

Liverpool John Moores University

Title: Skill Acquisition 1
Status: Definitive
Code: **4506SPOSCI** (129565)
Version Start Date: 01-08-2021

Owning School/Faculty: Sport and Exercise Sciences
Teaching School/Faculty: Portobello Institute

Team	Leader
Ceriann Magill	Y

Academic Level: FHEQ4
Credit Value: 20
Total Delivered Hours: 40
Total Learning Hours: 200
Private Study: 160

Delivery Options

Course typically offered: Semester 2 and Summer

Component	Contact Hours
Lecture	20
Practical	10
Tutorial	10

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	<p>Complete a lesson plan for a class that includes a gymnastics skill of your choice. Include details of warm-up, main lesson structure and cooldown.</p> <p>In the lesson plan, describe the motor development stage of your students and the skill level for the specific skill being taught. Use key concepts in skill acquisition to describe the instruction, feedback, structure and evaluation you will use.</p>	60	

Category	Short Description	Description	Weighting (%)	Exam Duration
		<p>Explain 2-3 theories of motivation.</p> <p>Describe how the theories can be applied to teaching practice and promote student engagement as well as disengagement</p>		
Presentation	AS2	Deliver a 10-minute practical to demonstrate a core component of your lesson plan.	40	

Aims

This module will introduce students to key concepts related to skill acquisition and motor development throughout childhood and adolescents. It will also illustrate how these concepts can be applied in a range of physical education environments such as gymnastics, dance, games, and athletics.

Learning Outcomes

After completing the module the student should be able to:

- 1 Describe key concepts of skill acquisition and stages of motor development
- 2 Apply skill acquisition concepts to individual in physical activities in a range of artistic, technical and creative contexts such as gymnastics, dance, team sports, athletics and games

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Lesson Plan	1	2
Practical session delivery	1	2

Outline Syllabus

Feedback

Stages of motor development

Contextual interference Classification of skills Measuring skills

Motor control theories Stages of learning Instruction

Perceptual cognitive skills

Curricular activities for dance and gymnastics

Curricular activities for games and athletics

Learning Activities

Theoretical and practical concepts and principles will be introduced and developed through a combination of lectures, seminars, and practical learning activities. Opportunities will be available, where appropriate, for individual tutorials. Online and in person lectures will be scheduled throughout the semester.

Students will also be involved in a range of directed tasks which will be completed as independent study, including but not limited to planning and using individual and group discussions as an aid to learning and presenting information in a variety of ways.

Students will be required to complete background reading and preparations before lecture and workshop sessions, in order to aid their contribution to discussions and debates from an informed point of view

Practical teaching of peers and experience in a range of practical activities will be delivered through practical tutorials. Study skills techniques including notetaking, active reading, planning for an assignment and information searches will be integrated through guided learning activities.

Practical coaching and experience in a range of practical activities and self-reflection

Notes

This module is delivered in semester 2. This module will enable individuals to consider and appreciate how physical education can provide a positive learning environment for the development of a wide range of skills and attributes. These include movement, sport specific skills, leadership and teamwork. This module will allow for reflection on how pedagogy can impact on the physical, affective, cognitive, and social development of individuals. This module will primarily focus on traditional activities associated with physical education such as games, aesthetic activities and individual activities.