be able of *reflexionar and develop a critical and autonomous attitude in the learning of the contained of the subject.		B11 B24 B26
Purchase *destrezas specific of the @docente (*animador, trainer, professor of And.*F, etc.) In the presentation of motor games and in the led of a group of people.	A5	B13 B25
Purchase attitudes of preparation, anticipation, observation, analysis and takes of decisions to improve the process of education-learning in sessions of motor games.	A5 A6	B15 B23 B25
Contribute to the encouragement of the education no *sexista and stop the peace.	A1 A5 A6	B1 B11 B24
Handle properly the techniques of work and the own documentary sources of the subject.		B2 B9 B25 B26
Be able to work in team and develop skills of leadership.	A1	B24 B25 B26

Contents

Topic		
1. Theoretical bases-@práctico of the motor game.	- History - Definitions - Rankings - Theories - Characteristic	
2. Didactic aspects of the motor game.	- Typologies of sessions *lúdicas. - Basic aspects of the communication. - Methodology of presentation and driving of games. - Resources in function of the contexts.	
3. The game in the curricula of Physical Education.	- Childish education - Primary Education - ARE - *Bacharelato	
4. Games and education in values.	- The education in values through the game. - Games and toys no *sexistas. - Games and toys of education stop the peace and the cultural diversity. - Traditional games.	
5. The game in the half natural.	- History and characteristic. - Typology of games.	
6. Toys and material *lúdicos.	- History and evolution of the toys and material *lúdicos. - The motor game and the sustainability. - Manufacture of toys and material *lúdicos with material of *refugallo.	

Planning

	Class hours	Hours outside the classroom	Total hours
Introductory activities	1	0	1
Presentations / exhibitions	3	6	9
Proceedings	2	4	6
Master Session	5	0	5
Classroom work	5	0	5
Troubleshooting and / or exercises	4	4	8

Tutored works	0	8	8
Autonomous practices through ICT	0	8	8
Laboratory practises	30	30	60
Multiple choice tests	1	8	9
Troubleshooting and / or exercises	3	6	9
Jobs and projects	2	10	12
Practical tests, real task execution and / or simulated.	10	0	10

*The information in the planning table is for guidance only and does not take into account the heterogeneity of the students.

Methodologies

	Description
Introductory activities	It treats of activities of introduction to the subject and of initial diagnostic of the knowledges of the students.
Presentations / exhibitions	Presentations of proposals *lúdicas by part of the students.
Proceedings	Realization of debates in the kind from one fear or situation proposed.
Master Session	The teaching staff will expose the contents of the subject, clearing concepts, rankings, techniques of application, bases, etc.
Classroom work	The students will take part in the classroom by means of tasks of resolution of problems and proposals/analysis/evaluation of activities related with the subject.
Troubleshooting and / or exercises	Resolution of problems *teórico- practical
Tutored works	From the proposals of the teaching staff stop the manufacture of games, the students will have to propose different games, that will be *tutelados by means of the virtual platform and in the *tutorías.
Autonomous practices through ICT	By means of the platform SUBJECT, the students will develop different activities related with the employment of the new technologies (was, delivery of exercises and works, etc.).
Laboratory practises	It treats to take part actively in the practices developed in the sportive installations.

Personalized attention

Methodologies	Description
Presentations / exhibitions	#Recommend him to the students that consult in schedule of *tutorías of the professor if the tasks of weekly selection of the motor games adjust to the subject of the week and also which would be the best way to do the presentation or exhibition following the didactic bases generals and specific *lúdicos.
Tutored works	#Recommend him to the students that consult in schedule of *tutorías of the professor if the tasks of weekly selection of the motor games adjust to the subject of the week and also which would be the best way to do the presentation or exhibition following the didactic bases generals and specific *lúdicos.

Assessment

	Description	Qualification
Multiple choice tests	(*)Probas para avaliación das competencias adquiridas que inclúen preguntas pechadas con diferentes alternativas de resposta (elección única). Os alumnos seleccionan unha resposta entre un número limitado de posibilidades.	20
Troubleshooting and / or exercises	(*)Relacionados ca teoría e prácticas de análise e toma de decisións sobre clasificación de xogos motores segundo clasificacións vistas na teoría.	20
Jobs and projects	(*)Diseño e organización de Xornadas de Xogos Motores dirixidos á adquirir competencias de autonomía, liderazgo e traballo en grupo.	30
Practical tests, real task execution and / or simulated.	(*)Execución das tarefas/xogos propostos nas 15 clases prácticas en clases prácticas manifestando unha participación activa, observación e análise crítica sobre o proceso de ensinanza-aprendizaxe.	30

Other comments on the Evaluation

Sources of information

Museo virtual do xogo www.museodeljuego.org.

Recommendations

