

## 26306 - Motor games

### Información del Plan Docente

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|-----------------|--|
| Academic Year   | 2016/17  |
| Academic center | 229 - Facultad de Ciencias de la Salud y del Deporte |
| Degree          | 295 - Degree in Physical Activity and Sports Science |
| ECTS            | 6.0  |
| Course          | 1  |
| Period          | First semester                                       |
| Subject Type    | Compulsory   |
| Module          | ---  |

### 1. Basic info

#### 1.1. Recommendations to take this course

#### 1.2. Activities and key dates for the course

### 2. Initiation

#### 2.1. Learning outcomes that define the subject

#### 2.2. Introduction

### 3. Context and competences

#### 3.1. Goals

#### 3.2. Context and meaning of the subject in the degree

#### 3.3. Competences

#### 3.4. Importance of learning outcomes

### 4. Evaluation

### 5. Activities and resources

#### 5.1. General methodological presentation

#### 5.2. Learning activities

#### 5.3. Program

### THEMATIC BLOCK I. INTRODUCTION TO THE RECREATIONAL APPROACH

## 26306 - Motor games

**Topic/Issue 1.-** CONCEPT, NATURE AND GAME CHARACTERISTICS

**Topic/Issue 2.** GAME AS CULTURAL PHENOMENON: Game, sport, leisure and society

**THEMATIC BLOCK II: REFERENCE AND [THEORETICAL APPROACH](#) OF THE GAME**

**Topic/Issue 3.- [THEORETICAL APPROACH](#) OF THE GAME**

**Topic/Issue 4.- THE DEVELOPMENTAL HUMAN STAGES OF GAME**

**THEMATIC BLOCK III: MOTOR GAME**

**Topic/Issue 5.-** GAME AND MOTOR SKILLS

**Topic/Issue 6.-** CONCEPT AND CRITERIA USED TO CLASSIFY GAMES

**Topic/Issue 7.-** STRUCTURAL AND FUNCTIONAL ANALYSIS GAMES

**Topic/Issue 8.-** CHARACTERISTICS OF MOTOR GAMES

**THEMATIC BLOCK IV: [GAME DEVELOPMENT](#) RESOURCES**

**Topic/Issue 9.-** RESOURCES TO MANAGE AND ORGANIZE GAMES: Motor games design and game file organization.

**Topic/Issue 10.-** TEACHING APPLICATIONS OF MOTOR GAME. MOTOR GAME AND LEARNING.

**Topic/Issue 11.-** MATERIALS FOR THE GAME. ALTERNATIVE BUILDING MATERIALS.

**Topic/Issue 12.-** PLAY AREA

**5.4.Planning and scheduling**

**5.5.Bibliography and recommended resources**