



IDENTIFYING DATA

Gross motor games

Subject	Gross motor games			
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	Spanish Galician			
Department				
Coordinator	Pazos Couto, Jose Maria			
Lecturers	Pazos Couto, Jose Maria			
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General description				

Competencies

Code	
B4	Knowledge and comprehension of the behavioral and social factors that determine the practice of the physical activity and the sport.
B6	Knowledge and compression of the effects of the practice of the physical exercise on the psychological and social aspects of the human being.
B7	Knowledge and comprehension of the foundations, structures and functions of the skills and bosses of the motricity humanizes.
B8	Knowledge and comprehension of the structure function and development of the different manifestations of the motricity humanizes.
B10	Knowledge and comprehension of the foundations of the sport.
C1	Aptitude to design, to develop and evaluate the processes of education - learning relative to the physical activity and the sport with attention to the individual and contextual characteristics of the persons.
C5	Aptitude to plan, to develop and evaluate the accomplishment of programs of sport and physical school activity
C6	Aptitude to select and to be able to use the material and sports equipment adapted for every type of activity in the processes of education learning across the physical activity and sport.
C24	Aptitude to design, to develop and evaluate the processes of education - learning relative to the physical - sports recreative activity, with attention to the individual and contextual characteristics of the persons
C25	Aptitude to plan, to develop and control the accomplishment of physical - sports recreative activities

Learning outcomes

Expected results from this subject	Training and Learning Results	
Know apply the theoretical knowledges-@práctico of the game to different situations.	B4	C1
	B6	C5
		C24
		C25
Know identify and select games in function of the didactic objectives of different types of sessions.	B7	C5
	B8	C6
		C25
Develop practical proposals of education-own learning of the subject, adapting the process to different communities.	B6	C1
		C5
		C6
		C25

Be able of *reflexionar and develop a critical and autonomous attitude in the learning of the contained of the subject.	B7 B8 B10	C6 C24
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.	B4	C5 C24 C25
Purchase attitudes of preparation, anticipation, observation, analysis and takes of decisions to improve the process of education-learning in sessions of motor games.	B6 B10	C5 C6 C25
Contribute to the encouragement of the education no *sexista and stop the peace.	B4 B10	C1 C5 C6
Handle properly the techniques of work and the own documentary sources of the subject.	B4 B6	C1 C5 C6 C24 C25
Be able to work in team and develop skills of leadership.	B4 B7 B10	C1 C6 C25

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	Training and Learning Results
Multiple choice tests	Proofs for evaluation of the competitions purchased that include questions closed with different alternatives of answer (only election). The students select an answer go in a number limited of possibilities.	20	B7 C1 B8 C5 C6 C24 C25
Troubleshooting and / or exercises	Related that theory and practical of analysis and takes of decisions on ranking of motor games according to rankings seen in the theory.	20	B6 C1 B7 C5 C6 C24 C25
Jobs and projects	Design and organisation of Days of Motor Games directed to the purchase competitions of autonomy, leadership and work in group.	30	C1 C5 C6 C24 C25
Practical tests, real task execution and / or simulated.	Execution of the tasks/games proposed in the 15 practical kinds in practical kinds manifesting an active participation, observation and critical analysis envelope the process of education-learning	30	B4 C1 B6 C5 B7 C6 C24 C25

Other comments on the Evaluation

In the first announcement: The theoretical part will add until the 40 % (the proofs of type test and Resolution of problems and/or exercises) the practical part the 60 % (practical proofs ... And works). It will be necessary to surpass the 5 (the 50 % of the note)so much in the theoretical part like the practice separately.

For the second announcement:

In the theoretical part: the parts approved will take into account with the corresponding note. In the practical part:This part will recover by means of an on practical suppositions of the play engine, that the *alumnado has to resolve according to the

practical theoretical content of each one of the parts

Sources of information

Museo virtual do xogo www.museodeljuego.org,

Recommendations
