

## Liverpool John Moores University

Title: INVESTIGATING GAMES  
Status: Definitive  
Code: **5212SPODEV** (104375)  
Version Start Date: 01-08-2016

Owning School/Faculty: Sports Studies, Leisure and Nutrition  
Teaching School/Faculty: Sports Studies, Leisure and Nutrition

Team	Leader
Danny Cullinane	Y

**Academic Level:** FHEQ5  
**Credit Value:** 12  
**Total Delivered Hours:** 25  
**Total Learning Hours:** 120  
**Private Study:** 95

### Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	12
Practical	12
Tutorial	1

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Practice	AS1	Practical delivery of an allocated mini game	30	
Practice	AS2	Mini Game Resource Pack (2,000 words)	70	

### Aims

*To enable students to identify and manipulate the factors affecting the construction and delivery of games, and to understand how games match participant's needs.*

### Learning Outcomes

After completing the module the student should be able to:

- 1 Describe and evaluate a wide range of current mini games
- 2 Assess how mini games complement the full version of the sport
- 3 Effectively plan and deliver a mini games activity
- 4 Demonstrate how a game meets the needs of its participants.

### **Learning Outcomes of Assessments**

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

Practical	1	2	3
Resource Pack	1	2	4

### **Outline Syllabus**

*Introduction to games and mini games*

*Young people's development*

*Analysis and construction of games*

*Implementation of mini games.*

*Investigation of a range of mini games and activities, such as: Kwik Cricket, Mini Tennis, Tag Rugby, Hi-Five and First Step Netball, Sportshall Athletics, Pop Lacrosse.*

### **Learning Activities**

This module will be taught in smaller groups and will include mainly Practicals but also an element of Independent Study

### **Notes**

This module explores the history and purpose of sports games for young people, in particular the application of specific 'mini games'. Through an integrated mix of lecture and practical sessions the module develops students' ability to analyse and deconstruct how games are played, and to learn how to adapt and deliver games activities in different settings.